

E3 is where the Family Friendly Gaming team was this month!

Is your heart ready for a 3D Kingdom?

One Lego video game to rule them ALL!

Family Friendly Gaming™

The VOICE of the FAMILY in GAMING



Issue #60

Display until
August 11, 2012

Christian Games! Now!



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



 **Christian
Computer Games**

Contents

Issue Number 60

July 2012

www.familyfriendlygaming.com

5

Editor's Desk

Electronic Entertainment-Expo (E3)

6

Female Side

VBS and Reality Problems

7

Working Man Gamer

Do you like new games or sequels?

8 - 11

Sound Off

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

12 - 13

Talk to Me Now

Skylanders Giants is going to be HUGE!

14 - 17

Sports

NCAA Football 13, and F1 2012 are being developed for the millions of sports fans out there.

18 - 25

In the News

Nyko Introduces Android Tablet Controllers at E3, Fertang Receives Rave Reviews, Fruit Ninja Products Dominate Stores Worldwide, RailWorks Announces Southern Pacific Cab-Forward Locomotive, Hello Kitty Picnic with Sanrio Friends Coming Christmas 2012, Zynga Takes Draw Something Global, Bill Budge Donates His Iconic Video Game Computer, and more.

26

State of Gaming

Less for Families this year.

Page 14 Sports NCAA Football 13

Page 16 Sports F1 2012

Page 22 News

Important Legal Disclaimer: "Family Friendly Gaming" is trademarked. Contents of Family Friendly Gaming is the copyright of Paul Bury, and Yolanda Bury with the exception of trademarks and related indicia (example Digital Praise); which are property of their individual owners. Use of anything in Family Friendly Gaming that Paul and Yolanda Bury claims copyright to is a violation of federal copyright law. Contact the editor at the business address of:

c/o Paul Bury
Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018
Pbury@familyfriendlygaming.com

Trademark Notice

Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Ememrich.

27 - 39

Reviews

F-Zero, Rune Factory 3, Star Wars Battlefront Elite Squadrons, Wrestlefest, Super Monkey Ball Step & Roll, DC Universe Online, Ancient Aliens Season One, NCIS Season Five, Sanctuary Season Two, Columns, and Major League Baseball 2K11 are reviewed this issue.

40 - 61

Developing Games

Jet Set Radio, Mini Ninjas Adventures, Lego Lord of the Rings, Wii Fit U, Reel Fishing: Ocean Challenge, Rise of the Guardians, New Super Mario Bros 2, New Little King's Story, Paper Mario Sticker Star, Kingdom Hearts 3D Dream Drop Distance, and Castlestorm are featured.

Developing Games **Wii Fit U** Page 47

62 - 73

Recent Releases

Wreckateer, Where's My Perry, Catapult King, Brick-Force, and Gungnir are featured this issue.

74

Devotional

Following God's Standard is a really good thing.

75

Video Game Lies

An excerpt from Video Game Lies.

76 - 87

Last Minute Updates

Ni No Kuni, Sonic & All-Stars Racing Transformed, MOGA, Game Genie/RetroN3, Scribblenauts Unlimited, Just Dance Disney Party, Pet Island, Viking Island, and more are featured this issue.

Recent Releases **Wreckateer** Page 62

S
T
A
F
F

Editorial in Chief:	Paul Bury
Art Editor:	Yolanda Bury
Inspiration:	Peter Bury
Inspiration:	Noah Bury
Sports:	Frank Bury
Hunting:	Kimp Boykin
Game Journalist:	Mark
Game Journalist:	Alan Lane
Game Journalist:	Roger
Game Journalist:	Matt
Game Journalist:	Luke
Game Journalist:	Shirley
Game Journalist:	Sam
Working Man Gamer:	???



Page 86 **Last Minute Updates** **Just Dance Disney**

Editor's Desk

E3

I feel so blessed again this year. God provided for us financially to have a team at E3 2012. We had a wonderful time of fellowship, and focusing on the family friendly titles. Nintendo easily walked away with the best press conference. They had a larger focus on the family friendly titles, and ultimately better games. Sony and Microsoft are trying to copy the Wii U controller by allowing us to use our iPads, iPhones, and Android devices with their machines. Lets be real here - who wants to stop playing their game to look at information on something in the game on their phone? Certainly not us. We love how the Wii U controller interacts with the games. I had a blast being the puppet master at our Ubisoft appointment.

Lego Batman 2, and Lego Lord of the Rings is looking great for families. They play great as well. Those are games that families will immediately latch onto. We will continue to provide coverage on those games. Majesco is keeping us in shape thanks to Zumba Fitness Core, and NBA Baller Beats. Both of these games are awesome. They will help improve the image of the gamer. Sega had a few PS Vita titles in the form of Super Monkey Ball Banana Splat, and Jet Grind Radio. The real

interest to families will be Sonic & All-Stars Racing Transformed. This home console game is looking great, and plays wonderfully.

Natsume was impressive again this year. Harvest Moon A New Beginning will be coming to the Nintendo 3DS. Plus they are bringing a ton of their games onto the digital platforms. Families that download games to their consoles will love that. 2K Play is going to iOS with some fascinating and fun games. Plus they have a new Nickelodeon Dance game, and a game based on Bubble Guppies. Square stock improved this year with many more titles for families like Quantum Conundrum.

D3 Publisher had a very impressive array of titles this year for families. From the recently released Madagascar 3 The Video Game to iCarly Groovy Foodie. There is also a new Ben 10 game coming out, and another movie based game.

Speaking of impressive displays - Disney Interactive Studios had another fantastic year. From Where's My Perry, to Disney Princess My Fairytale Adventure. Epic Mickey 2, and Brave the Video Game are also both playing really well. Their final surprise for us was Just Dance Disney. That is a partnership with Ubisoft.

Ah on to our friends over at Ubisoft. Just Dance

4 is going to be another mega hit. Rayman Legends is awe inspiring. I can not wait to sweat thanks to Your Shape Fitness Evolved 2013, and Sports Connection. EA Sports had a nice array of sports titles as well.

Skylanders Giants is impressive. Older family members may be interested in new Spider-Man, and Transformers games. But Skylanders Giants will dominate.

On the domination topic - Nintendo will do extremely well with the Wii U. They had a ton of great games for that system. They are also increasing their Nintendo 3DS library quite nicely. We can not wait for Nintendo to send us a Wii U to get ya'll excited about it.

God bless you, and yours,
Paul Bury



Female Side

VBS and Realism

It can be hard on our boys when Paul and the rest of the Family Friendly Gaming team attends E3. Especially our youngest son. Who would not handle both parents being gone for that length of time. Apologies to everyone who wanted to meet me this year. It will probably be a few more years before I attend an E3. I had a real blessing this year - VBS. Vacation Bible School was the same week as E3, and it gave me some relaxation time. Some time away from the questions. What kind of questions? Things like: "when is daddy getting home?" or "what is he bringing me? from LA?" The boys had a blast at VBS this year, and I am thankful so many local churches perform this needed society function. One of the best parts of VBS for the kids is the wonderful songs they come back singing. They make such a joyful noise that I was smiling every single time I picked them up. If you have not sent your kids to a VBS, I strongly encourage you to try and find one locally and participate.

Changing years completely, totally and utterly I want to talk about violent video games. I know, I know its a strange topic for me to discuss. Normally I treat

violent video games like a rattlesnake is shaking its tail. Go the other direction for safety. I am not a snake handler. So why do I want to discuss this topic? Because of a conversation I had. Someone very wise and intelligent pointed out how unrealistic the violent video games are. This came from viewing all of those boring E3 videos devoted to the ultra violent video games. The artificial intelligence of violent video games has been left behind. How realistic is to go into a room with two to four assailants shooting at you? Maybe the first time. But room after room, after room? At some point it is beyond ridiculous. If the enemy has such a large army, why not send them all at you - at once? Why throw a few at you at a time? Which military, police station, criminal organization, or terrorists operate that way? When one man is taking on two rows of British soldiers with muzzle loaders why do none of them try and reload? They stand around waiting to be killed. What kind of realistic soldier training is that?

So we know these games are not even close to being realistic. So why are some media outlets telling the gaming population that they are more realistic than ever before? Are they that shallow in their analysis? Maybe they need to be reading Family

Friendly Gaming more often.

Do I want these violent video games to become more realistic? Yes I do. Concepts like turning the other cheek could be introduced. Mercy, kindness, and more could be brought to the forefront. At the very least players could be provided that option. Instead of the boring murdering sprees that too many of these games force players into.

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

New versus Sequel

Have you ever been standing in a store trying to decide what game to purchase next? Have you ever been presented with the choice of picking a brand new franchise versus a sequel? The WMG was doing just that today. And that sparked an idea - what a great concept to explore in a column. What do you think? Both have their advantages and disadvantages.

When it comes to a sequel, we know what kind of game it will be. We know the characters, the world, and what we will generally be doing. Unless the sequel takes a different direction. The downside is we have been there before. We have done that before. The WMG has to really like a game world to want to go back to it. Otherwise just play the original game. Another aspect is how much has the sequel improved the franchise? Maybe not at all. Maybe the sequel goes backwards.

With a new game it is all new. We are getting brand new experiences. Unless it is a clone. We are experiencing new worlds, new characters, and sometimes new concepts. Exploration of an entirely new game world can be a lot of fun. The downside is we have no frame of reference for this new world. We may dislike concepts, and ideas in the new game. We may run into game play issues. We may get stuck on puzzles. We might even become frustrated and never play it again.

So what do you prefer? We only have so much money, and at times the choice has to be made. Do you purchase one, and wait for the other to come down in price? Do you go back to what is comfortable? Or do you boldly go where you have not gone before? Does your mood and attitude effect your choice? Does your personality impact your purchase making decision?

You have to answer those questions for yourself. The WMG made his choice that day. The WMG decided to think about it some more. Saved money by not making a purchase at all that day at that store. Leaning towards the new experience.

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!

SHOCK-ING FRONT COVER

Awesome front cover!

- Sarah

Love the redesign

- Troy

New layout looks great!

- Monica

Family Friendly Gaming is showing themselves as a major player!! Keep up the awesome work

- Aaron

Family Friendly Gaming #59 looks AWESOME! FFG ROCKS!

- Martha

New look of FFG looks fantastic!

- Logan

{PB}: Thank you so much for all of your wonderful uplifting words of kindness, encouragement, and celebration. First and foremost I want to

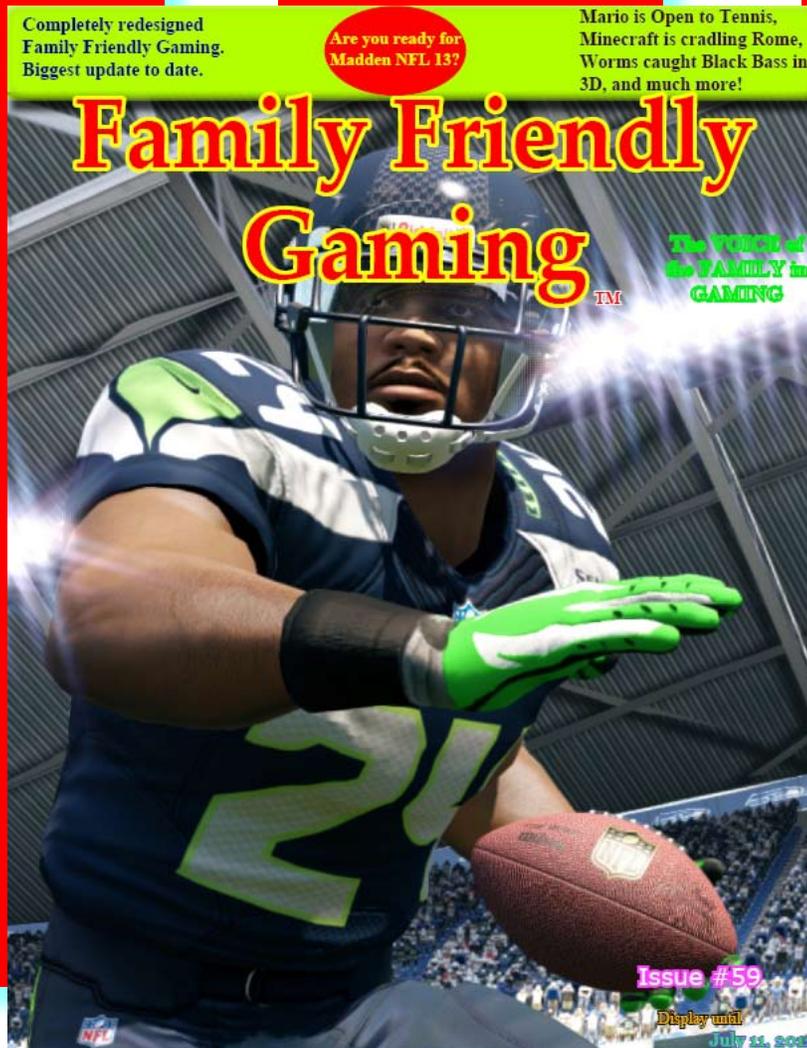
thank EA Sports for providing that image. They have been wonderful to work with. It is my hope and prayer that this is just one step showing the direction we plan on going in the future. We are kicking around all kinds of different ideas. We are looking at complete overhauls of other sections as well. I am very thankful to all of our wonderful readers who continue to support us, lift us up, and embody Philippians 4:8. There are those out there who just want to tear us down so it is wonderful to receive such massive support.

Staying Positive

Thank you for providing Family Friendly Gaming for free. The economy has hit our family hard. We are surviving and keep our heads up. I found your site recently and am very impressed. So many places are all negative, negative, negative. Family Friendly Gaming is positive. Thank you for staying positive.

- Carla

{YB}: Thank you for your kind words. Being positive is something we are, and work on in Family Friendly Gaming as much as possible. We are not perfect,



OFF

and will make mistakes. We are always looking for ways to be positive, uplifting, and encouraging. There are plenty of people out there trying to bring others down. We choose a different path, and its great that it shows.

Big PICS

Love the big pics in the magazine.

- *Chris*

Thank you for keeping Family Friendly Gaming simple. Those other gaming magazines and sites are too confusing to read. All of those small images, and tons of text. Plus what they have to say is mostly their bad attitudes, and opinions that are direct attacks on God and His people. The layouts in those magazines scream: "LOOK AT ME!" "I DID THIS!" "I CAN DROWN A PAGE IN ALL KINDS OF THINGS!" But they forget to impart important information. Thank you for not cluttering up pages.

