

Everything you wanted
to know about the Wii U
- inside this issue!

Papo & Yo shows
how far one will
go for friendship

Kids will have fun with
Kinect Sesame Street
TV!

Family Friendly Gaming

The VOICE of
the FAMILY in
GAMING

TM

Issue #61

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Contents

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5

Editor's Desk

Onward - FFG Progress Report

6

Female Side

Time to talk about Greed

7

Working Man Gamer

The ESRB's shifting standard

8 - 11

Sound Off

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

12

Top Ten

What are the best Xbox 360 games for families?

14 - 17

Sports

Pedal to the Metal in Forza Horizon!

18 - 25

In the News

Designing Games With Students Who Learn Differently, Is It 'Dependence Day' for Today's Children?, Nyko Announces Gaming Controllers for Tegra-Based Tablets, RescueSim used for incident response training, 30-Hour Videogame Marathon Nets Nearly \$93,000 for charity, The Ernie Kovacs Collection Volume 2, Standard Publishing announces changes for Christian Standard magazine, and more.

26

State of Gaming

Business is picking up.

Page 14 Sports Forza Horizon

Page 20 News Nyko Controllers



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Popcap Games News Page 23

Contents

27 - 39

Reviews

Dragonvale, inFamous 2, Portal 2, Virtua Fighter 5 Final Showdown, Elektra, NCIS Season Six, SGU Stargate Universe The Complete Final Season, Golden Axe, Sonic Spinball, Lego Pirates of the Caribbean The Video Game, and Reel Fishing Paradise 3D are reviewed this issue.

40 - 61

Developing Games

Wii U, Ragnarok Tactics, The Caye, Harley Pasternak's Hollywood Workout, Nights Into Dreams, Pokemon Black 2, Pokemon White 2, Phantasy Star Online 2, and Sound Shapes are featured.

62 - 73

Recent Releases

Order Up, Gnome Town, Growlanser: Wayfarer of Time, Pro Cycling Manager 2012, Candle Route, and Knights of the Round Cable are featured this issue.

74

Devotional

Five Loaves and Two Fishes

75

Affecting the Masses

Video Game Violence.

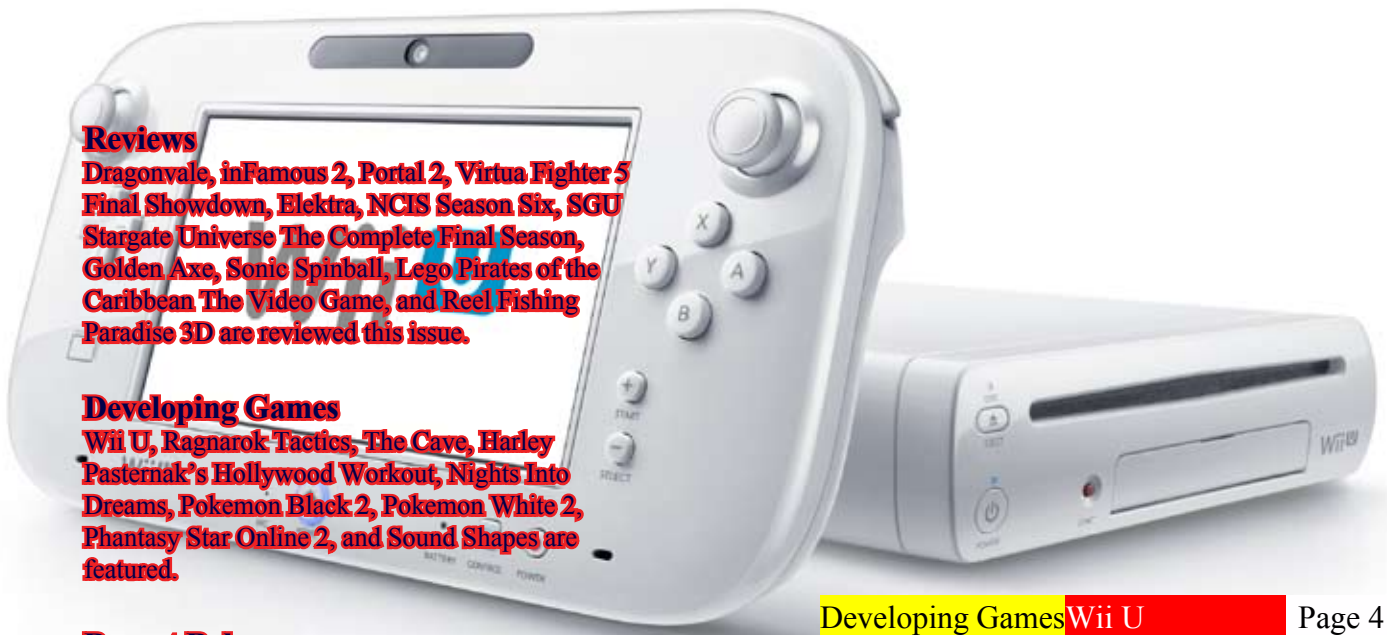
76 - 87

Last Minute Updates

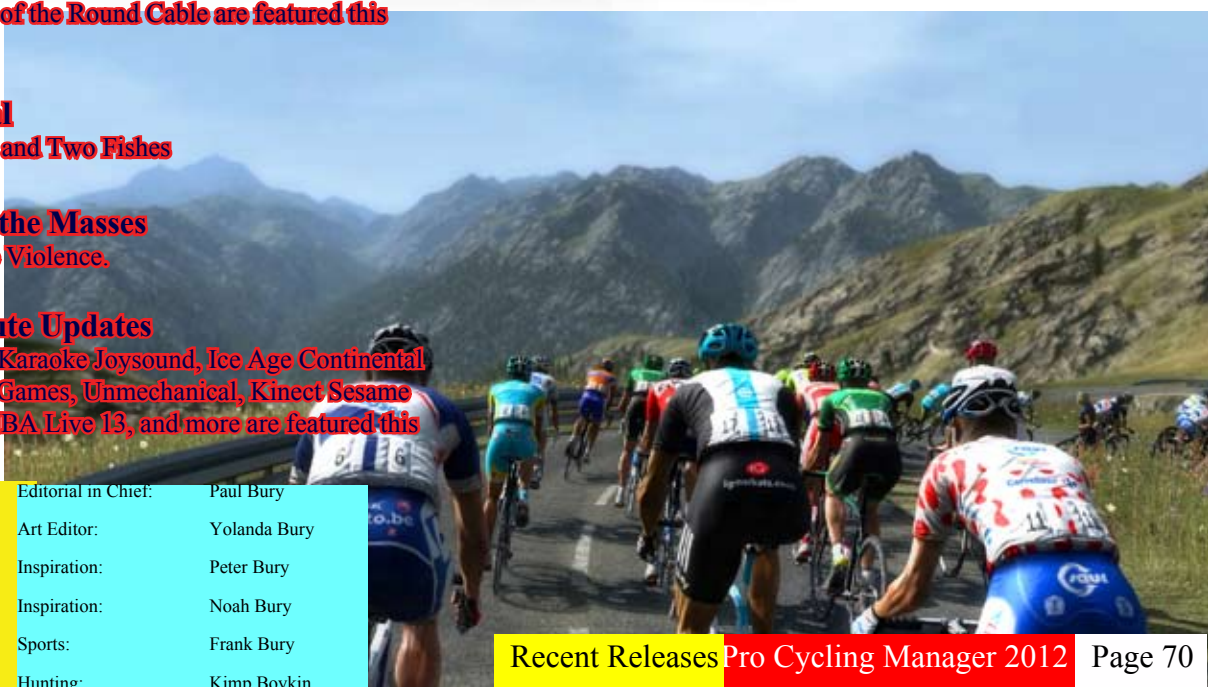
Papo & Yo, Karaoke Joysound, Ice Age Continental Drift Arctic Games, Unmechanical, Kinect Sesame Street TV, NBA Live 13, and more are featured this issue.

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Game Journalist:	Shirley
Game Journalist:	Sam
Working Man Gamer:	???