- *Tanya*

P.S. What is with those mags doing rinky dink reviews?

P.P.S. Love the new layout!

{PB}: Thank you both for your kind words. I agree

with both of ya'll. I love to see large pictures of family friendly games as well. Especially the two page spread pics. We never want to make it about us, and that is one of the major differences. We are not using our talents and work to try and get a job at another magazine, and get more money. Its not about that with us.

With that said we are looking to continue to improve things, and change things up from time to time. There was a huge list of changes that went into issue #59. We are continuing the upgrades and changes in this issue. Thank you for your kind words about the new layout. Comparing issue #58 to issue #59 page by page really shows how different it is, and how much changed.

At times I feel our reviews can be a bit short, but I completely hear you about certain other magz. Speaking of reviews, I have been given links where someone disagreed with a review from 5-7 years ago, or even older. We have so much more in FFG than just reviews. So its lame for them to bad mouth us and hold a childish grudge. They really are missing out. Don't let those disobeying Philippians 4:8 stop you from

enjoying Family Friendly Gaming.

The most shocking thing about issue #59 is that exclusive front cover. That was huge for us here at Family Friendly Gaming. We are going to work on bringing our millions of readers even more exclusives in the coming months.

E3 2012

How was E3?

- *Thomas*

{PB}: Just read my Editor's Desk. Just kidding. :) Awesome, amazing, fantastic, and fabulous. I sigh happily every single year that God allows me to attend. And this year we had a team representing Family Friendly Gaming. So that allowed me to actually get a thirty minute break each day of the show. Do you know how awesome that was?

There were not as many big announcements this year. There are thankfully still enough games for families, so I see no reason



to complain. Families reject the macabre, and morbid worldly games. I have faith that things will correct again in the coming years. We are looking forward to so many great products from now until Christmas. In fact we have already played some, and have reviews pending.

I met the founder of Game Church, and the founders of MomoCon. We are prayerfully considering attending MomoCon next year. It looks like a neat convention that should be very family friendly. Mikee Bridges from Game Church has a real heart to reach hardcore gamers. Let me perfectly clear the Game Church website is not family friendly. There are posts and columns that worship video games, and put them as a false idol above God. There



are things said on that site that some may define as persecution of the church. There is other stuff that many will define as worldly. This is by design though. Game Church has a focus on reaching gamers who will hear nothing about Christ anywhere else. They let people rant and rave at them, and then offer to discuss it and share Christ with them. They allow profanity, and hate speech against the church. At times they are controversial just to be controversial. They remind me of ministries that go to biker bars, buy them a beer and share the love of Christ. Proof is in the pudding, and they are making an impact. I for one am thankful they are in our industry, and doing what they are doing.

Speaking of being thankful for others. There was a street preacher outside the Los Angeles Convention Center. I thought it was great he was there preaching. I told him to keep it up brother. It was so encouraging to hear him, and see him there.

For too long Family Friendly Gaming has been one of the few voices pointing people to God. So it nice to see others. We may disagree with them on some things, and that is okay. But we are going to go on record that we are thankful they have joined us in this huge harvest field.

MomoCon is an an-

nual three-day convention celebrating animation, manga, gaming, costumes, and more! MomoCon is held in downtown Atlanta, Georgia every March. Which is not too far from Family Friendly Gaming in the Memphis, TN area. We are looking at attending that show.

YUCK

What is this goddess garbage in so many role playing games? Its YUCK! Why do companies keep putting that in there?

- Stan

{RPG Master}: Excellent question. Wish there was an easy answer. Companies do not realize how offensive they are being the majority of Americans with it. Or they are trying to get you to believe what they believe and are using video games to influence the minds of Americans.

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



WANT TO ADVERTISE IN FAMILY FRIENDLY
GAMING?

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

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

Talk to me NOW

Alex Ness, Toys for Bob Chief of Staff on Skylanders Giants

Q. How many new Skylanders will be in Wave 2?

A. We're not able to share this yet, but what we can share is that Skylanders Giants will offer more than 20 new figures, including eight new Giants, eight new Skylanders, eight LightCore Skylanders, and more than 20 Series 2 Skylanders, which are returning fan favorites from 2011.

Q. How many Skylanders were in Wave 1?

A. We're not able to share this yet either, but the Skylanders Giants starter pack for Xbox 360, PlayStation 3 and Wii will include a giant - Tree Rex, a new Skylander - Jet Vac, and a Series 2 Skylanders - Cynder.

Q. How many Giants will there be?

A. There will be a total of eight Giants. One for each element!

Q. How many levels will there be in Skylanders Giants?

A. There are over 15 levels in Skylanders Giants. We have also constructed our levels a little bit differently this time where we create more opportunities for gameplay in less space. Like one of our cool new features are these arenas where the player takes on waves and waves of enemies coupled with all kinds of escalating environmental hazards, all for the entertainment of a raucous crowd! We think they're a lot of fun.

Q. What is Kaos' goal in Skylanders Giants?

A. Well as you might imagine, Kaos is pretty upset that you exiled him to earth at the end of Skylanders Spyro's Adventure. He is able to return to Skylands by actually using one of the Skylanders Portals of Power inside a toy store. But he ends up in a very ancient part of Skylands where the remnants of a once powerful civilization built their empire. He is able to reactivate one of their robot sentinels and realizes that if he can acquire something called the "Iron Fist of Arkus", he can completely restore this civilization and become their leader. And if he were to be successful in this endeavor, it would likely be impossible to stop him from com-

Talk to me NOW

pletely ruling Skylands. So your goal is to not let him get this Iron Fist!

Q. Will families need to purchase a new portal when they purchase Skylanders Giants?

A. Absolutely not! The original Portal will work with Giants and we will sell versions of the game that don't include a Portal, so you don't need to pay for it twice. We realize that people have invested a lot in Skylanders and want that investment to carry over into Giants. All Skylanders from Spyro's Adventure will also work with Giants, remembering all their previous adventures.

Q. What is the release date of Skylanders Giants?

A. Skylanders Giants will be available this fall. I think that's as specific as we can get right now!

Q. Which is your favorite new Skylanders character?

A. You know, it changes from time to time. I'm a big fan of our inaugural Giant, Tree Rex. He really sells the concept of playing a big, powerful monster and makes me feel pretty awesome to play with. But we've also got some other new guys that are extremely cool. I'm not sure if I can talk about everybody right now so let's just say Tree Rex for now.

Q. Which past Skylander did you play the most?

A. That's a tough one because I really played with them all quite a bit. Although if I had to guess, I would say that it might just be Flameslinger. I really love that guy. But then Gill Grunt, Trigger Happy, Lightning Rod, Drobot, and Zook are probably up there too in terms of number of hours played. I wish those numbers could be recorded somehow because I'd love to see how they break down.

Q. Any Skylanders Giants secret you can share with the Family Friendly Gaming audience?

A. Hmm, a secret huh? I'm guessing you mean something I've never told anybody from the outside world? Well I'm not sure what I'm allowed to divulge but I will tell you about a new race of creatures you meet in Giants called the Wilkin. They are these dolls/mannequins type of people that knew Kaos since he was a child and give you a little backstory on him and his family. They're also quite friendly. And strange, as you might imagine.

SPORTS



FEATURE



College football fans are some of the most rowdy, intense, and argumentative of any fans out there. With one small exception - video game fanboys. Video game fanboys are even worse. Put the two together, and we get all kinds of nastiness that we do not appreciate being around. EA Sports gives these fanboys an electronic place to end their disputes. It is the hope of all of us at Family Friendly Gaming that they will use NCAA Football 13 to settle their differences in a civilized manner.

Game: NCAA Football 13
Company: EA Sports
Available: September 11, 2012
System: PS3/Xbox 360
Rating: *RP* - Rating Pending



F1 2012 is looking HOT! HOT! HOT! This racing game has always looked good, but this year CodeMasters has outdone themselves. I was allowed a special opportunity to play this Personal

F1 2012™ / WORK IN PROGRESS

Sports Feature continued



F1 2012™ / WORK IN PROGRESS



F1 2012™ / WORK IN PROGRESS



Computer, Playstation 3, and Xbox 360 home console game at E3 2012. It impressed me, and is now more accessible to the casual gamers. -Paul

Game: F1 2012 2012
Company: CodeMasters
Available: September 2012
System: PS3/Xbox 360/PC
Rating: "RP" - Rating Pending

In the

YOU DON'T KNOW JACK Brings Trivia to Facebook

YOU DON'T KNOW JACK, the multi-million selling interactive trivia franchise, launched on Facebook. This new design is the first in its category to fully leverage the connected nature and immediacy of social and mobile gaming platforms.

“One of the things people really love about YOU DON'T KNOW JACK on PC and consoles is the fun of competing directly against their friends and family members sitting together in the living room. So our challenge was bringing that experience to the connected but asynchronous nature of the social and mobile gaming environments. A kind of ‘party-play’ atmosphere for people playing at work, school, or perhaps at home in their pajamas or knickers,” said Harry Gottlieb, founder of Jellyvision Games and inventor of YOU DON'T KNOW

JACK.

YOU DON'T KNOW JACK brings its well-known party-play style to Facebook in three important ways: First, by automatically matching a player against his or her Facebook friends who have already played that specific episode; second, by providing a direct option to challenge other Facebook friends at the end of an episode; and third, by offering multiple ways to share results, brag, and taunt friends through Facebook's social channels, bringing the same type of banter experienced during a game of YDKJ on the couch into the Facebook gameplay experience.

“As we worked on the new design, we kept looking for every way we could to recreate the experience of playing YOU DON'T KNOW JACK with your family and friends,” said Steve Heinrich, Designer and Editorial Director, Jellyvision Games. “With this design we think we've accomplished a lot of that, even though we've never actually met your family and friends, probably.”

“We also wanted to create a gameplay experience for YOU DON'T KNOW JACK that could really mesh with the larger social and mobile environment,” said Mike Bilder, General Manager of Jellyvision Games. “So we optimized the game to tight, five-question episodes with an editorial schedule that allows us to release multiple episodes each week, often with very topical content. Plus, it ensures a constantly-updating app that will remain alive and fresh, not static and unchanging like many other games I've played at home in my knickers.”

With its editorial calendar, YOU DON'T KNOW JACK can produce content that engages players with questions related to many of the topics they are currently discussing on Facebook on their Timelines, bringing gameplay more tightly into the social media experience than any previous game.

YOU DON'T KNOW JACK's new design will be rolled out on iOS (iPhone and iPad) and Android later this year, allowing players the opportunity to compete cross-platform. Cookie Masterson, the game's most popular (and sassiest) host is back, as is the game's core structure, with humor-infused questions that range

News

from Shakespeare to Scooby-Doo. The game will be free-to-play with free games provided frequently. Users can also win free games through achievements, and multi-game packs are available for purchase. Players can access YOU DON'T KNOW JACK on all available platforms at www.ydkj.com.

“Even with the new design and new features, players will be instantly familiar with YOU DON'T KNOW JACK on Facebook,” said Allard Laban, Creative Director, Jellyvision Games. “Favorites like the Dis-OrDat, Gibberish Question, and Jack Attack are all there. And of course, Cookie Masterson is still our host, due to an apparently legally binding contract that he signed years ago in crayon.”

This new version of YOU DON'T KNOW JACK represents Jellyvision Games' latest in a history of innovations within the interactive trivia space. When YOU DON'T KNOW JACK first launched in 1995, it was the first game to truly immerse the user into a fully interactive game show experience, making players feel like the game's host was talking directly to them.

‘Drag Racer World’ Will Get Your Heart Racing

Developed by the makers of the hit mobile game Drag Racer: Pro Tuner, the original franchise that created the drag racing genre, Drag Racer World is the next generation in mobile gaming. The revamped side-scrolling racing game will allow players to create racer profiles in XMG's proprietary cloud system and become part of the global Drag Racer World Community. The profile ensures safe storage of all gaming data in the XMG cloud and will enable multiplatform play on iOS and Android later this summer. The global community allows racing fans worldwide to connect and challenge each other to some serious, competitive racing. The option to connect to Facebook, as well as traditional leaderboards, makes it easy to find more challenges and make new friends. Earn credits by winning races to spend on customizing your ride as well as upgrading

and purchasing faster cars. Drag Racer World launched in Apple's App Store today, June 1st 2012.

“We are confident this bold sequel will be another first place finish for XMG and the Drag Racer franchise.” says Adam Telfer, XMG's VP of Game Development and the inspiration behind the original Drag Racer. “The cars are hot, the racing is intense and we further upped the ante with improved graphics that look visually stunning.”

Drag Racer World is the 4th entry in the Drag Racer series. Created at the age of 14, Telfer started developing the franchise with a version of Drag Racer in 2001. “I started developing the first flash version of Drag Racer as an eighth grader on my school breaks when I wasn't busy running the math club.” says Telfer. “I just wanted to make a game for me, that I liked – I had no idea it would quickly skyrocket in popularity and



birth a whole new gaming genre!” The flash, 2D racing game won various awards and is currently at 50 million users, making it one of the top 10 flash games of all time according to the flash games and animation website newgrounds.com.

In 2009, Adam started working on porting Drag Racer to the App Store and after only 4 months of coding, he launched it as Drag Racer: Perfect Run. “I made a point to stay as close to the original flash game as possible while improving the graphics and implementing a simpler UI”, Adam remembers. In late 2009, XMG released a new generation of the franchise called Drag Racer: Pro Tuner which went on to dominate the drag racing category in the App Store. “When we left EA’s Need for Speed in our dust at the 2010 Best App Ever Awards in the racing category – we knew we had created something special, that really spoke to car enthusiasts around the globe.” says Telfer.

The series has since hit over 2 million downloads resulting in hundreds of millions of races and the average player starts the game an impressive 20+ times per week. Drag Racer World will accelerate this lasting, enjoyable experience by enabling fans to engage and push each other to new heights in the global Drag Racer World online community.

Nyko Introduces Android Tablet Controllers at E3

Nyko Technologies unveiled their latest products at the Electronic Entertainment Expo (E3). A stalwart exhibitor at the game industry’s headline event, Nyko this year announced a bold new product line designed to enhance our experience with the evolving range of consoles, handhelds and mobile devices that today’s gamers enjoy.