Developing Games **Wii U**



Recent Releases **Pro Cycling Manager 2012** Page 70



Page 84 **Last Minute Updates** **Kinect Sesame Street TV**

Editor's Desk

Onward

There is not a day that goes by that I am not thankful for all the blessings God has bestowed upon us. I am amazed at how many products are processed here at Family Friendly Gaming. This is reviews, pre-views, news, videos, images, and more. The videos section has exploded this year. I hope ya'll have been enjoying it, the Youtube channel, Facebook page, Twitter, and Raptr.

As promised we have some changes to this issue. The In The News section swaps things up. Looking at it will make the changes apparent. We are now documenting what section pages fall under. That roll out started in the last issue. Post of the Month is a new section, as is the TOP TEN. Thanks to Christ Centered Game Reviews for the Post of the Month. We continue to put more text into the picture page sections. What do ya'll think of the wonderful front cover this issue?

Some cool stats for ya'll. Family Friendly Gaming has reached over 2.5 million unique IP addresses. That means over 2.5 million locations have come to Family Friendly Gaming. That can mean a household, a library, a hot spot, a place of employment, etc. We have now reviewed over three thousand

products. This counts the online reviews only. The last six to nine e-magazine reviews have not been moved online. So our review count is a little bit higher than the three thousand. June 2012 had over four hundred thousand hit counts on the website. We passed the three hundred review mark for this year early in July. Family Friendly Gaming has been recognized by Raptr.com. They now have a section devoted to Family Friendly Gaming. Raptr has been an amazing blessing to Family Friendly Gaming. They are an amazing community that responds positively to the Family Friendly Gaming viewpoint. There are people who may not always agree, but they respond in a respectful, polite, and civil manner.

As I am sure you are aware it costs money for Family Friendly Gaming to function. We have a few different revenue streams. The continued poor economy has impacted us. We are exploring different revenue streams for a variety of projects. One of those is donations. We are giving our readers the opportunity to donate to Family Friendly Gaming. That way we can continue to improve aspects of this ministry. We have a real heart for this ministry, and a heart to make things even better.

I am so thankful for each and every one of ya'll.

We continue to meet so many wonderful people. We get to interact at shows like E3, through email, phone calls, even letter correspondence. This includes the thousands of friends and contacts we have at the companies, PR firms, readers, supporters and more.

There are two big projects we are hoping to get to this year. One will be the software upgrade for the e-magazine, and the second is a secret. Oh and there is a third one we are looking at - upgrading at least one of our computers. We hope to open it back up to reviewing more Personal Computer games in the future. There are a few hidden projects being worked on as we speak. So expect exciting things.

God bless you, and yours,
Paul Bury



Female Side

Greed

I know I am not the first person to come to this realization. I know I am not the first woman in the media to comment on this topic. I know I am not the first American to identify this problem. Life is not about being first. Life is about living a life that is pleasing to God. The Holy Spirit laid something down upon my heart that I must write about. The topic is greed. There is too much greed going on in the world. It would be easy to pick targets in America. Before I do, let me make one important point - greed is a problem all around the world. People all over the planet are being oppressed by those who care about their own gain. They do not care about people. Some put on a good face, but lets be real - they care about themselves.

This disease has even infested churches. Prosperity teachers are a fine example. Corporations are run by people. The people at the top of many of these corporations are greedy. Companies that are making millions of dollars are laying off workers. All so the few at the top can make even more money. So the shareholders can make a few extra dollars. Families are being ruined over someone's greed. Radio talk show hosts constantly plug

their own books so they can make even more money. Yet they won't plug the little guy when he/she calls in. Won't plug books that are outside their good ole boys club. PBS takes tax dollars to make their television shows, and then takes the profit when they sell those same shows on DVD. I get tired of funding other people's greed. The President of the United States flies all around on our dime to fund-raisers so he can mess our lives over with even worse laws. All he has done for America is try and make it into a third world country.

Family Friendly Gaming had been a long time supporter of Amazon.com. We are withdrawing that support over their unethical business practices, intimidation policies, and false accusations. A new project has started to remove Amazon associates boxes from our website. This project will take months, but we are no longer comfortable with having Amazon as a partner. Their misdeeds over recent months has reached a boiling point. We have given them opportunity after opportunity to correct their bad behavior. They have chosen the path of greed.

Over and over again the little guy is getting stomped while the greedy are getting even wealthier. How many people tell you: "all

politicians are crooked." ? Demand better. Call out the greedy. I am calling them out right here and right now. What will you do to call attention to those worshipping at the altar of greed?

I still believe in free markets. We must demand charity of those who have been blessed. The blessed need to give opportunities to the little guy. Give them a plug once in awhile.

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

ESRB Shifting Standard

Most gamers blindly follow and respect whatever the ESRB says. Most gamers close their mind to the reality that the ESRB is run by humans that are prone to make mistakes. Most gamers ignore the lengthy ESRB mistakes from the past. Well the Working Man Gamer (WGM) is not most gamers. Most gaming journalists are lazy. Most gaming journalists want to glorify the ESRB. Most gaming journalists turn and look the other way when the ESRB screws up. The Working Man Gamer is not most gaming journalists. And thank the Almighty for that. Because you the Family Friendly Gaming reader can acquire thoughts you did not previously have. You can shift your perception into a path that allows you to handle and deal with reality. The ESRB should be under all kinds of scrutiny for a wide array of questionable decisions. Sure we all know about the scandals like Hot Coffee. But they are becoming more like the MPAA. They are shifting their standards. They are letting more in. They even allowed a Halo game a 'T' rating. Halo is not the only franchise that was given a rating that raised the eyebrows of intelligent free thinking open minded gamers. Other games like inFamous and inFamous 2 received 'T' for Teen ratings. These games earned solid 'M' ratings in this columnists mind. Some games with cartoon violence have no descriptors whatsoever. Look at recent football games that were released. No descriptors what so ever. Yet there is a movement in America to ban all football because of how violent it is. Something does not make sense. Does the ESRB close their eyes when witnessing sports violence? Or violence in certain titles? Are certain companies being given preferential treatment because they funnel money into the ESRB? When will the gaming community step up and demand better? When will the other gaming media outlets do some investigative reporting? When will they do a hard hitting expose on the ESRB? There are plenty of examples out there, and plenty of games to question the ESRB on. Maybe this article will ignite some change in our industry.

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!

Grudge against Family Friendly Gaming

I followed all of the guidelines, rules, laws, and directions on Wikipedia. I wrote up a neutral viewpoint, and drowned them in citations proving the notability of Family Friendly. You guys are the only Christian video game magazine! You guys are the voice of the family in gaming. You buck the system, rock the industry, and are agents



WIKIPEDIA
The Free Encyclopedia

for change. After doing all that, they denied it. I read they want to be the comprehensive encyclopedia ever. How can they if they deny any information on Family Friendly Gaming? They have tons of worthless information on their site, and much of it is questionable. Yet when it comes to something worthwhile and important they black list you guys. Does Wikipedia have a grudge against Family Friendly Gaming?

- Stanley

{PB}: I do now have anything concrete I can share with you. I do have my suspicions, and the evidence is mounting against them. Multiple readers have emailed us that they have tried to get Family Friendly Gaming

listed, and been denied. I have even gone out of our way publishing their sales press releases without compensation. I have contacted people at Wikipedia. We have requested they write something up themselves. We have linked

to them even though they are not a reliable source. All we have received from them is the cold shoulder. We have treated them with kindness and they have refused to respond in kind.

Does Wikipedia have a grudge against Family Friendly Gaming? It is possible. I keep my mind open to that possibility. And you are right, they have plenty of worthless information on their site - which makes their rejections even more laughable. And certainly adds weight to their holding a grudge. They are definitely acting unprofessional. I have hope they will step up to the plate and do the right thing one of these days.

They don't mean nothing

Games are just games. They don't mean nothing, and they don't teach nothing. Treat them as just games.

- Sean

{PB}: You have not read Video Game Lies have you? How long have you been reading Family Friendly Gaming? I am going out on a limb and guess not very long. We prove that belief false over and over again. Just

OFF

read some of our reviews. Games teach us all kinds of things. To close your mind to that reality, shuts down your ability to discern good from bad in terms of this form of entertainment.