“With the tablet evolving into a dedicated gaming platform, it becomes our duty to supply the gamer embracing these devices with the controls and functionality they are accustomed to,” said Chris Arbogast, director of marketing, Nyko Technologies. “At the same time we have introduced our Free Fighter arcade stick that caters to the fans of fighting games who need precision control and customization options.”

Nyko’s E3 2012 product line-up includes:

The PlayPad Pro is Nyko’s full-sized wireless Bluetooth® gaming controller for Android tablet devices. The controller features dual analog sticks, a d-pad, face buttons and shoulder bumpers for a console-style control

experience on Android devices. Nyko’s complementary Playground app will offer backwards compatibility for other Android games and a variety of button-mapping features, including customized controller layout. The PlayPad Pro will be available at select retail stores nationwide Holiday 2012.

The PlayPad is a travel-sized tablet controller with dual analog sliders, and includes a collapsible tablet stand and carrying case for console-like precision gaming on the go. Like the PlayPad Pro, the PlayPad controller includes Nyko’s Playground app and works with any Bluetooth-enabled device running Android 3.0 or higher. The PlayPad will be available at select retail stores nationwide Holiday 2012.

The Free Fighter for PlayStation® 3 is an arcade-quality fight stick with eight face buttons, and a unique ambidextrous design for right or left-handed use. Compatible with all standard fighting games, the Free Fighter is made with authentic Japanese Sanwa® Denshi arcade-quality parts and includes an expandable base for comfort and security during lap-top use. The Free Fighter includes four fully customizable macro buttons for quick access to combos, as well as two variable speed turbo buttons for fast, slow or user-created tap speed. The

Free Fighter will be available at select retail stores nationwide in September 2012 and will retail for an MSRP of \$179.99. The Power Grip Pro for the Nintendo 3DS is an analog slider controller case with extended battery. The hard protective case helps to prevent scratches and dings, and the ergonomic design provides optimal comfort and control. Gamers will enjoy the added control and functionality of the analog slider as well as triple the playtime. The Power Grip Pro for Nintendo 3DS will be available at select retail stores nationwide in October 2012. The Power Grip for the PlayStation® Vita is an ergonomic grip with built-in rechargeable battery that enables a better hold on the Vita with controller-like grips and up to three times the battery life. The device snaps over the back of the Vita while allowing access to all buttons and the rear touch panel. The Power Grip for the Vita will be available at select retail stores nationwide in August 2012 and will retail for an MSRP of \$29.99. Nyko will also be showing off the latest versions of upcoming items in their Yo Gabba Gabba! product line including Muno Time—the singing, dancing alarm clock charging dock, and the Brobee Hip Pack, a fuzzy, soft carrying case for your handheld or mobile devices. Muno Time will be available at select retail stores nationwide in September 2012 and will retail for an MSRP for \$129.99. The Brobee Hip Pack will be available September 2012 and will retail for an MSRP of \$29.99.

Fertang Receives Rave Reviews

Active Respawn:

“Buy this game. It is excellent!...The best thing about this game is that, by coordinating moves and utilizing strategy to win, you are exercising areas of your brain that you may not always use. Much like playing chess. It has the potential to improve your critical thinking and memory skills. This is one of the few games that can actually make you smarter to some degree. Few mobile games do that.”

iGame Radio:

“The game has done a good job of putting in some of the more interesting elements of chess and checkers...the game AI is no weakling and can bull you over if you are not looking...Fertang will definitely give your strategy board game lovers a new set of moves to make or to explore their joy of competition.”

Shifted 2U:

“This is one game you should be on the lookout for.”

Game Usagi:

“Fertang, as a new board game in general, is quite impressively well thought-out. The game flows smoothly and is “easy to learn, impossible to master” in much the same way as checkers and chess.”

Otakus and Geeks:

“ If I can describe “Fertang” in a few words is addictive, unique, and bold. “Fertang” was designed for people who are tired of Checkers, and find Chess to complicated. The game is simple to play and easy to learn...”

A Quarter to Three:

“There’s a rare purity to Fertang, an iPhone game that proudly declares itself halfway between chess and checkers...”

Family Friendly Gaming:

“Fertang is a game families need to check out.”

Gaming Illustrated:

“Fertang has an attractiveness in its simplicity. This relatively new game has half the types of pieces as Chess and their shapes are associated directly with their movement. There are no long minutes spent staring at the board trying to recall the curious L shape in which the knight moves in Fertang. This makes the game easy to pick up and run with.”

Clash Entertainment:

“...after spending some time, and exploring strategies I realized this is a fun little board game.”



Airline Tycoon 2 “Falcon Lines” DLC Takes Flight

Kalypso Media is pleased to announce that the Falcon Lines DLC for Airline Tycoon 2 is now available for purchase and download. In the new Falcon Lines DLC, you can play the entire campaign from the original game, plus two brand-new missions as airline magnate Siggı Sorglos, and learn why he has returned from his well-deserved retirement. The Falcon Lines DLC also allows players, for the first time in Airline Tycoon 2, to open branch offices in foreign airports and thus receive access to a larger selection of charter flights. But that’s not all! For even the popular “last-minute counter” is celebrating its comeback with this DLC. Whoever reliably fulfills the contracts offered there will rake in a stunning amount of cash!

The Falcon Lines DLC is available for \$7.99 USD via the in-game Kalypso Launcher, and Steam.

Fruit Ninja Products Dominate Stores Worldwide

Halfbrick, the leading Australian game development studio behind the chart-topping iOS games Fruit Ninja and Jetpack Joyride, announced that it has partnered with several leading international consumer product companies to bring Fruit Ninja licensed products to fans worldwide. Brokered by its worldwide consulting agency, HAP Consulting, the company also signed two new sub agents, EMCI/Empire (Asia) and LDI (Israel), to bring the game’s brand to new territories.

Since its debut on the iTunes App Store in 2010, Fruit Ninja has become an international phenomenon, topping sales charts in more than 80 countries with more than 25 million players daily. In less than 13 months, the title achieved more than 20 million downloads, earning a spot as one of the top 10 most downloaded iPhone games ever released. With over 1.3 trillion fruits slashed, the title holds a record of more than 300 million downloads for iPhone, iPad and Android.

The Fruit Ninja international licensee partners includes:

Europe:

Play by Play Toys & Novelties: Amusement plush and novelty toys

Poetic Gem: Augmented reality apparel

Asia

Shenzhen Vicky Technology & Trade Co.: Mouse pads, hard disks, LED/USB desk lamps, wallets, coffee mugs and more

Letao: Shoes

Nokia: Cases, covers, charms and wire collectors

“Since Fruit Ninja is already an international phenomenon, we thought it was crucial to expand the brand’s reach and engage our fruit-slicing fanatics around the world,” said Shainiel Deo, Halfbrick’s CEO. “We have handpicked some of the best consumer product companies in the international marketplace and look for-

ward to unveiling our line-up to old and new fans.”

Named one of TIME magazine’s “50 Best iPhone Apps of 2011,” Fruit Ninja lets players slash and splatter fruit with ninja-like precision by flicking a finger across the touchscreen to increase their scores and ascend leaderboards. Players can slice and swipe their way through the various game modes - Classic, Zen and Arcade - to become the ultimate Fruit Ninja.

Continuously expanding its growing fan base, the Fruit Ninja franchise includes three fruit splashing versions on popular game platforms -- Fruit Ninja Kinect on Xbox LIVE® Arcade (XBLA) for the Xbox 360® video game and entertainment system, Fruit Ninja: Puss in Boots for all iOS devices and Fruit Ninja Frenzy on Facebook. Fruit Ninja Kinect won “Casual Game of the Year” from the 15th Annual Interactive Achievement Awards and continues to be one of the top 10 top-selling XBLA games of all time. Still in beta, Fruit Ninja Frenzy has logged more than eight million users. Halfbrick continues to support Fruit Ninja with content updates, including 10 free updates last year.

Fruit Ninja is available for download through the iTunes App Store for \$0.99. Fruit Ninja HD for iPad is available for \$2.99. The game is also available for \$1.22 on the Android Market.

Street Fighter X Tekken Mobile Announced

Capcom is pleased to confirm that Street Fighter x Tekken Mobile will be released for iOS this summer. Based on the critically acclaimed home console release, but with a complete redesign of controls and UI with mobile devices in mind, Street Fighter x Tekken Mobile also features brand new modes and a new take on the tag team mechanic. The balanced character roster includes Ryu and Chun-Li from the Street Fighter series, and Kazuya and Nina from the Tekken series.

Street Fighter x Tekken Mobile will be compatible with iOS 5 or higher, and will be playable on iPhone 4 and 4S, iPod touch 4th Gen or later, iPad 2 and the New iPad.



RailWorks Announces Southern Pacific Cab-Forward Locomotive

Railsimulator.com Ltd., the market-leading innovator of rail simulation and modeling tools, released details regarding the upcoming Southern Pacific Railroad Cab-Forward locomotive add-on for the award-winning Train Simulator 2012. The locomotive is expected to release this summer as a download on Steam.

The innovative AC-11 Cab Forward was designed by Southern Pacific in the early twentieth century as long tunnels and snow sheds in the steep terrain of the Sierra Nevada mountains funneled dangerous exhaust fumes back toward the crew compartments and almost asphyxiated everyone. Moving the cab to the front of the locomotive in front of the funnel solved the problem and greatly increased visibility. These powerful and unique locomotives were eventually retired in the 1950s.

“The cab forward design is a landmark of railroad innovation and a key milestone in linking California with the rest of the United States and thus fueling its economic boom,” said Paul Jackson, CEO of RailSimulator.com. “We’re happy to be bringing such a remarkable and popular locomotive to our community.”

Zynga Takes Draw Something Global

Zynga launches Draw Something in 12 new languages, providing even more people the chance to draw and connect with friends worldwide. Languages available starting today include: French, Italian, German, Spanish, Brazilian Portuguese, Norwegian, Swedish, Dutch, Danish, Simplified and Traditional Chinese, Korean and Japanese. Most of the localized versions offer translated user interfaces and dictionaries to enable players to have an enhanced playing experience in their native language. Additionally, the word choices for the Simplified Chinese version have been localized to include English words that are more meaningful to the Chinese speaking audience.

As part of a first-time partnership with Zynga, Enrique Iglesias and Jennifer Lopez are helping to celebrate the launch of new languages by choosing words that will be featured for seven days -- one new word each day. Players can select the “JLo Enrique” option in a new Special Words free feature that presents a menu of fun word categories to select. Both artists will engage players of Draw Something on Twitter during the week-

long promotion as they countdown to the July 14th kick-off of their North American tour.

“Draw Something has only been available to players in English since its launch and became a cultural phenomenon across the globe. We are excited to be able to give back to our players around the world by offering an experience that is more locally relevant to them.” said David Ko, chief mobile officer for Zynga. “With native pop culture references and our partnership with global superstars such as Enrique Iglesias and Jennifer Lopez, the game will be even more fun for more players. How do you draw ‘caliente’? We’ll soon find out.”

After launching in February, Draw Something quickly and organically grew to become an international hit. The game remains among the top mobile games on both the App Store and Google Play.

Draw Something is built for collaboration between friends -- one player draws a picture of a chosen word and the other must guess the word correctly before taking their turn at drawing. Players earn coins by guessing pictures correctly and can earn new shades of color and draw even brighter, more eye-popping pictures.

Hello Kitty Picnic with Sanrio Friends Coming Christmas 2012

Majesco Entertainment and development partner Chaotic Moon, today announced that the pop icon Hello Kitty will make her Nintendo 3DS debut in Hello Kitty Picnic with Sanrio Friends. Filled with loads of fun activities and super cute collectibles, Hello Kitty Picnic with Sanrio Friends is set to launch in North America this Christmas season.

Hello Kitty Picnic with Sanrio Friends invites players to join Hello Kitty and Sanrio friends as they prepare for a picnic adventure. Play 10 mini-games including Hidden Object, Spot the Difference, and Picnic Blanket Checkers to collect goodies for the party. Explore and decorate whimsical environments including Hello Kitty's bedroom, kitchen and more. Along the way earn apples to receive special outfits and accessories for Hello Kitty. Interact directly with Hello Kitty using the 3DS touch screen and listen as the game guides you along. Invite your friends to join the fun in a variety of multiplayer modes as you play with your favorite Sanrio characters including My Melody®, Keroppi®, Chococat®, Badtz-Maru®, Little Twin Stars®, and many more!

Bill Budge Donates His Iconic Video Game Computer

Bill Budge, the pioneering game designer of such influential Apple II computer games as Raster Blaster (1981) and Pinball Construction Set (1983) has donated to the International Center for the History of Electronic Games (ICHEG) at The Strong® one of the most iconic objects in video game history—his original Apple II computer, which he used to invent game play features such as user-generated content and level editors that are now standard in many games. Additional items in the donation include computer manuals (among them, an Apple II guide signed by Steve Wozniak); and source code for Mouse Paint and programs written during his high school and college years.



“Budge first achieved success as a game designer in 1981 with his popular early pinball game Raster Blaster, which he sold through his company BudgeCo,” says ICHEG Director Jon-Paul Dyson. “But his true contribution to the field came from his development of Pinball Construction Set, which enabled users to create their own pinball playing field. This

was perhaps the first game to make user-generated content a key part of the play and the design of the game. The significance of this donation can be compared to Orson Welles donating the camera he used in making Citizen Kane to a film museum.”

Says Budge, “I am proud to donate artifacts of my earliest work to the International Center for the History of Electronic Games. While these were personal treasures, I believe that making them available to everyone increases their value and hope many others can learn and find inspiration from them.”

Pinball Construction Set became a best-seller when Electronic Arts (EA) acquired it and issued it in one of its album-style packages meant to promote excitement about the game and the developer. EA's “rock star” promotions featured Budge in its pioneering ads and helped him gain visibility in the field. Pinball Construction Set, credited with launching the “builder” or “construction” genre of video games, sold more than 300,000 units. Budge received the 2011 Pioneer Award from the Academy of Interactive Arts and Sciences for this game-changing innovation.

STATE OF GAMING



LESS FOR FAMILIES

There was little reason for Family Friendly Gaming to attend Microsoft, Sony, and Ubisoft's press conferences this year. Why? They had so little to show at their press conferences for families. The comment the Family Friendly Gaming team kept making was: "oh look another boring war game, that has never been done before." Yes it was dripping in sarcasm. Can you really blame them though? All of that time and money spent on attending just to be ignored. The macabre and the morbid was worshiped at those press conferences. A huge let down

to anyone who cares about good games for families.

Our industry has walked this path before and it was a complete and utter failure. Family friendly video games have grown the industry. Maybe these companies want to shrink the industry. Because families vote with their dollars, and will not purchase the evil, vile, and wicked games.

There is good news though. Families can find many good games thanks to Nintendo, Majesco, Disney Interactive Studios, Natsume, Snakebyte USA, and more. The E3 2012 page that Family Friendly Gaming built contains these games that families will be interested in. Plus the E3 Awards

are another great guide for families.

Do not despair because Family Friendly Gaming will continue to campaign for good God honoring games in our industry. Family Friendly Gaming has impacted and influenced the industry before. And will continue to focus on the good games for families. The industry backslid a bit, but that can be corrected. Every year presents the opportunity for companies in our industry to do the right thing. Plenty of them are doing the right thing. We will focus on them, and ignore the ones doing the wrong thing. They get enough attention as is already.

Philippians 4:8

Finally, brothers and sisters, whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable—if anything is excellent or praiseworthy—think about such things.

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
Rune Factory 3	68	29
Star Wars Battlefront Elite Squadrons	60	28

iPod Touch/iPhone

	Score	Page
Wrestlefest	64	39

Wii

	Score	Page
Super Monkey Ball Step & Roll	72	38

Playstation 3

	Score	Page
DC Universe Online	54	30

DVD

	Score	Page
Ancient Aliens Season One	43	34
NCIS Season Five	53	35
Sanctuary Season Two	50	36

Personal Computer

	Score	Page
DC Universe Online	54	30

Genesis

	Score	Page
Columns	93	37

PSP

	Score	Page
Major League Baseball 2K11	69	33

Gameboy Advance

	Score	Page
F-Zero	72	37

Nintendo 3DS

	Score	Page
F-Zero	72	37





Star Wars Battlefront Elite Squadron

SCORE: 60



Star Wars games are everywhere on almost every system. Kids enjoy getting to take on the role of characters in this universe. In Star Wars Battlefront Elite Squadron we take part in a major war. It is Star WARS after all. So we have to



have some kind of a war. Star Wars Battlefront Elite Squadron include levels where we shoot with guns, and levels where we fly vehicles and do more shooting. There is not much diversity in Star Wars Battlefront Elite Squadron. At least until we have to fight bosses like General Grievous. Then we actually have to think about how to defeat them.

Graphically Star Wars Battlefront Elite Squadron is filled with violence. Constantly shooting, killing, and blowing objects up. This grows boring after a few levels. The level of detail in Star Wars Battlefront Elite Squadron is disappointing to me. I can tell what the characters are, but they do not contain much detail. This is a Nintendo DS game after all. The graphics are also grainy and in many places dark.

Do you know the Star Wars music? If you do then you know what to expect in Star Wars

Battlefront Elite Squadron. The storyline can be interesting if you are into the Star Wars universe. We go from missions to mission in Star Wars Battlefront Elite Squadron.

I picked up Star Wars Battlefront Elite Squadron from a bargain bin as a used game. It was a decent price. The biggest problem with the replay value to Star Wars Battlefront Elite Squadron is the entire game is monotonous. I grew bored of the levels, and even fell asleep while playing one.

Going between land levels and space levels is an attempt to provide the player diversity. I found the space levels in Star Wars Battlefront Elite Squadron confusing. Trying to find some of the things

to shoot was not always easy. Thankfully there are points to help. Which made this Nintendo DS game even more boring.

Star Wars Battlefront Elite Squadron is very kind to the player with things like auto-lock ons. So the only reason to move around is to avoid getting hit. That and moving to the next area. Many of the characters in Star Wars Battlefront Elite Squadron are the same.

I grew tired of digitally murdering all of the same looking characters in Star Wars Battlefront Elite Squadron. How many hours can we spend killing off creatures? What is the point of all of the death in Star Wars Battlefront Elite Squadron? Are we always killing off the hordes of evil rulers? Does it make you want to kill the minions of those God allowed in power over you? I was tempted to follow that path myself. But I decided to choose the path of hope.

- Mark



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

Graphics: 50%
Sounds: 66%
Replay/Extras: 71%
Gameplay: 60%
Family Friendly Factor: 54%





Rune Factory 3

SCORE: 68



Natsume went a really wild direction with Rune Factory 3 A Fantasy Harvest Moon on the Nintendo DS. This hand held role playing game is part Harvest Moon and part come together. See the monsters (horned Univir) and the people of Sharrance do not get along. We get to play a halfling. You know one that is half monster and half human. And our goal is to bring the monsters and the humans together. It almost makes one want to break out into song. Almost but no quite.

The graphics in Rune Factory 3 are a disappointment. The Harvest Moon part of Rune Factory 3 was not given much attention. The details are not that great. The time and energy was spent on a wide array of monsters. That we have to fight off. Since we are

a half breed that does not make much sense. We are killing off those of our own family. Who respawn every time we leave a screen and come back. There are also generators from which monsters appear.

Not all the characters in Rune Factory 3 dress appro-

priately. There are a few who could learn lessons in modesty. The opening song in Rune Factory 3 is super. It is top notch, and high quality. The rest of the music in Rune Factory 3 is also great. This is one area of Rune Factory 3 that shines above the rest.

There are hundreds of items in Rune Factory 3. Players can spent months gardening, collecting, and going on quests. As long as the player can first get into this Nintendo DS game.



you will hate Rune Factory 3. This reviewer likes to be given some idea of what to do next. Too often Rune Factory 3 left me all alone to figure it out.

Players have a health bar and a stamina bar. Do something and your character loses stamina. Standing still will bring it back. Do something when you have

no stamina and your health takes a hit. Your health also takes a hit when you are attacked.

The whole goddess garbage is in Rune Factory 3. This hand held game spreads its religious beliefs to a population that is asleep on the topic. Bringing people together is a good thing. Bringing monsters and people together borders on the demonic. Rune Factory 3 is mundane in too many areas to rise above its mediocre station. Maybe the next game will improve and be friendly to Christians.
- RPG Master



The storyline is another story altogether.

Rune Factory 3 gives players little direction on what to do. We know early we are to unite the human town and the monster town. How do we do that though? Rune Factory 3 leaves it up to the player. Figure that out for yourself. If you like that kind of endless exploration (to find the next trigger event) then you will love Rune Factory 3. If you like guidance and direction then

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

Graphics: 70%
Sounds: 86%
Replay/Extras: 80%
Gameplay: 50%
Family Friendly Factor: 55%





DC Universe Online



SCORE: 54

It has been a long time since I enjoyed an online game. Most of them drain away funds just to grind monotonously. Getting to play a super hero in the DC Universe caught my eye. So I



purchased DC Universe Online on the PS3 recently. The storyline is fascinating. Lex Luthor comes from the future to warn us that Brainiac will conquer the earth. Lex sends little machines that contain the powers of various super heroes. We create our character and then break free of Brainiacs ship. At this point we have to follow the different missions to progress the storyline.

The core of DC Universe Online is fighting. We go after goons from a variety of super villains. Since this is an online game we share these enemies with other players. They respawn quickly so sometimes completing missions around others is a good idea. DC Universe Online includes enticement to lust - high frequency, and blood. This is on top of the previously mentioned violent content. The cities look

nice in DC Universe Online, even though many have been destroyed in specific areas.

I enjoy the various voice actors in DC Universe Online. They do a great job of adding continuity to this online game. The bad language is something I could have done without. The lack of good language filters is another problem - as other players can have foul mouths.

DC Universe Online contains a variety of missions, huge areas, skills, and powers. Our character has to have a mentor - someone like Superman or Batman. No we can not play those characters. We

can fight side by side with them in certain missions. But we can have multiple characters. Certain content in DC Universe Online requires real world dollars to purchase.

My biggest beef with DC Universe Online is direction. I ran into all kinds of issues figuring out where to go. The text on the screen is way too small. Obviously DC Universe Online was designed with the PC in mind, and not the consoles. Most missions has us destroying something and/or killing so many of a certain kind of character. This gets boring really fast.

DC Universe Online requires 16 gigs, and took over four hours to install the first time I played it. Both of these are real downers. I applaud Sony for putting this game on the PS3 and



for allowing us to avoid player versus player combat if we are not into that. Ultimately DC Universe Online is a boring and repetitive game. The only excitement is leveling up and getting new skills. It is easy to get lost in this game too. - Paul

Publisher: SOE
System: PS3/PC
Rating: 'T' - Teen
{Mild Blood, Mild Language, Mild Suggestive Themes, Violence}

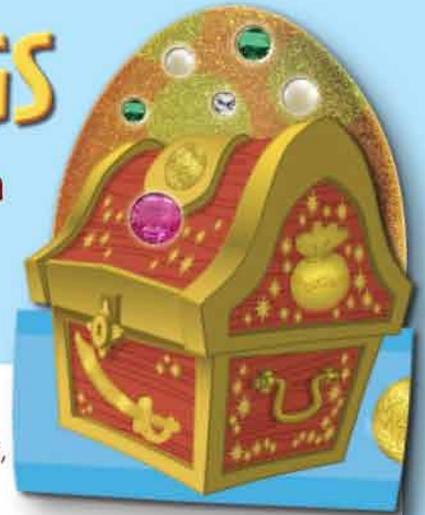
Graphics: 51%
Sounds: 64%
Replay/Extras: 85%
Gameplay: 27%
Family Friendly Factor: 44%





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



Major League Baseball 2K11



SCORE: 69

I am a safety net for Family Friendly Gaming. I enjoy playing sports titles. So I will purchase the ones that drop through the cracks. Major League Baseball 2K11 was one of those games. Major League Baseball 2K11 is one of those Playstation Portable (PSP) games that probably should have stayed between the cracks. But it is a service to review this hand held title for our wonderful readers.

MLB The Show games have spoiled me to what a baseball game can look like. Major League Baseball 2K11 is ugly. I know beauty is only skin deep. It can be difficult to play Major League Baseball 2K11 due to how bad it looks. The players, the fields, the fans - everything in Major League Baseball 2K11 needs a complete graphical overhaul. Especially if this franchise wants to continue in the future.

I found a few graphical glitches that added to the pile.

I do not understand why some sports games need to include songs with bad language. Why? The music in Major League Baseball 2K11 is lame. Thankfully it can be turned off. The announcers have nice sound bytes that usually fit the situation. I enjoyed listening to them while playing this baseball game.

Major League Baseball 2K11 includes enough teams and modes to keep gamers busy for a few months. My personal favorites are: The Farm, Home Run Derby, and Season mode. Franchise mode can engage those who want to play numerous seasons of Major League Baseball 2K11. I just wish some more effort had been put into



the presentation.

The controls in Major League Baseball 2K11 are very touchy. I ran into problems pitching especially. Fielding was also a pain in certain situations. Batting was very hit and miss. More miss thanks to the graphical problems. I hope future iterations of Major League Baseball 2K11 work on the control interface.

Families can learn about baseball thanks to Major League Baseball 2K11. Two family members can enjoy Major League Baseball 2K11 in the Ad Hoc mode. Families can take their favorite team to the World Series in Major League Baseball 2K11. Hopefully won't get eye strain trying to do that. Maybe this franchise will take drastic steps forward on the Playstation Vita. I recommend families pass on this PSP game. - Frank



Publisher: 2K Sports
System: Playstation Portable
Rating: 'E' for Everyone
{Mild Lyrics}

Graphics: 56%
Sounds: 68%
Replay/Extras: 80%
Gameplay: 65%
Family Friendly Factor: 78%





Ancient Aliens Season One



SCORE: 43

History Channel generally has a good reputation in terms of the content they broadcast. But they are not perfect, and they have some really odd shows from time to time. I saw Ancient Aliens Season One at a store for five dollars. Seven hours and fifty minutes of viewing time (plus bonus material on top of it) for five dollars sounded like a good deal to me. At least until I trudged through this television show.



Ancient Aliens Season One is flimsy on facts. They present evidence that has a variety of different possible meanings. But the 'experts' in this show are looking at everything through the lens of their religious belief in aliens. That is really important because what is regurgitated in Ancient Aliens Season One is a religious belief.

It did not take Ancient Aliens Season One long to go on the attack against Christianity. Which is really odd. Its one thing for them to have their belief, but completely another one for them to try and turn people away from a personal relationship with God. So we know the fruit of their tree is to do what Satan wants people

to do. There are some extreme people in Ancient Aliens Season One. Not only how they look but what they say. Various ancient images are shown in Ancient Aliens Season One. There are ancient ruins shown, art work, and re-enactments. It can become extremely boring. I fell asleep watching one of the five episodes.

Ancient Aliens Season

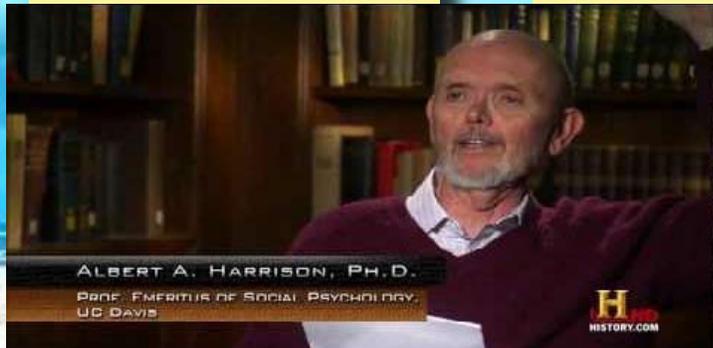
One would have been two hours on television with the commercials. Thankfully it is slightly less on DVD. But these shows are still very long.

An important facet of Ancient Aliens Season One is the words they use. They use: 'might,' 'could,' 'possible,' and 'believe.' Their belief in this is the most interesting to this reviewer. They have their religious belief, and they want others to join them.

Some of the whacked out ideas in Ancient Aliens Season One is aliens tampered with our DNA to create us. Another one is aliens moved us to this planet. They have no evidence of these beliefs, but they go right on with their belief. They look at the Holy Bible and decide everytime angels are mentioned it actually means aliens. They look at it through their lens.