Praise GOD

Praise God for Family Friendly Gaming!!
- Amanda

{YB}: We feel so blessed to be able to serve in this ministry capacity. God has blessed us in a variety of ways over the years here at Family Friendly Gaming. We continue to be ambassadors for Christ on a daily basis. We give without any expectation of receiving. We help millions of families all over the world. We are growing where God planted us.

Go out and witness

Why don't you go out and witness to people? Stop talking about video games and go to another country and witness.

- Troy

{PB}: We are witnessing to those that need to hear about the Good News of Jesus Christ. We are witnessing in the video game industry.

There are different parts of the body of Christ. We are the part that reaches out to gamers. Why? It is where God called us to. We are gamers ourselves so we know the lingo, the lay of the land, etc. So it makes perfect sense that God would use us in this capacity.

The truth in your question is you want atheism to be the only religious belief allowed in the video game industry. You want to do your thing without any conviction from the Holy Spirit. God can use any Christian gamer to reach out and witness. There are others besides us who are doing that as well. The video game industry is a huge ripe harvest awaiting the workers. We are merely a few of those workers pointing people to God. Encouraging our fellow gamers to turn their hearts and minds over to Jesus. To humble themselves into a relationship with God.

Family Friendly

I was just wondering, why do you seem to think that "family-friendly gaming" means the same thing as "Christian-friendly gaming"? I mean, what about all of the non-Christian families in this country? Why don't they seem to matter at all to

you, and why does it seem like you'd rather that your Christian beliefs were pushed on them than that their non-Christian beliefs were respected?

Thanks,
Hannah

{PB}: The answer is simple. The overwhelming majority of the gaming media is non-Christian. We are talking 95% plus - that cover video games, and review video games do so from a non-Christian perspective. So they are definitely already taken care of. Family Friendly Gaming is one of the few media outlets that uses God's standard in terms of how we review games, and in making determinations on what to cover.

The real question is this - why is the gaming media so unbalanced? Eighty to eighty-five percent of Americans (our audience) self identify as Christian. Yet the overwhelming majority of the gaming media do not accurately represent them. 95% of the gaming media represents 15-20% of the American population. And the measly 5% of us are representing the 80-85%.

We add diversity to a Borg-like industry. We bring

a fresh perspective to the rehash in the rest of the gaming media. We also follow Gods standard that is set in stone. We are not influenced by the shifting in the sands constantly changing standards of the world.

Violence Genre

Are you crazy? There is no violent genre. There is no violence genre. And Megaman 9, that game is not violent at all. - *Farman*

{PB}: Family Friendly Gaming is not another cookie cutter gaming site. If we were you would complain that we were being hypocrites. I have seen it at other Christian gaming sites that act just like the world. They get accused of being no different, so you will discredit them based on that. When Christian gamers are different, you try to discredit because it is different. Brings something new, fascinating, and different to the industry. We decided that we did not want to mooooo with the herd. We wanted to do our own thing. And being family friendly, it made perfect sense to have a violent section. It is an accurate representation of those games. In Mega Man games the main characters arm turns into a gun and he shoots everything in sight. Sort of like James Holmes did in Colorado. And you asking us if we are the crazy ones? We aren't calling violence

something else.

Updated News

What is the deal with Updated News? Most of it looks like news to me.

- *Monique*

{YB}: Thank you for your excellent question. We were talking about news stories that had a lower priority. If we have covered a game once already, then it is not as high of a priority as a game we have never covered before. Yet some of these news stories had fascinating or interesting information. We decided to come up with an Updated News section. These are in essence updated information to products. Maybe it is an update to an app, or an expansion pack to a game, or a game is being ported over to a new system. We felt these deserved their very own separate section.

Dream a Little Dream

Thank you for your informative Kingdom Hearts 3D Dream Drop Distance review. It was well written, insightful, and inspiring. - *Marvin*

{PB}: Your very welcome. Thank you so much for your kind words of encouragement.

Better games

I love what youre doing with this



website! I just dont understand why Christian values arent implemented into more games! Its frustrating trying to find bible friendly games for my children. It is ridiculous that they let some of the atrocious games out like Pokemon and Legend of Zelda, these games are utter blasphemy.

- *Everybody*

{SB}: We completely hear you. Thank you for your words of encouragement. Family Friendly Gaming routinely asks questions to point game developers and game publishers to this truth. We have a variety of issues with Pokemon and Zelda. You would not believe the hate speech and death threats we have received for speaking out against them. We also have posed questions to Nintendo on a variety of topics related to these games. Tell these companies what you think. They need to hear from the public.

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



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TOP TEN

XBOX 360

10. NBA 2K12

2K Sports has honed their video game basketball skills to the level of a master. This home console sports game is the deepest, most intense basketball video game ever created. It would have to be, for players to prove which team was the best of all time. Micheal Jordan continues to populate the cover letting sports gamers know this title is one to check out. It was a real treat for Family Friendly Gaming to be able to play with the Seattle SuperSonics again. Getting to play Bird, Kemp, Magic, Jordan and more is a real treat.

9. Cars

Few games can stand the test of time. But Cars has continued to be one of the most popular family friendly video games around. THQ knew how to make a movie based game, and Cars is all the proof any of us needs. This product sold so amazingly well that it spawned a couple of sequels. How many other movies have three games made from them? Driving around Radiator Springs is such a treat in this home console video game. Seeing all the Cars characters is also one of the reasons this game was so successful.

8. Kinect Adventures

Microsoft listened to families when they created Kinect Adventures. This home console Kinect title is a blast for families to play. There is something so fun, fresh, and wonderful about Kinect Adventures. Its like going to a water park as a kid. Or being treated to a sit down restaurant. Kinect Adventures brings smiles to the faces of all ages of the family. Kinect Adventures is a wonderful way to show what the Kinect sensor can do. It revolutionized the entire gaming industry.

7. Twister Mania

Families know Majesco Entertainment quite well. This company has published some of the greatest games for families. They decided to use the Kinect sensor in a way everyone could enjoy, and shed a few calories. The end result? Twister Mania. One of the best of the best of all time. Twister Mania takes the concept of Twister, throws in some Hole in the Wall, and marinates it with the Xbox 360. The end result is a video game families can play for years.

6. EA Sports Active 2

Whenever it is a rainy day and I can not get outside to exercise I play EA Sports Active 2. This game is so amazing that it can be used to train for football and/or basketball camps. EA Sports Active 2 is so versatile that an entry level family member can learn the joys of exercise. The trainers are great, and the options available to families in terms of setting up workouts is inspiring. The monitors on the leg and arm will show family members their heart rate. This is one of the best features of EA Sports Active 2. Until there is EA Sports Active 3, I will keep playing EA Sports Active 2.

5. Cars Mater-National Championship

Cars Mater-National Championship was the second game THQ published from the Disney Pixar Cars movie. The first game did so well that families clamored for more. And THQ provided. Lightning McQueen's story continues in Cars Mater-National Championship. We learn more about Radiator Springs and the fun characters that live there. The non-violent nature, and open ended game play is something that makes Cars Mater-National Championship one of the best video games of all time.

4. The Biggest Loser Ultimate Workout

THQ may have fallen apart in recent years, but not that long ago they were a dominate player. Not only were they providing for families in terms of Cars video games they were helping us lose weight with games like The Biggest Loser Ultimate Workout. This game uses the Kinect sensor to perfection. The biggest complaint against the Wii exercise games is we can cheat. And it may not be on purpose. Form can drop when we are tired. The Biggest Loser Ultimate Workout knows when you are not doing something right, and it tells you. I have to constantly correct myself thanks to the trainers in The Biggest Loser Ultimate Workout. This home console game goes beyond that though. It gives helpful eating tips and recipes.

3. Cars Race O Rama

Finishing third of the all time best Xbox 360 video games for families is Cars Race O Rama. This is the third Cars based game that THQ provided for families. This game continued one of the best video game franchises of all time. Cars Race O Rama proved the Cars movie based games are the best movie games of all time. No other movie even comes close. Cars Race O Rama also got us excited for Cars 2. Unfortunately Cars Race O Rama is way better than any Cars 2 video game. It was sad for us to learn this would be the last THQ Cars based game. On the positive side it helped this franchise go out with a bang.

2. Kinectimals Now With Bears

When Microsoft has a good thing going they will produce sequels. Kinectimals was one of a handful of games to earn a perfect 100 score from Family Friendly Gaming. So of course Microsoft is going to publish a sequel. That sequel came in the form of Kinectimals Now With Bears. Bears were added into the mix as well as a brand new island. The look and feel of Kinectimals Now With Bears is very similar to the original Kinectimals. But this is one of those franchises we were happy to return to. It is clean fun for the entire family

1. Kinectimals

The NUMBER ONE Xbox 360 video game for families of all time is Kinectimals. This game shocked us in a good way. It showed the entire industry that good, clean, safe fun is profitable. It also showed the entire industry that family friendly video games is where true talent belongs. Kinectimals earned a perfect 100 score, and was the third game to ever earn that award. At the time this feature is being developed (June 2012), one in every one thousand products reviewed earn a perfect one hundred. It is rare, so you know Kinectimals is an amazing home console video game.

OF THE MONTH

POST OF THE MONTH

Here is the Post of the Month from christcenteredgamer.com

Q. I am a Christian but I am very confused about many things in it. There is a particular question I have been thinking about: do all non-believers go to hell and all genuine believers go to heaven. If this is the case I find that to be quite unfair to all of those decent, hardworking people who simply don't believe in Christ. Imagine you were placed in this scenario: you are a good person, you've made contributions to society, you help people and you have lead a life of a genuinely good person but you've barely even heard of Christianity. You die. You are judged and decided not worthy to go to heaven since you are not a Christian. Then someone who has pulled the trigger on 20 people walks by and gets into heaven because he is a Christian and has confessed his sins. Does this seem fair to you? -Epicness23

A. We are not saved by works, so no matter how good or bad you are the only thing that makes you worthy of getting into heaven is Jesus. It's through His sacrifice that our sins are washed away. So all that is required of us is to repent and believe. So yes, the guy sitting in jail that did awful things can enter into heaven if he truly turned his life over to Christ. And yes, if a good person who rejects God and wants nothing to do with him, gets just that in the end, eternity without God. God is holy and just. Come judgement day people will not be able to dispute the judgement handed down to them. God's grace is free yet so many reject it. We're selfish, rebellious, and sinful by nature. (if you have any doubts watch a couple of 2 year olds playing and see how long that lasts before one is in tears from getting hit or shoved by the other to get their way). Kids on the other hand I believe are exempt. When King David lost his first son with Bathsheba he said "...I shall go to him, but he shall not return to me." 2 Samuel 12:23 So many non believers will face judgment but I believe there are some exceptions. --ccgr

<http://www.christcenteredgamer.com/phpBB3/viewtopic>.



SPORTS



There were few things at Microsoft's E3 2012 press conference that were worth the time of watching it. Forza Horizon was one of those games that looks like it will be a good game for families. This racing game looks awesome! Family Friendly Gaming will continue to follow Forza Horizon from now until its official launch in October 23, in the year of our Lord 2012. This home console game may not be reason enough to purchase an Xbox 360, but if you

FEATURE



 | FORZA
HORIZON



 | FORZA
HORIZON

already have one, it will be reason enough to play it again. Unless you are using it for other existing family friendly video games.

Hopefully Forza Horizon will play as well as it looks. We will do everything in our power to prepare a review at launch time to assist your family in that purchase making decision. - Frank

Game: Forza Horizon
Company: Microsoft Game Studios
Available: October 23, 2012
System: Xbox 360
Rating: 'RP' - Rating Pending



 | FORZA
HORIZON





 FORZA
HORIZON



Game: Forza Horizon
Company: Microsoft Game Studios
Available: October 23, 2012
System: Xbox 360
Rating: 'RP' - Rating Pending

In the

Designing Games With Students Who Learn Differently

Landmark College, the college of choice for students with learning differences including dyslexia, ADHD and ASD, is keenly interested in inspiring more students who learn differently to choose STEM (science, technology, engineering and math) fields.

“These are areas of great national need,” says Landmark President Peter Eden. “And our students often are highly gifted in these disciplines, they just need encouragement, as do so many young American students.”

So the Landmark College Institute for Research and Training has partnered with the University of Maryland Baltimore County, under an AccessComputing grant from the National Science Foundation (administered by the University of Washington) to improve access to and interest in computing careers.

UMBC graduate students, who designed games and apps, worked with Landmark undergraduates to test the games and apps in small focus groups. Three mobile apps were tested—a memory training app; one that makes use of smartphone gyroscopes to guide people doing rehabilitative exercises and one for practicing medical vocabulary.

UMBC graduate student Barbara Linam-Church says leading the participatory design process was new to the UMBC students, and it also was a new experience for Landmark students to participate in user-design sessions, but she believes both groups quickly adapted and together made significant improvements in the app designs.

One Landmark student said the workshop stimulated interest in “the potential applications of tailored, user-designed apps in education and academic coaching. Specifically, I am interested in having students with learning disabilities help design technologies that may help them live their lives more effectively.”



In fact, Landmark officials report that all student participants reported an appreciation for human-computer interaction or increased awareness of how user needs are crucial in designing technology.

“The Landmark-UMBC collaboration will continue to build on the initial success—we would like to have more Landmark students engaged in the computing fields and work with UMBC researchers to conduct similar participatory design sessions with students with learning disabilities, AD/HD and ASD,” says Sapna Prasad, education and research specialist in LCIRT.

News

Is It 'Dependence Day' for Today's Children?

There's a reason July 4 isn't called "Dependence Day!" Teaching kids self-reliance is as American as . . . well you know what. The New York Times parenting blog "Motherlode" gets this, as does CNN Headline News. Both recently featured Dallas mom, author, blogger and self-described "recovering enabler" Kay Wyma. Kay's book "Cleaning House—A Mom's 12-Month Experiment to Rid Her Home of Youth Entitlement" hits home with parents of "Generation Special" kids. These are kids David McCullough—of the "You're Not Special" speech—called "pampered, cosseted, doted upon, helmeted, bubble-wrapped." Kids told all their lives they can do anything, but launched from home with parental over-involvement equipping them to do very little.

With humor, honesty and insight, "Cleaning House" takes readers through Kay's yearlong project to teach her children 12 basic skills that she felt critical for them to know in order to successfully launch into adult-

hood. The skills begin with simple things—the ability to do laundry, clean a bathroom or cook a meal. "When they do things they don't think they can it takes mountains and morphs them into opportunities," Wyma said. But the experiment goes on—how to apply for a job and then work well with others.

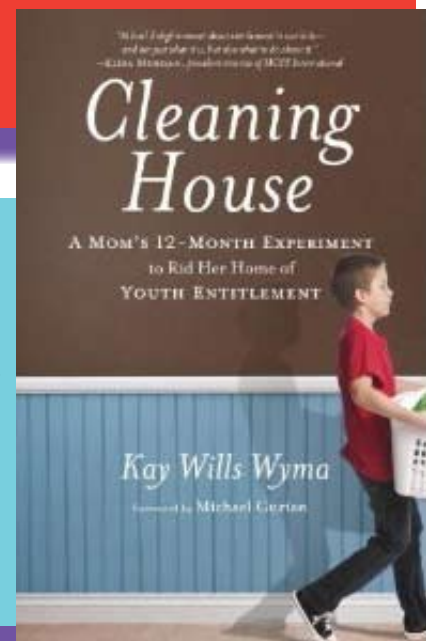
STATS: Do over-involved parents actually leave children unprepared? Consider this:

- 31 percent of parents send potential employers resumes on behalf of their children
- 5 percent of parents complain to employers if their child is not hired
- 9 percent of parents participate in salary and benefit negotiations

Source: Michigan State University Collegiate Employment Research Institute

Kay knows "Cleaning House" didn't solve the problem in her home . . . but it took her children much farther down the road to earned self-esteem based on the confidence that comes with competence.