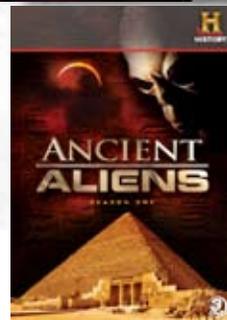
I am extremely disappointed with Ancient Aliens Season One. I felt like I wasted my money on these three DVDs. I

am not going to keep this show because it has some dangerous ideas for those who are not versed in reality. I hope this show dies off very quickly.
- Mark



Publisher: History Channel
System: DVD
Rating: 'NR' for Not Rated

Graphics: 80%
Sounds: 31%
Replay/Extras: 68%
Gameplay: 33%
Family Friendly Factor: 5%





NCIS Season Five



SCORE: 53

What is it about NCIS that keeps me coming back? The interesting stories that seem like they could almost be plausible? Or the fact that they find some fascinating clue to solve the mysteries? One thing I can not stand about NCIS is the cloak and dagger. Well its okay they murdered that person because it was sanctioned. Wow that was a nice way of ending an investigation into a murder. NCIS Season Five is where this show finally hits its stride. Unfortunately there is a lot of bad content in this show, and it is becoming predictable.



Since we are dealing with murders (most of the time) we can expect blood and gore. NCIS Season Five is not a show for children. I would recommend adults only, and adults that can stomach this kind of carnage. There is also enticement to lust and a junior high focus on the subject of sex. At least one important person in NCIS Season Five is killed off. This show is not sci-fi so there is no bringing them back.

The language in NCIS Season Five is atrocious. I am shocked at how many bad words are used repetitively in this show. No wonder

some in our culture think its the normal way of talking. The television shows are conforming them to that standard. I still believe in speaking to and with others in a respectful, kind, and loving manner.

There are some fun bonus features for fanboys of the show. The commentary and other special features in NCIS Season Five



actually bored me. We know the characters and the stereotypes they fit into.

The biggest problem with NCIS Season Five is it is anti-children, and anti-family. This is one area that is going to receive a strong response from us at Family Friendly Gaming since we stand up for families and children. NCIS Season Five is encouraging of sex outside of marriage, and discouraging of people becoming married. And they drill those degenerate ideas into the heads of the viewers over and over again.

The characters and witty dialogue are some of the reasons I like to watch NCIS Season Five. The clever little nicknames they give one another, and their banter is something that helps this show from becoming an abysmal failure.

I was surprised to see a few things in NCIS Season Five. Animals being treated better than people. That whacked out belief does not belong in a show like NCIS Season Five. And Muslims being shown as victims. That topic is much stickier. I guess NCIS Season Five can incite violence against Christians just not other religions.

- Paul

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

Graphics: 41%
Sounds: 49%
Replay/Extras: 78%
Gameplay: 63%
Family Friendly Factor: 35%





Sanctuary Season 2



SCORE: 50

I purchased Sanctuary Season 2 before reviewing the first season. I wanted some momentum in a television series. I am wondering if that was a mistake. Sanctuary Season 2 takes the series in an even darker direction. A main character is killed off early in Sanctuary Season 2.



Of course being sci-fi they could always find some odd way to bring this character back. That character is replaced in a very unrealistic manner in my opinion.

Sanctuary Season 2 continues the blood, death, and gore. Some of the images in Sanctuary Season 2 are disgusting. I stopped eating after watching a few episodes. Sanctuary Season 2 tries to be less scary than the first season. It is like the show is now comfortable protecting, respecting, and celebrating monsters. Well most monsters. For some reason vampires are not worthy of protection. There are also enticement to lust images in Sanctuary Season 2. No wonder so many men are addicted to porn in America. They are constantly bombarded with images of women being used as sexual objects.

The accents in Sanctuary

Season 2 are cute. The music is moody. The mouths need to be washed out with soap. Where are these people's mothers? Their mothers should have be all over them for talking like that and kissing them with those same mouths. Mine would have.

There are some bonus special features in Sanctuary Season 2 that are interesting. Things like their appearance at Comic-Con. I might be getting cynical but it seemed like a rah-rah look at me kind of deal. Like we are

such important stars that we need special treatment. You the viewers are given props but it feels like lip service to this reviewer.

The most shocking thing about Sanctuary Season 2 is how anti-marriage it is. In one episode a husband is shown as a psycho stalker while his wife is on the edge of having an affair. The lack of respect for the institution of marriage is highly disturbing. The leadership in Sanctuary Season 2 deceives their own people and expects to be respected. Sorry that kind of dis-trust harbors problems.

Sanctuary Season 2 promotes religions from other countries while trampling on Christian beliefs. The double standard in Sanctuary Season 2 is disturbing. They are all honoring of certain religious beliefs, and attacking other ones.

Sanctuary Season 2 was a big disappointment to me personally. I have not decided if I will continue reviewing this show. Having only thirteen episodes is repugnant. That is not an entire season. Its like two thirds of a season or something. The season finale is interesting as it leaves some big questions floating out there. But we all know something will happen to turn it around. - Luke



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

Graphics: 45%
Sounds: 56%
Replay/Extras: 62%
Gameplay: 57%
Family Friendly Factor: 30%



F-Zero

SCORE: 72

While the Family Friendly Gaming E3 team was working their magic in Los Angeles I sat back and looked through some older games for a retro review. I came across F-Zero on the Gameboy Advance. This racing game was also re-released on the Nintendo 3DS. F-Zero is a historic game for one reason - it was one of those games known to cause epileptic seizures. An entire industry had to include warning labels about the possibility of a seizure due to their product. F-Zero has not sent me into a seizure, but it has given me headaches. Which is one of the reasons it receives a less than perfect score.

Many of the tracks in F-Zero look the same. Twists and turns are what differentiate them. The graphics are small, and there can be explosive results. If a player loses all of their vehicle energy then their vehicle will explode. And it is game over. This can be disappointing especially after racing multiple race tracks. The scaling and rotation in F-Zero were novel at the time. Now they just make the brain hurt.

The music does not do much for me. I am not opposed to it either though. I loved collecting energy from the green areas. It kept me alive on more than one race. The twists and turns in F-Zero are aggravating. As is how well the computer can perform them. I was on the easy settings as well.

The worst part about F-Zero is how hard it is. This game is like climbing a straight up rock face that is as smooth as glass. It takes the right tools and tons of patience. Your head will be throbbing from the camera problems way before you will experience success.

F-Zero is seen as one of the great games in the industry from the past. I don't see it. In fact to me F-Zero is more of a menace than a good game. The whole epilepsy scandal is with us to this day. This game could be the cause of countless hours of pain in a variety of families. I am not a fanboy of F-Zero, and hope this franchise will retire into the history vaults of the video game industry.

- Frank

Columns

SCORE: 93

I have wanted to review Columns for many years. I feel so blessed to be able to review this Genesis game at this point in time. Columns is one of the first puzzle games I played after Tetris. At that time everything was compared to Tetris. Columns improved upon the drop down blocks in a number of ways that were innovative at the time. First and foremost is the ability to match blocks diagonally. This was huge back in the day. And something that sticks with me to this day.

The gems in Columns are huge, especially when we realize the era this home console video game came from. I am still amazed they were able to get such large graphics on this little cartridge. The bright colors really warm the hearts of the players who enjoy Columns.

The music in Columns kept me awake. I was able to use it to focus on the task at hand. What was that task? Matching gems of the same colors. Swapping the gems around as it plummeted to the bottom. The concept of having three different gems in the same block was also one that took some getting used to. I had not played Columns in many years. Once I adapted I was having a good time.

Columns is one of the grandparents of modern day puzzle games. Most gamers know all about Tetris, but not all modern gamers know about Columns. It is my hope that this review will help correct that. This is a Genesis game that does not need to fade to black. It needs to be recognized.

Columns was kind to players in terms of difficulty. Players are given three choices when playing Columns. Start at the beginning, go to level five where it had a medium difficulty, or go to level ten where it gets really hard. A player starting at the beginning or even level five can work their way up to level ten.

All I can say about Columns is it will challenge even the best gamer. The concepts found in this game require a variety of shifting strategies. The whole diagonal thing shook me up because I had forgotten it. I had been only working on horizontal and vertical. I shifted my thinking to match Columns. - Paul

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

Graphics: 70%
Sounds: 75%
Replay/Extras: 85%
Gameplay: 60%
Family Friendly Factor: 70%

Publisher: Sega
System: Genesis
Rating: 'NR' - Everyone

Graphics: 90%
Sounds: 91%
Replay/Extras: 98%
Gameplay: 87%
Family Friendly Factor: 99%



Super Monkey Ball Step & Roll



SCORE: 72

For many years we have been extremely supportive of the Super Monkey Ball video games from Sega. Unfortunately even the best franchise can have a flop here and there. Super Monkey Ball Step & Roll is that flop. Sega tried to mix in the Wii Balance Board with Super Monkey Ball. Unfortunately the end product did not come out as we would have liked. Super Monkey Ball Step & Roll is absolutely unplayable with the Wii Balance Board. Thankfully Sega allowed us to use the Wii Remote and Nunchuk for the controls instead.



Super Monkey Ball Step & Roll is alive with color. The bright graphics can cheer up any living room. The monkeys are still very cute inside their balls. There is violent content in some of the party games. Speaking of those party games - this has to be the worst batch I have ever played in a Super Monkey Ball video game. The main reason is they are not much fun.

The music in Super Monkey Ball Step & Roll is wonderful. I have missed those sounds for some years now. Happy to be able to hear them in a video game. The special effect sounds

can bring a smile to grumpy people. The monkeys celebrate success and cry a little when we fail.

Super Monkey Ball Step & Roll includes seventy levels to roll through, and over twenty party games. Four family members can play Super Monkey Ball Step & Roll at the same time. These are the party games. The learning curve in Super Monkey Ball Step & Roll matches previous games in the series. We roll through all the levels in a world to complete

it. Every twenty bananas brings us one more extra life. These can become important in more difficult levels.

I love the idea of using the Wii Balance Board in Super Monkey Ball Step & Roll. The problem is it is extremely touchy and difficult to control. Once the protective railings were removed I kept falling off the edge. I had to give up on the Wii Balance Board controls and move over to the Wii Remote. Things were better but there are still problems with those controls.

The new modes of Co-op, Marathon and Mirror image are neat inclusions. I just wish Sega had spent more times on the controls. My concern is that Super Monkey Ball Step & Roll will kill the franchise off.

Families can use Super Monkey Ball Step & Roll to bolster competition. There are also lessons in finding the right path to the goal, and avoiding obstacles. The most important lesson in Super Monkey Ball Step & Roll is finding your balance. I would like to see Super Monkey Ball games in the future - with better controls.
- Paul



Publisher: Sega
System: Wii
Rating: 'E' - Everyone
{Mild Cartoon Violence}

Graphics: 85%
Sounds: 86%
Replay/Extras: 81%
Gameplay: 30%
Family Friendly Factor: 79%





Wrestlefest



SCORE: 64

When I was younger I wanted to be a professional wrestler. I had the athleticism, presence, and personality. People who meet me to this day comment on how I have a performers personality and presence. Some tell me I need to go be an actor, or some other form of performer. So in some ways I can relate to professional wrestlers.

I also played Wrestlefest in the arcade to death. This is one game that I wanted to play on a home console. For whatever reason it never materialized. That is until recently. Thanks to our friends over at THQ - Wrestlefest is now on the iPhone/iPod Touch platform. This may not be what I was hoping for, but its better than nothing.

The graphics in Wrestlefest look very similar to the old arcade game. I think THQ made

a few upgrades, which is definitely welcome. Do not expect to see all of the old wrestlers though. Some are present, but most of them are newer. The core of Wrestlefest is violence. Beat your opponent(s) down until you can pin or submit them.

The sounds in Wrestlefest are off. We have sound bytes with the names of the wrestlers for in ring announcements. Mean Jean will tell us about the match, but the words and his lips do not match. In fact the words finish scrolling and his mouth moves for a bit longer.

The music is okay - nothing to write home about.

I purchased Wrestlefest for ninety-nine cents. I feel like I got my moneys worth out of this game. The roster of the wrestlers from the first payment is light. Then for ninety-nine cents we can purchase



packs of a few more wrestlers. Unless there is someone in there you really like, there is no reason for multiple purchases.

There is also little reason to replay Wrestlefest once you beat the different modes. The action in Wrestlefest can get repetitive and boring. The on screen joystick and buttons work adequately. I am not really sold on them. I still would prefer to see this game on a home console or 3DS, or even PS Vita.

I wish we could pay one time and receive all the packs - like other companies do with episodes of their apps. Certain characters in Wrestlefest have gestures that families may not appreciate. I won't let my kids play Wrestlefest due to some of the content.

- Paul



Publisher: THQ

System: iPhone/iPod Touch

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

Family Friendly Gaming

Graphics: 50%

Sounds: 63%

Replay/Extras: 80%

Gameplay: 70%

Family Friendly Factor: 55%



DEVELOPING GAMES



N ot much is known about Jet Set Radio on the Playstation Vita. What we do know is this graffiti game is being brought back thanks to our friends over at Sega.