Kay Wyma worked in the White House for Vice President and Mrs. Dan Quayle, earned an MBA from the prestigious Thunderbird graduate school, worked in international finance for Bank of America, worked for The Staubach Company and is an entrepreneur. A wife and mother of five kids, Kay writes the popular blog The Moat and encourages parents to help their children learn the value of work and competence and so build real self-esteem. Like she says: "Here's to seeing what can happen when we tell our kids, 'I believe in you, and I'm going to prove it by putting you to work.'"



Nyko Announces Gaming Controllers for Tegra-Based Tablets

Nyko Technologies announced a new line of controllers to enable console-quality gaming experiences on Android tablet devices. Nyko is creating controllers to support games optimized for NVIDIA® Tegra® mobile processors, notably the high-powered graphics capabilities of the Tegra 3 quad-core processor. Available Fall 2012, the tablet controllers will offer a future-proof gaming experience, blurring the line between mobile and console video gaming.

“To embrace the enormous growth of mobile and tablet gaming, our new controllers will provide physical and familiar controls to tablet gamers for a console-like experience,” said Chris Arbogast, director of marketing for Nyko Technologies. “Tablet games are evolving, pushing the envelope of graphics and performance. The only limitation has been the lack of physical-input controllers, until now. We are happy to collaborate with the veterans at NVIDIA to create dedicated hardware that’s optimized

for games running on the Tegra chipset.”

The Nyko tablet controller series/line features:

PlayPad Pro – Nyko’s full-sized controller for an at-home gaming experience, including dual analog sticks, d-pad, face buttons and shoulder triggers/bumpers for wireless tablet gaming in the living room.

PlayPad – Nyko’s mini controller includes dual analog sliders, collapsible tablet stand and a carrying case for gaming on the go

Console-style control for ease of gameplay, perfect for complex games.

No rooting required; controllers are usable out of the box

Compatible with all Android 3.0 and higher tablets/phones with Bluetooth® connectivity.

The Nyko tablet controllers are being developed with input from NVIDIA to ensure compatibility with a large library of high-end mobile games optimized for all Tegra-powered devices. These games are available in TegraZone™, NVIDIA’s free app that showcases the best games optimized for the Tegra processor. NVIDIA’s Tegra 3 chipset delivers console quality graphics on mobile devices with the world’s only 4-PLUS-1™ quad-core mobile processor, including a 5th battery-saver core.

Nyko has also developed a free Android app, called Playground, to provide backwards compatibility for their controllers with legacy tablet titles, including those that currently utilize keyboard mapping, touch mapping and mouse support. Playground provides profile management for customized control schemes, as well as pre-set profiles for top selling and popular games. Like Nyko’s tablet controllers, the app will not require rooting of the device.



RescueSim used for incident response training

Following the successful 2011 launch of RescueSim in the UK, the customer base for this virtual training platform is growing at a steady pace as an increasing number of Britain's emergency and Fire and Rescue services recognise the advantages of this virtual training platform for improvement of their incident response effectiveness and training. Following the Cheshire FRS, Shropshire FRS, Sembcorp, GAIST and others, the West Sussex Fire & Rescue Service is the latest UK customer to be using the RescueSim virtual training platform for its emergency response training.

After a thorough evaluation and testing period, the West Sussex FRS selected RescueSim because of its versatility and ease-of-use in providing realistic, cost effective and safe emergency response training, increasing the preparedness of any emergency response organization in a very affordable way. RescueSim is a new generation of virtual training tools for emergency responders and Fire and Rescues services that allows emergency crews to virtually train and experience any thinkable incident as they would in real-life. They assess the situation and determine the best response strategy, implement it and then observe the consequences of their decisions.

The West Sussex FRS will integrate RescueSim into their Incident Command Training Center. To allow for complete realistic training of any thinkable incident for the UK emergency responders, the UK version of RescueSim includes all British appliances as well as Police, Ambulance and Highways Agency vehicles and the entire British line of command in terms of personnel.

Comics Head Now Available On iPad

The award-winning and multi-purpose app, 'Comics Head', previously known as 'Comics Creator' and available only on the Nokia store and the Intel (App-Up) store, has been released by NextWave Multimedia, on the Apple App Store for the Apple iPad. Everyone loves to tell stories, share experiences with each other, comment on issues that affect us in our daily lives, and tell our friends about places we've visited. 'Comics Head' is an amazing app that enables you to do all this, and much more, in a visually compelling format such as comics and photo journals! But the fun doesn't stop there! With a little creativity from your part, 'Comics Head' can easily be used to also create storyboards and even business presentations!

'Comics Head' features an already large, and continuously growing, library of templates; choose a template suitable for your idea, change the character, choose appropriate emotion, change the background, type in the text, and pretty quickly you are ready to share and publish your creation! For the more adventurous, the app has a large collection of assets ranging from characters, emotions, backgrounds, props, speech bubbles, and special effects. As something really cool, it is even possible to select photos directly from within the app, or to use photos from external sources. And by using the built-in paint tool, you can draw, color, and erase with ease.

'Comics Head' is easy to use as a self-publishing tool. With its highly intuitive and slick interface, a wealth of options, and plenty of upgrades planned for the future by the developer, this app will bring out the creative genius in you. NextWave Multimedia has released a series of tutorials on YouTube.

Dr. James Dobson Concludes Event With Call for Involved Parents

Dr. James Dobson capped his four-night, two-weekend, BUILDING A FAMILY LEGACY event with a ringing call to parents to be active, involved and, most of all, present in the lives of their children.

“Culture flows like a powerful river, and it is extremely difficult to prevent your kids from being swept downstream into unknown waters,” said Dr. Dobson, the author of 30 best sellers including *The Strong-Willed Child* and *Bringing Up Girls*. “You must not become distracted from your ultimate priority, which is to raise healthy children and introduce them to Jesus Christ.”

This series drew more than 5,000 parents to Skyline Church near San Diego to hear the renowned psychologist, author and radio host along with his son, Ryan. He is also a broadcaster and an important voice on family issues.

BUILDING A FAMILY LEGACY is the updated and expanded version of Dr. Dobson’s legendary parenting series from 1978, which was filmed and eventually seen by a third of the U.S. population. When Ryan, as

a brand new dad, saw the decades-old series four years ago, he urged his father to record a new DVD series and to communicate principles of marriage and parenthood to a younger generation.

“Growing up Dobson, I openly challenged my parents like almost every other kid,” Ryan said. “But I’m so grateful that they loved me enough to hold the line. Dad’s teaching is still just as practical and relevant for parents today.”

Dr. Dobson said: “I am most concerned about the children of parents who are overworked, distracted, exhausted and uninvolved. Without their care and direction, the culture will take them to hell. I have witnessed it a thousand times. Even with proper parental supervision, many of our kids are on the bubble.”

Dr. Dobson traced the legacy of his great grandfather, who influenced four generations of his family even long after his death. Dr. Dobson currently heads Dr. James Dobson’s Family Talk, a nonprofit organization and radio program. For 14 years, he was an associate clinical professor of pediatrics at the University of Southern California School of Medicine and was on the attending staff of Children’s Hospital of Los Angeles for 17 years. He earned his Ph.D. in child development from USC. He founded and is chairman emeritus of Focus on the Family.

30-Hour Videogame Marathon Nets Nearly \$93,000 for charity

With thousands of people watching worldwide, Kathleen Henkel of Oakland, New Jersey, and Laura Rich of Cardiff, Wales, set a new Guinness World Record for Longest Videogames Marathon Playing a Card Game, and raised tens of thousands of dollars for charity: water in the process. The event, which took place simultaneously in New York and London, involved each participant playing PopCap Games’ latest social game Solitaire Blitz on Facebook for 30 consecutive hours totaling more than 1,500 hands. PopCap has also confirmed that Solitaire Blitz is currently in development for iOS, allowing more players to experience the Guinness World Record-setting game in a new dimension when it launches on iPad®, iPhone® and iPod Touch® later this year.

All proceeds from the related pledge drive, which garnered US\$92,577, will enable charity: water to build 18 new wells that each will provide 250 people in developing nations with clean drinking water for at least 20 years. Combined with PopCap’s own pledges of \$5,000 per player, marathon players Henkel and Rich

utilized a unique pledge mechanism created for the occasion to garner pledged charitable contributions from more than 1,400 people around the world. Both women exceeded the minimum 25 consecutive hours necessary to establish the record, and both stopped playing after exactly 30 hours, thereby sharing the record.

“I’ve spent countless hours working to improve the lives of others, specifically in Af-

rica,” said Henkel, a 68-year old grandmother. “Solitaire Blitz literally leading to helping save lives is among one of the most rewarding experiences of my life. I want to thank all those that pledged in my name. And to then be recognized with a Guinness World Record on top of it is an honored privilege.”

The most significant innovation in more than 20 years

of the beloved card game played by more people than any other, Solitaire Blitz has already attracted five mil-

lion lifetime players and more than 600 million games played per month since its official launch on March 12. Combining the simplicity of standard solitaire with social camaraderie and friendly competition, as well as the bonuses, power-ups and beat-the-clock excitement of PopCap’s other hit social games Bejeweled® Blitz and Zuma® Blitz, Solitaire Blitz has seen two billion hands played since launch making it a game that is incredibly easy to play and impossible to put down.

“Laura has showed resilience and an unshakeable passion for gaming over the last 30 hours, and she has certainly earned her place in the Guinness World Records family. Congratulations to Laura and her support team for an incredible record-breaking accomplishment,” said Gaz Deaves, Gaming Editor for Guinness World Records.

“While achieving a world record today is an amazing feat, the thrill of helping earn nearly \$100,000 for an organization as great as charity: water is arguably just as exciting,” said Laura Rich, 31-year old mom of three from Cardiff, Wales. “To know that my love for a videogame helped bring clean drinking water to thousands of people is an honor I will never forget.”



The Ernie Kovacs Collection Volume 2

More of the vast archive of Ernie Kovacs' (www.erniekovacs.com) iconic brand of comedy and classic television will once again be available to consumers both physically and digitally for the first time since it originally aired in the 1950's. One of television's early comedy pioneers gets his second box set due to overwhelming demand.

Produced and distributed by Shout! Factory in association with Ediad Productions, Inc., The Ernie Kovacs Collection Volume 2, a 3-DVD box set is set to debut in stores across North America on October 23, 2012, just in time for the Christmas season. Pent-up demand from fans, rave reviews of the first collection, and better than expected sales of the first collection have made this new volume a reality. This DVD box set is now available to preorder at Amazon.com, ShoutFactoryStore.com, erniekovacs.com and other online retailers.

Kovacs, whose offbeat humor graced the airwaves for just a decade in the 1950s and 60s, served healthy portions of the offbeat to his audiences, who had never seen anything quite like this cigar-wielding charmer. Wickedly funny but not offensive, Kovacs' unique humor and flair for improvisation would ripple across generations, influencing TV funnymen from Johnny Carson, Monty Python and David Letterman to Jim Henson, Pee Wee Herman and Saturday Night Live.

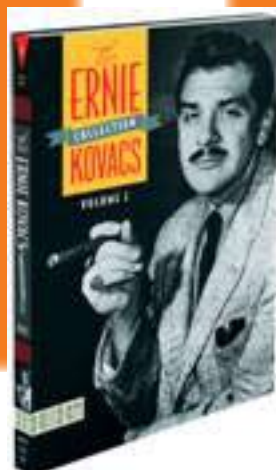
The first 6-Disc DVD collection, curated by noted film/television historian Ben Model, was designed to appeal to Kovacs fans already familiar with his work, and was priced at \$69.97. This second 3-Disc DVD collection, priced at \$29.93, is designed to introduce a broader audience to the come-

dic icon. Kovacs, who died in a 1962 car accident, left behind an unparalleled body of work that survives thanks to the indefatigable efforts of his wife and co-star, the late Edie Adams (www.edieadams.com). With more than 150 half hours of early television in the archive, Kovacs' legacy and archive is perhaps the largest collection of privately owned early television in existence.

Fans who pre-order The Ernie Kovacs Collection direct from ShoutFactoryStore.com will receive as a gift with purchase, an exclusive bonus DVD containing seven episodes of Kovacs' game show Take A Good Look, all unseen since their original broadcast. Panelists/guests include Edie Adams, Carl Reiner, Cesar Romero, Hans Conreid, Rogers Hornsby and Bobby Fischer. Pre-order here [http://www.shoutfactorystore.com/prod.aspx?pfid=5257940!](http://www.shoutfactorystore.com/prod.aspx?pfid=5257940)

Since the release of the first box set in 2011, a Kovacs revival is in full swing. In April of 2012, Shout! Factory released a single set DVD The ABC Specials, and a long lost, previously unreleased comedy album, Percy Dovetonsils.... Thepeaks was released on vinyl, CD and digital formats on June 19 of this year. Additionally, a series of special live events focusing on his work were produced at the Paley Center for Television in New York, the American Cinematheque in Los Angeles, the Museum of the Moving Image in New York and the Long Beach (CA) Museum of Art. Additional events are planned in the near future in Washington, DC and Los Angeles.

The Ernie Kovacs Collection Volume 2 includes a comprehensive booklet filled with rare photos and informative program notes from Kovacs and Edie Adams archivist Ben Model. Priced to own at (SRP) \$29.93, The Ernie Kovacs Collection Volume 2 from Shout! Factory offers fans another goldmine of comedy genius from one of television's original genius.



Amazon Introduces Game Connect

Amazon.com, Inc. announced Game Connect, enabling customers to discover a new category of free-to-play and MMO digital games that marry the ease and security of shopping on Amazon with the convenience of having virtual goods delivered directly to their game accounts. Game Connect is fast and easy for developers to integrate and helps them sell more content by simplifying the purchase process for customers.

Customers will find a growing selection of popular free-to-play games at www.amazon.com/free2play. In addition, customers who use Game Connect to link their accounts to some of these games will unlock exclusive in-game content. Customers who do not yet have game accounts can create them right from the Amazon product pages. The customer's game account will then be linked to their Amazon account so any subscriptions and virtual goods purchased are sent directly into the game.

"Customers can now discover a new category of free-to-play games and can experience the convenience of having virtual items purchased with their Amazon account delivered directly to their game accounts," says Mike Frazzini, director, Amazon Games. "Game Connect helps game developers reach more customers, move more quickly and grow their business by simplifying the purchase process for customers. This is an exciting next step for the Digital Games Store and we have even more to come."

"We think that Game Connect is a fantastic new program that directly benefits our TERA fans and we are very excited to be involved as we continue to build out and expand our offerings," said Chris Lee, Vice President of Publishing at En Masse Entertainment.

Standard Publishing announces changes for Christian Standard magazine

After 146 years, Christian Standard® magazine, believed to be the nation's oldest Protestant weekly in continuous publication, will move to a monthly schedule starting in September 2012. The Christian Standard has been continuously published since its first weekly issue rolled off printing presses on April 7, 1866. It has produced issues every single week for 146 years, except for two weeks in 1937 when a flood put its presses underwater.

Most of the time when a publication announces a change, it shuts down or moves totally online and ceases printing. In contrast, Cincinnati-based Standard Publishing's announcement today indicates a redefinition that, according to publisher and editor Mark A. Taylor, positions the magazine for a strong future. The new monthly Christian Standard will be a total 68 pages, 64 pages plus a four page cover.

"The new format will be something like most weekly issues of Time magazine," Taylor said. "But the changes will be more than in appearance," he added. He said the thicker magazine will allow for more substantive treatment of subjects, including longer articles in some cases.

The mission of the Christian Standard remains--to serve leaders of the church, both professional and volunteer, with a special focus on leaders in the independent Christian churches around the world.

In the new monthly format, Taylor explained, each issue will include special treatment of its cover theme, as well as other articles about current issues or church practices in light of Bible teaching. The September issue, focusing on money and stewardship, kicks off this new approach.

STATE OF GAMING



PICKING UP

Normally September through the middle of December is the busy time of the year. This year business has already picked up in July. Some of that has to do with Family Friendly Gaming becoming even more prominent in the industry. Another part has to do with the explosion of apps on iOS. It seems everybody and their brother is now making an app on something. Wading in these waters is becoming more difficult. Discerning the good from the bad is even more difficult.