Mini Ninjas was a favorite of Family Friendly Gaming some years ago. It was an E3 game that millions of families enjoyed. Thankfully Square Enix is bringing it back in the form of Mini Ninjas Adventures on the Xbox 360. With full Kinect functionality. YEAH BABY! Get some mini ninja exercise. - Working Man Gamer



Game: Mini Ninjas Adventures
Company: Square Enix
Release Date: June 29, 2012
System: Xbox 360
Rating: TE10+ - Everyone 10+
(Cartoon Violence, Crude Humor)





Wow is all I could think of when I saw Lego Lord of the Ring at E3 2012. This game goes almost scene for scene. Tell-Tale Games has provided Warner Bros Interactive all kinds of upgrades. The new Lego argument that families will have is: which Lego game is the best of all time? I will go along with Frodo if you catch my drift - Sam

Game: Lego Lord of the Rings
Company: Warner Bros Interactive
Release Date: Fall 2012
System: Wii/PSS3/Xbox 360/Vita/DS/SDS/PC
Rating: *RP* - Rating Pending



Family Friendly Gaming still plays Wii Fit Plus. Wii Fit lasted an extremely long time. So we are seriously looking forward to Wii Fit U on the Wii U. - Yolanda

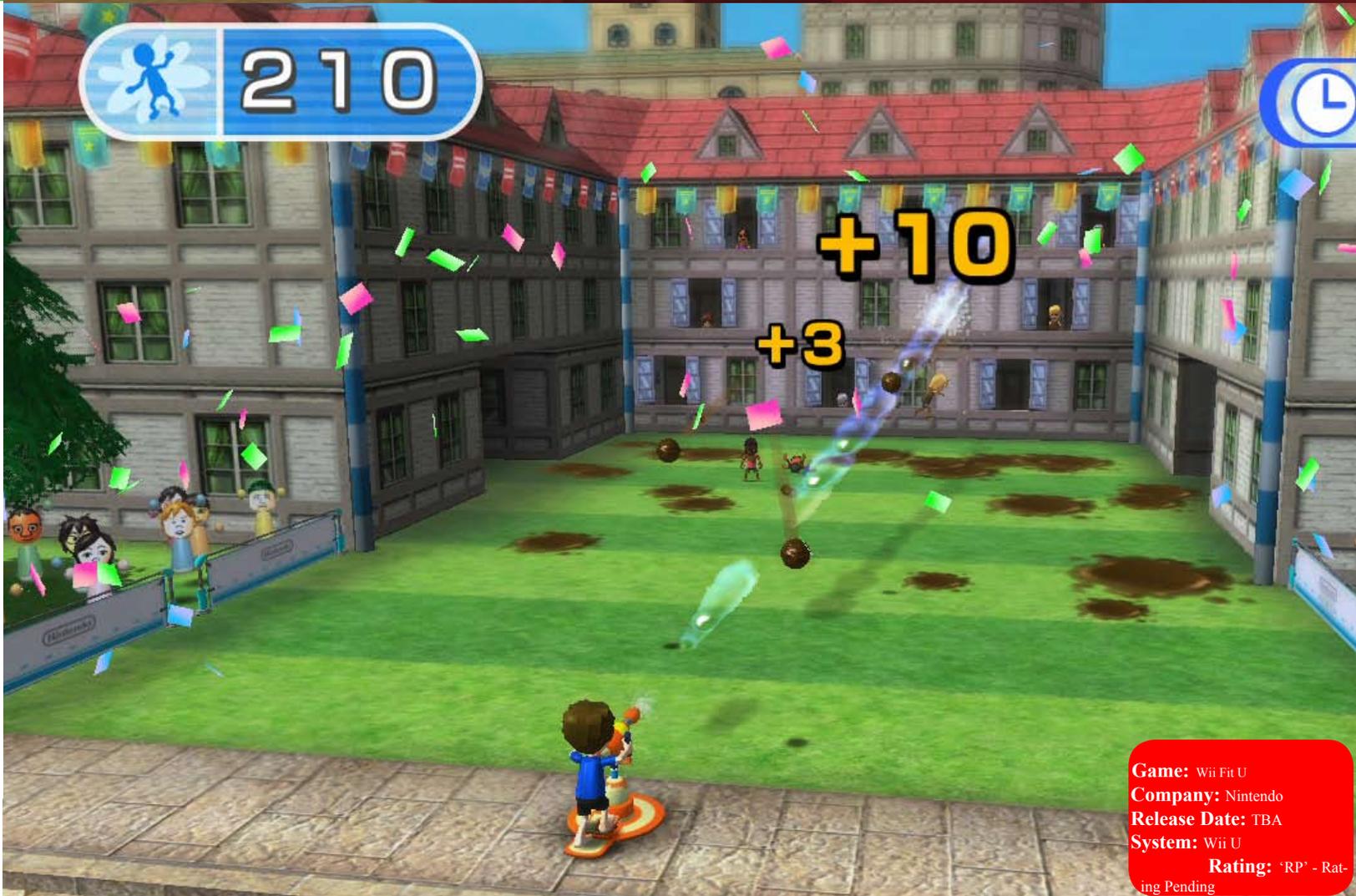
 60

 74



 210



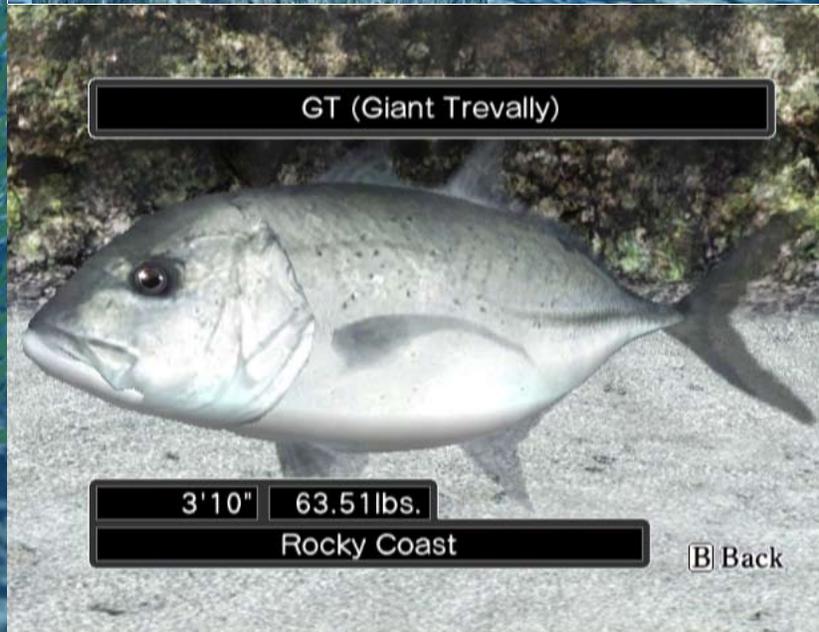
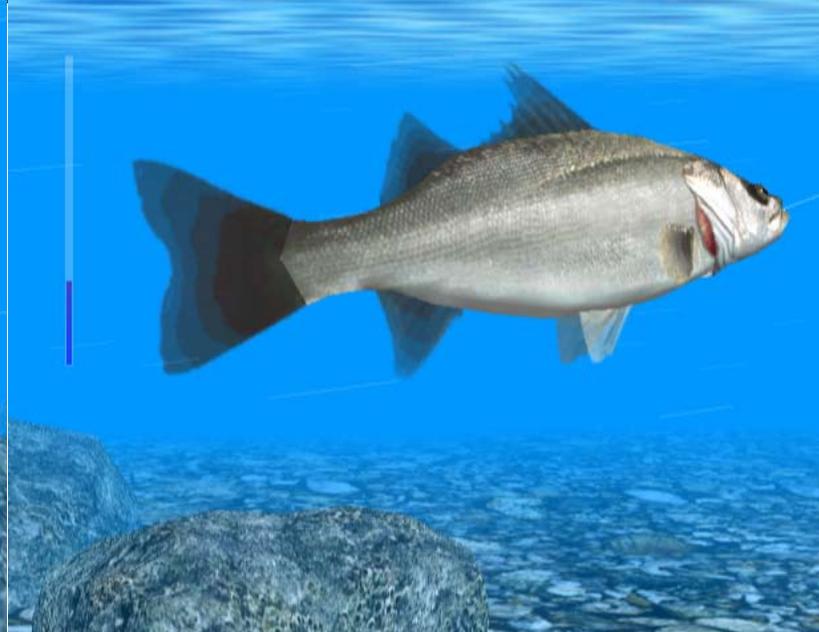
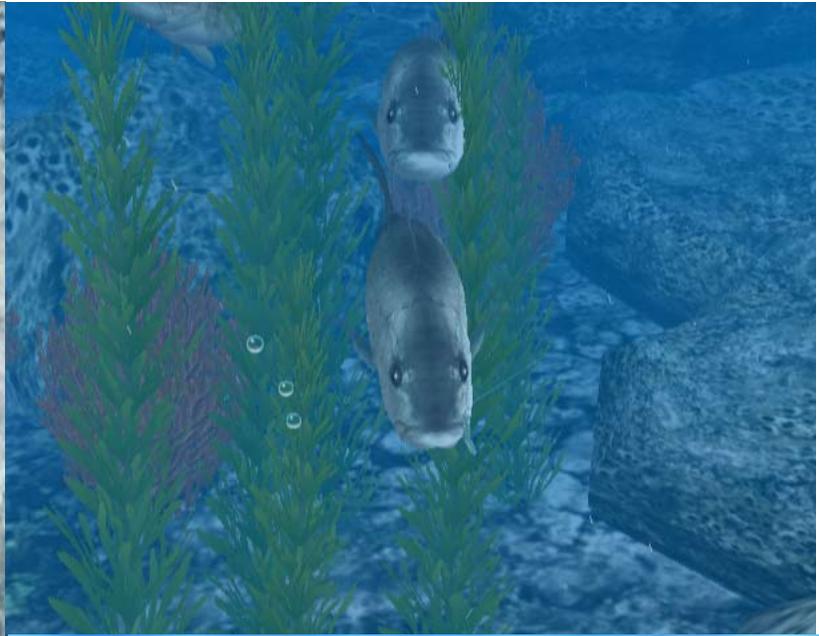


Game: Wii Fit U
Company: Nintendo
Release Date: TBA
System: Wii U
Rating: 'RP' - Rating Pending

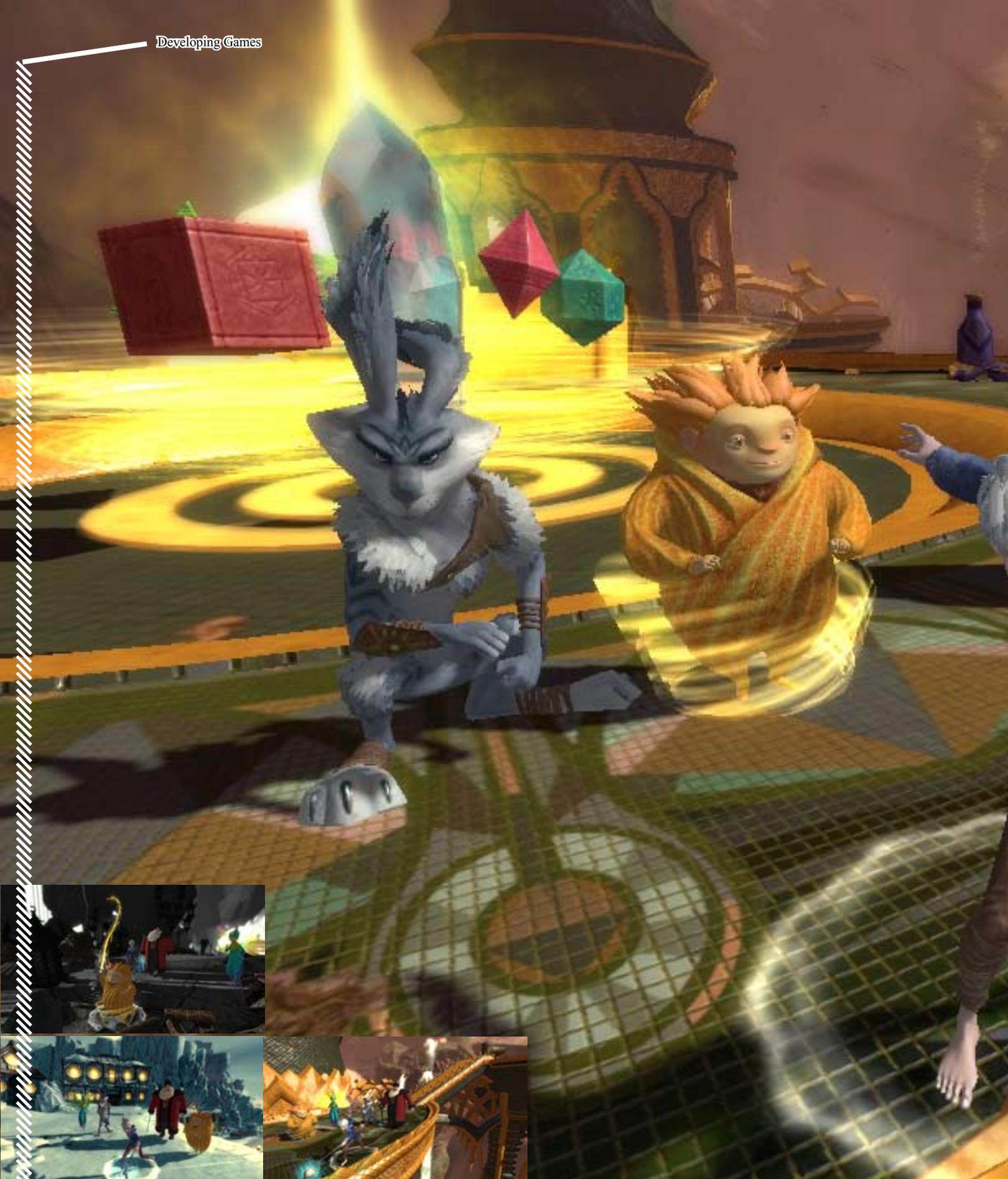
REEL[®] FISHING OCEAN CHALLENGE

Push any Button

Game: Reel Fishing: Ocean Challenge
Company: Natsume
Release Date: August 2012
System: WiiWare
Rating: 'RP' - Rating Pending



Natsume knows how to put together a good fishing game. Families can enjoy these screenshots until the game is released - Frank



Game: Rise of the Guardians

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



Company: D3Publisher

Release Date: November 20, 2012

Rating: 'RP' - Rating Pending





The wait is almost over with. Kids of all ages can enjoy this new Mario Nintendo 3DS title soon. - Paul

Game: New Super Mario Bros 2
Company: Nintendo
Release Date: August 19, 2012
System: Nintendo 3DS
Rating: 'E' - Everyone
(Comic Mischief)



Little King's Story fans find excitement thanks to Konami announcing New Little King's Story on the Playstation Vita. I was blessed to be al-

Game: New Little King's Story
Company: Konami
Available: Summer 2012
System: PS Vita
Rating: 'RP' - Rating Pending



I loved to play New Little's King Story at E3 2012. I was in the very beginning of the game, but it does remind me of the Wii version. Hopefully Konami will make this version friendlier to families. - Paul



Game: Paper Mario Sticker Star
Company: Nintendo
Available: Christmas 2012
System: Nintendo 3DS
Rating: "RP" - Rating Pending



Kingdom Heart fans are ready to embrace hack and slash action on the Nintendo 3DS. With Mickey, Goofy, Minnie, Donald, and more

Game: Kingdom Hearts 3D Dream Drop Distance
Available: July 31, 2012



of course. Plus we may find a few Square Enix characters as well. This 3DS title was looking fantastic at E3. Hopefully it will be family friendly too. - Paul



Company: Square Enix
System: Nintendo 3DS

Rating: 'RP' - Rating Pending



Zen Studios has made a name for themselves with pinball video games. They have some of the best pinball games in the entire video game industry. They are branching out with CastleStorm. What is Castlestorm you may be asking. Castlestorm is a tower defense and tower offense game. Players decide if they want to be Knights or Vikings. Build up your castle, and then mount your offensive. If your like me you will be singing the Vikings song from Veg-



gieTales. The biggest issue I can see families having with CastleStorm is the violence. We have a video of this game on our Youtube channel (and in the videos section of the website) as well as a news story with additional information. We wanted to share these screenshots with you as well. Castlestorm also has some sheep related humor. - Paul

Game: Castlestorm
Company: Zen Studios
Available: TBA 2012
System: Xbox 360
Rating: 'RP' - Rating Pending

RECENT RELEASES



Game: Wreckateer

Company: Microsoft

Release Date: Q2 2012



System: Xbox 360

Rating: 'RP' - Rating Pending

Family Friendly Gaming



W

here's My Water has been a huge game on the iOS and Android platform. It is the first product to ever receive the Family Friendly Gaming seal of approval on the updates provided in ten months. The game tripled with free updates. That is how a company takes care of their customers. How rare is the Family Friendly Gaming seal of approval?

Only the Top 3-4% of all products reviewed earn it. Disney Mobile finished off the updates to Where's My Water. We were sad, but also thankful for all the wonderful levels and entertainment. The concept of the game continues on in Where's My Perry? Disney Mobile has put Perry the Platypus into an iOS and Android game. The game play is just like Where's My Water. There are a few minor differences. New skills and new concepts will be brought to Where's My Perry?.

The biggest one is ice. Yes we will be freezing the water. I got to play this app for a bit at E3 2012. I have to admit that I am extremely impressed with Where's My Perry?. This game has the potential of becoming the next big thing.- Paul

Game: Where's My Perry

Company: Disney Mobile

Release Date: Out Now

System: iPhone/iPod Touch/iPad

Rating: '4+' - 4+



Game: Catapult King
Company: Chillingo
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: 9+ - 9+
(Infrequent or Mild Violence)



Game: Catapult King
Company: Chillingo
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '9+' - 9+
{Infrequent or Mild Violence}



RECENT RELEASES

Sea it for the first time in 3D





www.BRICK-FORCE.COM

© 2012 EXE GAMES INC., ALL RIGHTS RESERVED. © 2012 INFERNUM PRODUCTIONS AG, ALL RIGHTS RESERVED. INFERNUM IS

Brick-Force takes the concept of Minecraft, and adds in a player versus player shooter. Players will build their very own battlefields. Then they can digitally murder their friends in that battlefield. Not the most family friendly concept for a game. It does show the progression of the industry. - Working Man Gamer

Product: Brick-Force
Company: Infernum
Release Date: Out Now
System: PC
Rating: 'NR' - Not Rated



www.BRICK-FORCE.com

© 2012 EXE GAMES INC., ALL RIGHTS RESERVED. © 2012 INFERNUM PRODUCTIONS AG, ALL RIGHTS RESERVED. INFERNUM IS



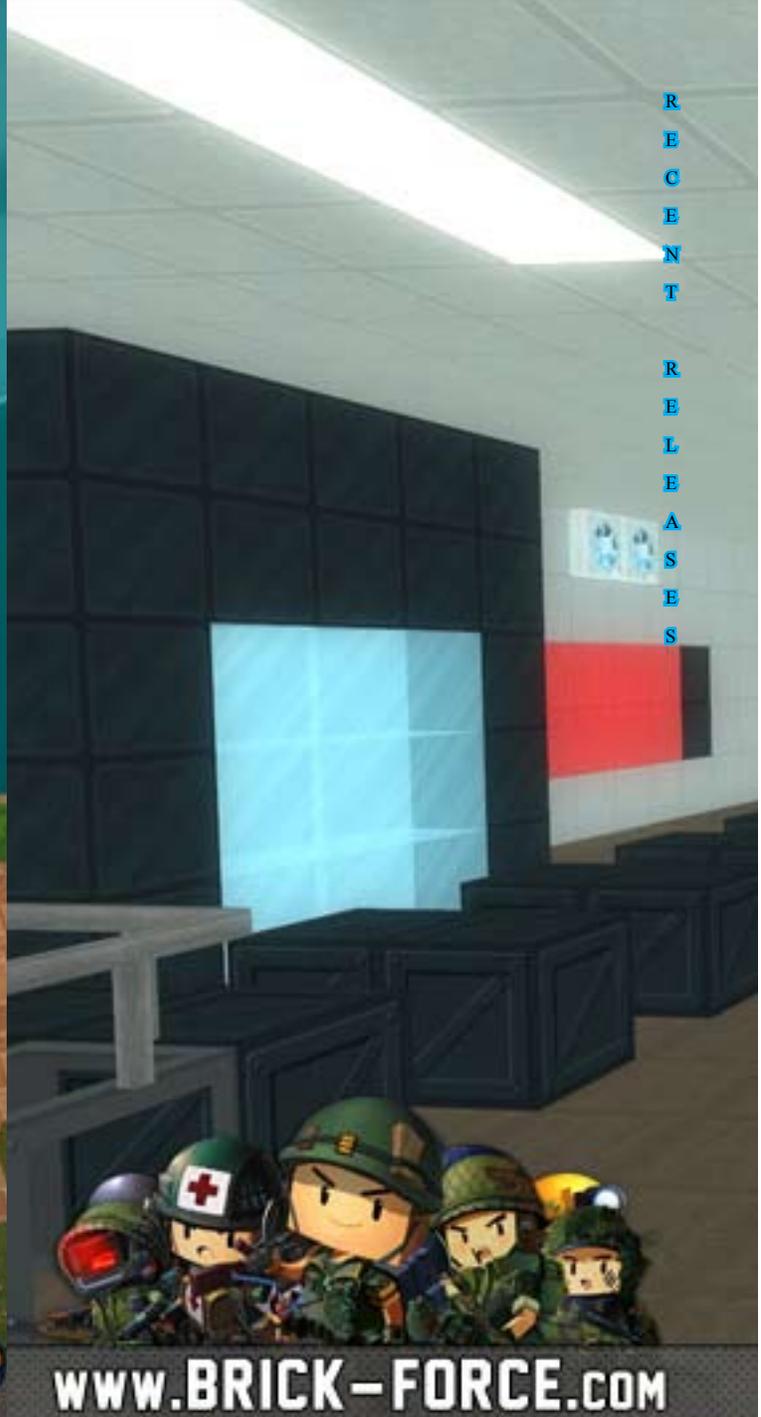
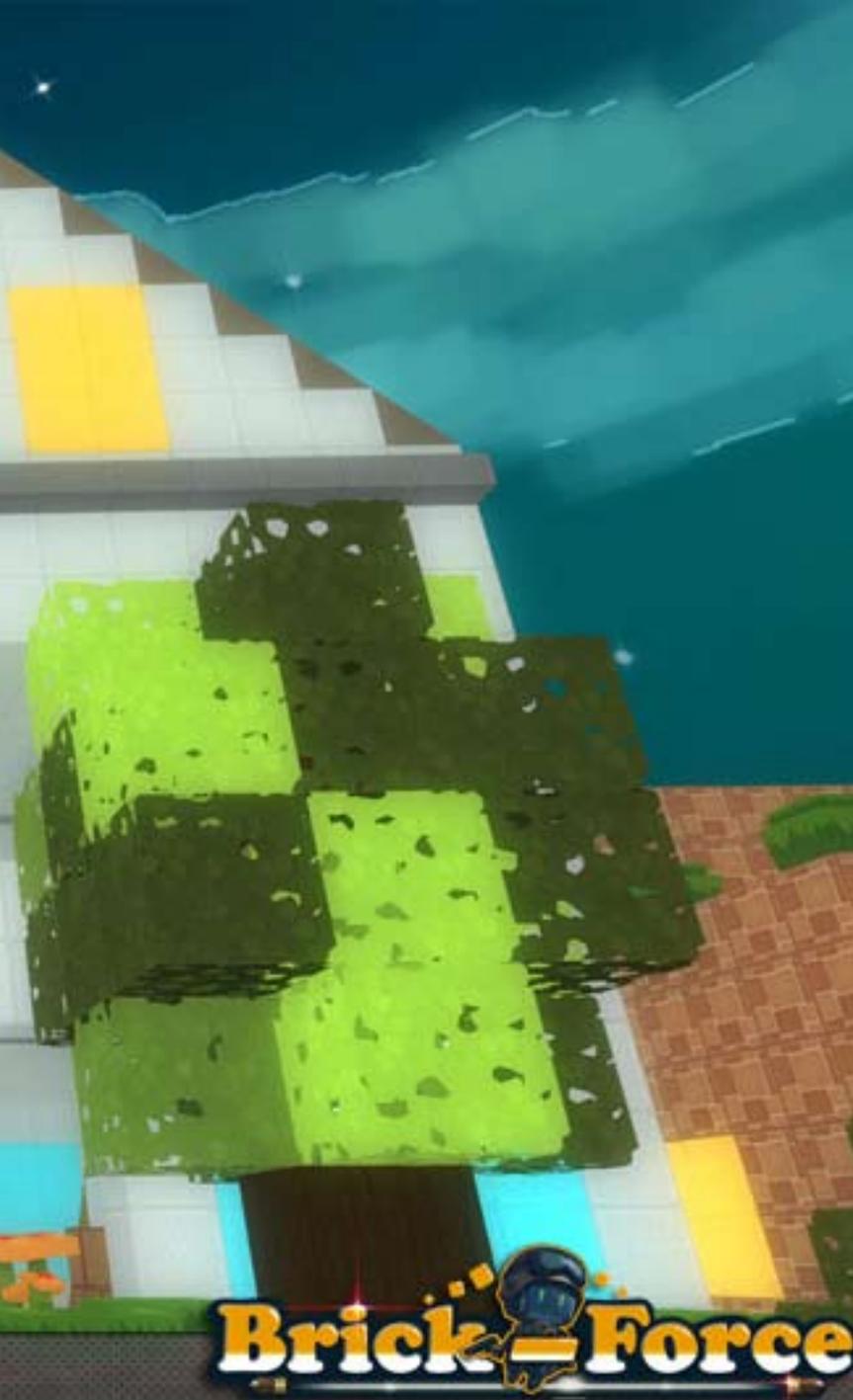
www.BRICK-FORCE.com

Brick-Force



Product: Brick-Force
Company: Infernum
Release Date: Out Now
System: PC
Rating: 'NR' - Not Rated

www.BRICK-FORCE.com



WWW.BRICK-FORCE.COM

THE AUTHORIZED BRICK-FORCE OPERATOR AND PUBLISHER.

© 2012 EXE GAMES INC., ALL RIGHTS RESERVED.



WWW.BRICK-FORCE.COM

Brick-Force

ALCHEMY

ALL	SWORD	G.SWORD	RAPIER	AXE	HAMMER	↑ Default
WEAPON	Sword		Fencer			
Rainy Saber+9	eq:		Giulio	use: X	s.rate: --	
WEAPON	Sword		Knight			
Flamberge+9	eq:		Firenz	use: X	s.rate: --	
WEAPON	Sword		Knight			
Dark Saber+9	eq:		Firenz	use: X	s.rate: --	
WEAPON	Rapier		Wallknight			
Estoc				use: X	s.rate: 95.1%	Quality increased by 11
WEAPON	Rapier		Duelist			
Blue Stinger+6	eq:		Natalia	use: X	s.rate: 37.4%	ITEM IMPROVED!
I Now, isn't she a beauty!?						
WEAPON	Dagger		Assassin			
Main-gauche+9	eq:		Minotta	use: X	s.rate: --	

NOTE:
A rapier made of ice that never melts.

GEM STOCK
gem: X 34 X 27 X 29 X 27 X 23 alchemy level: 9

FORCES UNIT... No. 5/12 LEVEL UP!

SORCEPERES exp. level: 33

Caldina jmp: 2

guard def. m. def. counter

capacity 88.5%

ITEM: PotionX3

HEAD: Pointy Hat

h.p. vitality 85%

Walk Type

mov: 4

782/782



LOCATION... Hideout of the Resistance Group, Esperanza

Esperanza Hideout

Now Talking...

Ragnus
It's no place for a Daltan noble girl.

the DATE and TIME
AUDBLA 25.983 18:30

Altus is known for their role playing games. Many times these games are the ones that the most hardcore gamers fawn over. But what about families? How many families out there will be interested in Gungnir? Time will tell. The ESRB warning are pretty intense for this game, earning it the 'T' for Teen rating. Will you want your teenager playing this game? - RPG Master

LOCATION... War-Torn Battlefield

Espada Slums

Now Talking...

Elise
Now, take up the magic spear, Gungnir. Use its power as you

Now Talking...

LOCATION... Deep in a rain-soaked forest

Forest of Tranquility

Now Talking...

Thele
Did you destroy our Holy Tree?

Now Talking...

LOCATION... The massive fortress from which East

Victrion Stronghold

Now Talking...

Pierre
I will use your corpses to dam the filthy river that trickles into your slum!

Now Talking...

TARGET □ Noah

14

Aquism

190

DAGGER ATTACK

Freezing Scythe



! own!

the DATE and TIME
ASGAR 12. 983 17:00



God of Intensity
Midgarðsormr

The cruel ruler of the land.
His enormous jaws devour the earth.
A new War God has been awakened. **X OK**



LOCATION... The Vast Fissure dividing East and West Gargania
Vast Fissure

Now Talking...
Ever
the DATE and TIME
MIRDZ 27. 983 19:00
Gargania is ruled
NIZVER 25. 983 14:00



the DATE and TIME
MIRDZ 27. 983 19:00
Gargania is ruled



Out!
I call forth a miracle!