Some big name games have come out recently, and it

is only going to continue as we march towards Christmas. Yes we say Christmas here at Family Friendly Gaming. We are sensitive to the millions who are offended by the usage of “holiday.”

Family Friendly Gaming has made some important partnerships over the last couple of months. E3 2012 was another wonderful experience where Family Friendly Gaming was able to shine - especially with our massive coverage.

Nintendo continues to dominate in terms of family friendly video games. Microsoft and Sony have both taken a breath from providing video games for families. Thankfully third party publishers

like Activision, Majesco Entertainment, EA, 2K Sports, Ubisoft, and others are filling that gap.

This is the perfect time for families to beef up on titles they may have missed. The used video game market continues to thrive. Whether it is a local gaming store, Amazon, eBay, or others - used video games are hot items. There are also downloadable titles on all of the current systems.

The Wii U continues to loom on the horizon. So many questions that we have. So much we want to know. Lord willing Nintendo will provide for our millions of readers soon.

Jonah 1:1-2

The word of the Lord came to Jonah son of Amittai:
2 “Go to the great city of Nineveh and preach against it, because its wickedness has come up before me.”

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.

iPod Touch/iPhone	Score	Page
Dragonvale	92	39

Playstation 3	Score	Page
inFamous 2	48	33
Portal 2	73	34
Virtua Fighter 5 Final Showdown	57	30

DVD	Score	Page
Elektra	45	36
NCIS Season Six	58	35
SGU Stargate Universe The Complete Final Season	57	38

Personal Computer	Score	Page
Portal 2	73	34

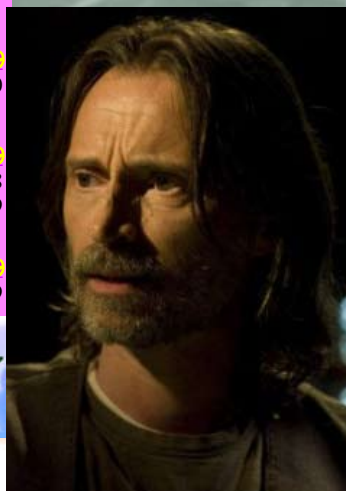
Xbox 360	Score	Page
Portal 2	73	34

Genesis	Score	Page
Golden Axe	55	37
Sonic Spinball	85	37

Xbox 360	Score	Page
Virtua Fighter 5 Final Showdown	57	30

Nintendo 3DS	Score	Page
Lego Pirates of the Caribbean The Video Game	88	28
Reel Fishing Paradise 3D	92	29

iPad	Score	Page
Dragonvale	92	39





Lego Pirates of the Caribbean The Video Game



SCORE: 88

The Lego video games franchise is one that millions of families enjoy. I know in our family we have played many of them together on the home consoles. Lego Pirates of the Caribbean The Video Game so impressed



me on the home console that I personally went out and purchased the Nintendo 3DS version. I wanted to find out how good Lego Pirates of the Caribbean The Video Game looks in 3D.

I have an answer to that question. Lego Pirates of the Caribbean The Video Game looks fantastic in 3D. The layering, depth, and overall game visuals are fantastic. There are some scary images in the Pirates of the Caribbean movies. Thankfully Lego Pirates of the Caribbean The Video Game sanitizes them into Lego formats. This is great news for families. There are mermaids, zombies, undead and other unpleasant creatures in Lego Pirates of the Caribbean The Video Game. The majority of them act humorous in Lego Pirates of the Caribbean The Video Game.

The music from the

movies is alive and well in Lego Pirates of the Caribbean The Video Game. There are numerous comedic moments in this handheld video game. When a character dies the Lego pieces fall apart.

There are sixteen levels in Lego Pirates of the Caribbean The Video Game that can be played in story mode, and free mode. Story mode must be

played first to unlock the free mode. There are multiple collectibles in Lego Pirates of the Caribbean The Video Game. Some are unlocked and others are purchased with studs (the currency in Lego games). No level can be completed 100% in story mode. Players need to bring in a variety of characters into free mode to unlock everything.

I found Lego Pirates of the Caribbean The Video Game on the Nintendo 3DS to be easier than the home console version. I never once got stuck in the 3DS version, where there were problems from time to time in the home console version. This is a wonderful improvement in my humble opinion. Lego Pirates of the Caribbean The Video Game has duels in it. This is where a sword fight between two characters occur. This is easy, lame, and very drawn out.

Families that own a Nintendo 3DS can rest assured that Lego Pirates of the Caribbean The Video Game is as good as the home console version. This 3DS game can also be taken on the go from place to place.

- Paul



Publisher: Disney Interactive
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Cartoon Violence}

Graphics: 85%
Sounds: 90%
Replay/Extras: 95%
Gameplay: 87%
Family Friendly Factor: 83%





Reel Fishing Paradise 3D



SCORE: 92

There is a lot of negative news out there. Negative news about gamers, about the industry, and about the side effects of video games. So it is great to see the medium get a game that makes gamers look good. Reel Fishing Paradise 3D is one of those rare games. It comes as no surprise that Reel Fishing Paradise 3D comes from our friends over at Natsume. They have a good track record (over the years) of making good games for families.

Just in case you were not sure, Reel Fishing Paradise 3D is all about fishing. We go to fifteen different locations and catch forty different fish. We do this with over one hundred different tackle pieces. We can keep the fish we catch, and put them in a tank. A fish tank that we can customize with an array of items.

Visually Reel Fishing Paradise 3D is stunning. If you

are looking for a reason to purchase a Nintendo 3DS, then look right at Reel Fishing Paradise 3D. This game is a system seller. The 3D effects are wonderful. The fish look real, and animate like real fish. There is something special about seeing the fish fight us underwater.

The music in Reel Fishing Paradise 3D is relaxing, and soothing. The special effect sounds fit the menu screens masterfully. I love the sounds as we are fighting fish. Let that tension get too high and an alarm will sound. This is the sign to settle down, and stop reeling the fish in.

Reel Fishing Paradise 3D is all about give and take when it comes to catching fish.

I bought Reel Fishing Paradise 3D myself. I feel like I got my moneys worth out of this Nintendo 3DS game and then some. I apologize it took so long to play and



review Reel Fishing Paradise 3D. I had to save up the money to buy this hand held video game.

The game play in Reel Fishing Paradise 3D is really good once you understand what to do. Reel Fishing Paradise 3D is not very kind to the player in terms of explaining how certain things work. I had to learn about the tension gauge and figure it out for myself. I had to figure out how to tell if a tackle was good for a certain kind of fish. Once I taught myself those things this game flowed smoothly.

Reel Fishing Paradise 3D is a great game for families. It is safe for all ages. Be sure to keep the 3D turned off for children. Do not want to mess up their eyes. Reel Fishing Paradise 3D is a deep fishing game that looks fantastic. I hope to see sequels in the near future.
- Frank



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

Graphics: 90%
Sounds: 95%
Replay/Extras: 98%
Gameplay: 85%
Family Friendly Factor: 90%





Virtua Fighter 5 Final Showdown

SCORE: 57



Sony was kind to us at their E3 2012 press conference. They gave everyone in attendance a code for a free one year membership to Playstation Plus. I used that to download



this game. So it cost me nothing but time, and one more thing I will mention later. Virtua Fighter 5 Final Showdown is a fighting game on the PS3 and Xbox 360 from Sega. This franchise had been quiet for some time. I had actually hoped it was dead and buried. Few things in the video game industry are though.

The stages in Virtua Fighter 5 Final Showdown looks amazing. The diversity factor is huge in this fighting game, I went all over the world in all kinds of different cages. Some of them were open ended so we can ring out the other vicious fighter.

The downside to the graphics in Virtua Fighter 5 Final Showdown is how women are portrayed. Yes this fighting game shows them as sex symbols for men and boys to lust after. This genre has still not matured. Some of the men are bare chested in

this game as well. The violence in Virtua Fighter 5 Final Showdown is insane. It boosts the aggression levels to all time highs. Every single one of us that played Virtua Fighter 5 Final Showdown were aggressive immediately afterwards. It took time to purge the HULK SMASH mentality this game teaches. Even in people who were just watching.