R
E
C
E
N
T

R
E
L
E
A
S
E
S



THANK YOU!
Magic Pow ↑



the DATE and TIME
SVART 17. 983 9:45
H.P.
8.4 Aquism



ASSASSIN level: 7
Teresa Ace 14.0ht.
FOR VICTORY
ACE
MENU
OK!
Equip
Cancel
Select.. to Deploy



Esperanza Training
Are you ready?
Delay P 6 12 18 20 24 34 68
Next 0 11 21 E E



al Order.
SETTING MULTI-BEAT ORDER
Aerism AUTO-1st
Phys Aura AUTO-2nd
Poor Aim AUTO-3rd
Stefan TARGET
391 - 440 DMG.
NO GUARD...
195



Select a unit.
Ace Rodrigues level: 17
1.0ht.
ENEMY'S UNIT
h.p. 1098 / 1098
legion Rodrigues the Axe



8 -> 9
dine
Max F

Game: Gungnir
Available: June 12, 2012
{Alcohol Reference, Fantasy Violence, Mild Blood, Mild Language, and Mild Suggestive Themes}
Company: Atlus
System: Playstation Portable
Rating: T - Teen

Devotional

Standards

There are many reasons Family Friendly Gaming has become so popular. We have a unique perspective. We focus on the family friendly titles. We ignore the anti-family games. The biggest and most important reason is we apply God's standards to what we do. You have probably read responses in the Sound Off section that thank us for not judging the person(s) living outside of God's standards. Why don't we do that? God will judge those who reject Him. God will judge the disobedient. We have no interest in judging the people who openly defy God. We may point out the behavior from time to time, but we rarely call a person out into the spotlight.

Christians are called to be salt and light of the world. Matthew 5:13-16 *"You are the salt of the earth. But if the salt loses its saltiness, how can it be made salty again? It is no longer good for anything, except to be thrown out and trampled underfoot. 14 "You are the light of the world. A town built on a*

hill cannot be hidden. 15 Neither do people light a lamp and put it under a bowl. Instead they put it on its stand, and it gives light to everyone in the house. 16 In the same way, let your light shine before others, that they may see your good deeds and glorify your Father in heaven. We do that where God has placed us - the video game industry. We encourage everyone to turn to God, and to follow His perfect standards. There is more joy, happiness, and love following God's standards.

The world is constantly bombarding us with its lies, and its shifting in the sand standards. I chose long ago to follow God's set in stone standards. **Romans 12:2** *Do not conform to the pattern of this world, but be transformed by the renewing of your mind. Then you will be able to test and approve what God's will is —his good, pleasing and perfect will.* It is a daily process to focus on God's perspective over mans. I am human and will fail at it some days. I repent and move right back to God's standards.

I remember what it

was like to live under the world's standards. I was always having to change with the standard. Always having to discover what the latest trends were, and keep up with the Joneses. Once I accepted God's standards I was freed to live as I was born to. I was given joy, happiness, and a proper perspective on life. I focus on helping others now, and making the world a better place for all of us. Why would anyone want to change that?

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: 'M' rated games are Mature.

Defense: The ESRB says so.

Exposure: One of the worst crimes to happen inside video games was when the ESRB decided to label macabre, morbid, and immature content as mature. Their line of reasoning is the content is only for a mature person. Talk about subjective. I know a lot of parents who think their child is mature. If the words macabre, or morbid were used then there would be a negative connotation to these games instead of a positive one. The ESRB was very careful to pick a word that was seen as positive. Compare this to movies which uses the word restricted. They have a different attachment don't they?

As I have touched on previously in this book a mature person would not go near the content in these kind of video games. A mentally ill person goes towards games

“The ESRB has perpetuated a lie that needs to come down.”

with a lot of sexual content, or mass murdering sprees. A mature person goes the other direction. I have tested out some of these repulsive video games and they are the kind of things that give you nightmares. Why anyone who is mentally stable would want to play them is beyond me, and beyond logic.

“follow the real definition of maturity”

I have one grandparent left out of four, and I got to know all four of them in my lifetime. They have been wonderful examples of maturity for me. In fact my parents have also taught me amazing lessons about what it means to be mature. The ESRB has perpetuated a lie that needs to come down. I really hope you can learn to reject the lies of the ESRB, and follow the real definition of maturity.



Last Minute

Tidbits





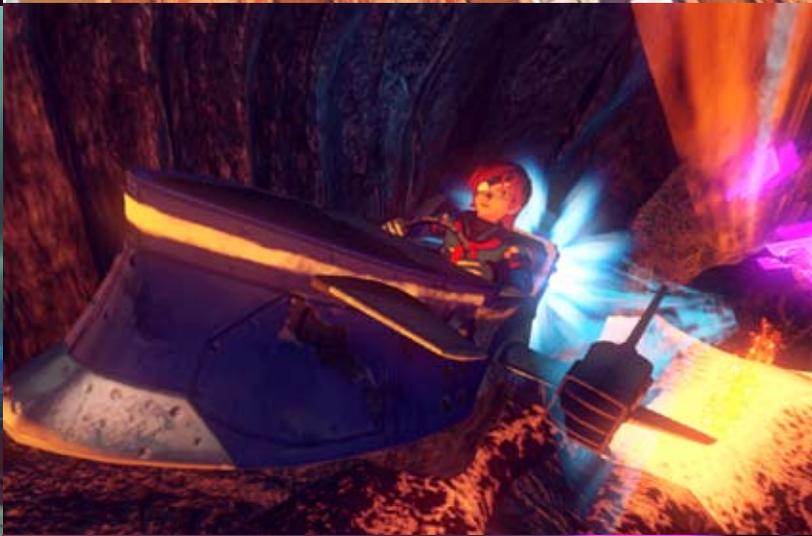
Few games at E3 2012 look like they are actually an anime cartoon. That is until someone takes a look at Ni No Kuni. Namco Bandai is the company that plans on publishing this epic role playing game. At this point in time this home console game is looking family friendly. Lord willing the developer Level-5 will keep Ni No Kuni safe for families. One thing Family Friendly Gaming knows for certain - the name of this PS3 is very memorable. - RPG Master.



Product: Ni No Kuni
Company: Namco Bandai
Release Date: Jan 22, 2013
System: Playstation 3
Rating: 'NR' - Not Rated



Sega has brought back Sonic & All-Stars Racing to the excitement of families all over the world. I am impressed with what I played at E3 2012. The updates improve an already solid title. - Paul



Product: Sonic & All-Stars Racing Transformed
Company: Sega
Release Date: Christmas 2012
System: PS3/Xbox 360/PS Vita/Nintendo 3DS
Rating: 'RP' - Rating Pending

1,378,667



Golly Gee



Jolly



Back Snap



296,000



Fever



Snake



Snake



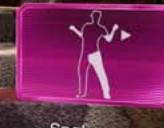
296,000



Fever



Snake

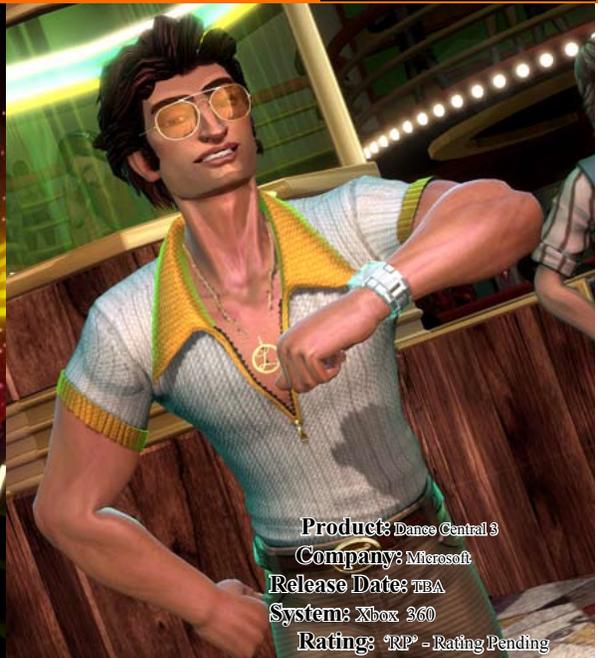


Snake





Usher introduced Family Friendly Gaming to Dance Central 3 in the Galen Center at E3 2012. He was actually one of the stand out aspects of the Microsoft press conference. I hope this dance game will be family friendly. - Sam



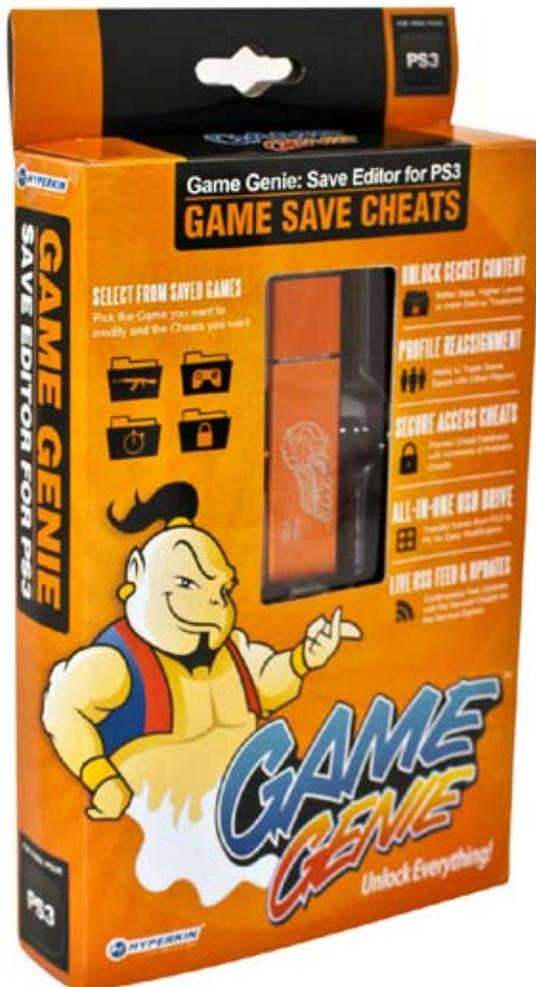
Product: Dance Central 3
 Company: Microsoft
 Release Date: TBA
 System: Xbox 360
 Rating: *RP* - Rating Pending



PowerA had an impressive showing at E3 2012. The MOGA controller works with Android devices and feels very natural. Their line up of Skylander gamepacks and cases are very impressive. Star Wars fans will love the iPhone cases.. - Paul



Product: FusIon Controller/MOGA/Star Wars iPhone Covers/Skylander Gamepack and Cases
Company: PowerA
System: PS3/Xbox 360/Wii/iPad/iPhone
Release Date: 2012
Rating: 'NR' - Not Rated



Hyperkin has some neat new products for families at E3 2012. The Game Genie: Save Editor for PS3 comes in a USB flash drive that contains an installation program that allows users to transfer save files between the PS3 and the PC. The RetroN3 consolidates Nintendo™, Super Nintendo and SEGA Genesis systems together in a single wireless console that also includes two wireless controllers as well as two original controller ports for each platform.- Paul

Product: Game Genie/RetroN3
Company: Hyperkin
System: PS3/PC/Genesis/NES/SNES
Release Date: 2012
Rating: 'NR' - Not Rated



Product: Dragonball Z for Kinect
Company: Namco Bandai
System: Namco Bandai
Release Date: October 2012
Rating: 'RP' - Rating Pending



Product: Scribblenauts Unlimited
Company: Warner Bros Interactive
System: Wii U
Release Date: To Be Announced
Rating: 'RP' - Rating Pending
Family Friendly Gaming





S.I.M.P. Squirrels in my pants!

© Disney



I twist my hips...

© Disney



The bare necessities of life will come to you

© Disney



Be our guest, be our guest...

© Disney



Supercalifragilisticexpialidocious...

© Disney

Just Dance gets better every single year. Ubisoft has teamed with Disney to provide families Just Dance Disney Party. Looks great! - Yolanda

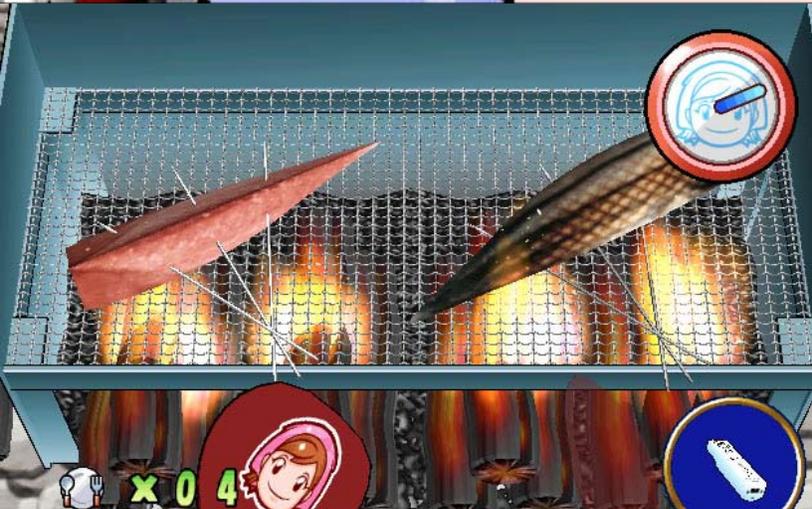
Product: Just Dance Disney Party
Company: Ubisoft
Release Date: October 2012
System: Wii/Xbox 360
Rating: 'RP' - Rating Pending



WeMade Entertainment created a buzz at E3 2012. They are a Korean company that has had success for multiple years. They are now breaking into the US market with multiple iOS/Android titles. The most promising title is Pet Island (upper right screen of this page). The release date has still not been determined. The release date for Hero Square has also not been determined. The same goes for Rhythm Scandal (just below this box) - which is a music and rhythm game.



Viking Island (left of this box) will be out in July. All of these games are free to play, and their main modes are online (MMO). Micro transaction purchases allow the company to add content - Paul



Mama's 2-Pack for Wii brings the culinary action to your console in Cooking Mama Cook Off and Cooking Mama World Kitchen. The Wii Remote transforms into your universal cooking tool as you chop, grate, slice, stir and roll in motion-based cooking activities. Put your skills to the test and whip up some kitchen fun in Cooking Mama Cook Off as you go head-to-head against other chefs in 2 player competition. In the Wii sequel, Cooking Mama World Kitchen, fans will enjoy brand new 3D graphics, fresh recipes from around the world, comedic kitchen mini-games and new gameplay modes that will transform you into a master culinary artist!



Product: Star Trek
Company: Namco Bandai
Release Date: Early 2013
System: PC/PS3/Xbox 360
Rating: 'RP' - Rating Pending