The voices are lame in Virtua Fighter 5 Final Showdown. I do not speak that language so I

have no idea what most of them were saying. The few I did understand were rude to the defeated combatant most of the time. That kind of poor sportsmanship is not needed, and it gives gamers bad attitudes towards others.

Virtua Fighter 5 Final Showdown surprises me in how few modes there are. And how few characters there are to play. There were even fewer in earlier Virtua Fighter games. So it improves the franchise, but Virtua Fighter 5 Final Showdown is still not up with the rest of the industry.

Virtua Fighter 5 Final Showdown is all about getting them before they can get you. And then getting them as often as you can - until they can no longer stand up against your ruthless aggression. The violence gets boring very quickly.

Does our industry need to be known for games like Virtua Fighter 5 Final Showdown? It takes the image of the gamer and throws it into the gutter, and connects us with school shooters. I want our industry to mature past games like this one, and soon.
- Sam



Publisher: Sega
System: PS3/Xbox 360
Rating: 'T' - Teen
{Suggestive Themes, Violence, Use of Alcohol}

Graphics: 51%
Sounds: 60%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 45%





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.

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inFamous 2



SCORE: 48

Can someone please explain to me why inFamous 2 received a 'T' for Teen rating instead of an 'M' for the Mature rating? This game is ultra violent, bloody, contains enticement to lust, and tons of bad language. Playing inFamous 2 is like watching 'R' rated movies for twenty hours. It is spiritually draining to the point of exhausting.

I have been purging my mind of all the horrible images in inFamous 2. This game is sick, twisted, and disgusting. And that is if you choose the good hero path, instead of being totally evil. Being evil is even worse. I can not see how any sane person would call that a good thing.

inFamous 2 puts the player in the role of a super powered man who has the worst attitude this side of Creation. He murders indiscriminately, spews hate speech towards certain groups of people. If he were in our world

there would be all kinds of people demanding he apologize or be put in jail for his racial hate speech. Entertainment likes to pick on certain groups, and that is apparent in inFamous 2.

I wanted to throw up after playing inFamous 2. Part of that is the horrible camera, and another part is the pure ugliness in this game. The bad language is always over the top. The horrible attitudes were over the top. No wonder so many gamers have bad attitudes. It is games like inFamous 2 that are training gamers to have bad attitudes.

The wanton destruction and violence is amazingly boring in inFamous 2. If that were not bad enough it can be difficult finding where to go at times. The camera made my head spin, and then all the violence made me want to hurl some more. There is a map, and we are sort of pointed in



the right direction. The object is to kill all of them if you can find them.

I found it very easy to get stuck in inFamous 2. Verbal instructions are what I came to expect. If someone was talking, or a loud noise made me miss it, then I was struggling trying to find what to do next. One time I went to where I was supposed to go and nothing. Until I figured out I had to climb up to the roof of the building. It was not apparent.

inFamous 2 is a video game that make the entire video game industry look bad. This is the kind of a game that detractors will point to and easily define our entire industry as evil. We gamers need to grow up and reject games like inFamous 2 from now on. I hope my review helps facilitate that.

- Luke



Publisher: Sony
System: Playstation 3
Rating: 'T' for Teen
{Blood, Drug Reference, Language, Sexual Themes, Use of Alcohol, Violence }

Graphics: 45%
Sounds: 46%
Replay/Extras: 55%
Gameplay: 55%
Family Friendly Factor: 40%



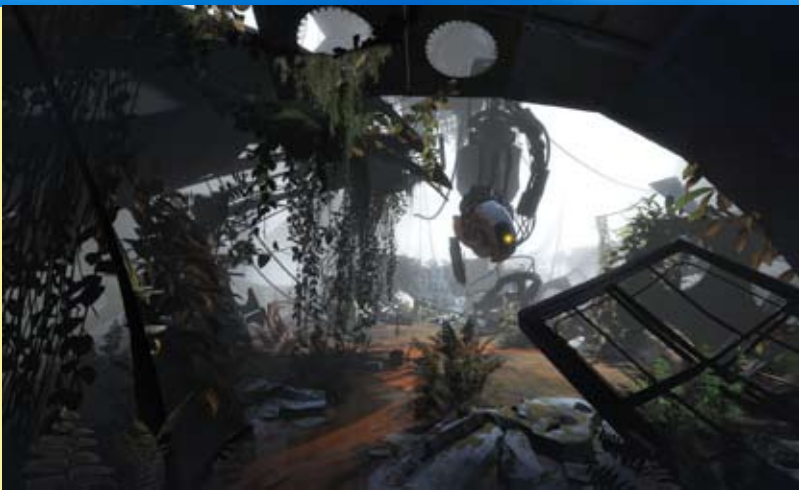


Portal 2



SCORE: 73

Like so many others here at Family Friendly Gaming, I look for games that are really good deals. I also look for games that Family Friendly Gaming has not previously sound-



ed off on. The Portal franchise fits into that perfectly. I used the Xbox 360 version of this game for this review.

Portal 2 is a first person puzzle game. We have what looks like a gun. This is used to create portals. What is a portal? Think of it as a little shortcut between places. A wormhole, or a Star-gate. The same concept. We walk through one portal, and walk out the other one. The key to the levels in Portal 2 is getting to the exit.

A nasty, rude, ugly, and hateful computer tries to stop us. She thinks of us as a lab rat in her maze. She does everything she can to kill us. And the game encourages us to respond in kind. After we make it through all the various mazes.

If first person shooters

make you ill, then you will want to pass on Portal 2. The same controls are in Portal 2. We avoid all the mind numbing violence, but have to deal with the same view-point. There is some violence in Portal 2.

The worst part of Portal 2 is the computer that is trying to kill us. She has all kinds of nasty rude, mean, and hate filled things to say to us. Portal 2 could

easily depress a human being. It was draining on me to hear all of those insults. They are not clever, they are not cute - they are mean spirited.

The puzzle mechanics in Portal 2 are amazing. This is where Portal 2 shines. There are hints here and there to help a stuck player. The physics in Portal 2 is stunning. I needed to get across a wide divide. So I put one portal on the far side, and one deep down in this pit. I jump into the pit, and come flying out the other portal. This propels me to the far side of the room, which was my destination.

Portal 2 is a great game for expanding how you solve problems. There are numerous puzzles that require the gamer to think in different ways. Portal 2 can get complex and annoying in some levels. Especially if you forget a previously learned skill. Families may want to pay close

attention to what is said in Portal 2. I believe this game should have earned a "T" for Teen rating personally. The high level of bad language definitely war-rants it.
- Mark



Publisher: Valve
System: PC/PS3/Xbox 360
Rating: 'E10+' for Everyone 10+
{Fantasy Violence, Mild Language}
Family Friendly Gaming

Graphics: 77%
Sounds: 62%
Replay/Extras: 70%
Gameplay: 80%
Family Friendly Factor: 75%





NCIS Season Six



SCORE: 58

NCIS Season Six takes a dip after the monumental changes in NCIS Season Five. The language in NCIS Season Six feels much worse. Which is a real shame because children like the characters in this show. But I can not allow them to watch it in good conscious. The new director is explored in detail in NCIS Season Six. I must admit that I still do not like his character.

Trust is the main theme throughout NCIS Season Six. Gibbs and Leon do not trust one another. They investigate one another, and clash at various points in time. Leon wants more agents like McGee and less like Gibbs. Which is a real shame in my opinion. Gibbs may not be perfect, but he is not constantly breaking into computer systems to find information.

It was neat to see the crossover with the LA series in NCIS Season Six. The character

clashes there revealed information about Gibbs past. It addressed something I had wondered about for years.

Director Vance hurts NCIS Season Six greatly. He is way too shady for my tastes. He also follows personal vendettas that cloud his judgement. Tony slinks back into the gutter in NCIS Season Six. This is a real shame in my opinion. He fuels the fire of the twisted view of sex this television show teaches. Ziva, Gibbs, and Timothy all contribute to this deviant viewpoint.

One thing I find most interesting about NCIS Season Six is how gracious it is to religions of other countries. Yet when it comes to Christianity it is down right hostile. No wonder persecution of Christians is on the rise - shows like NCIS Season Six are brainwashing viewers to have such hate filled attitudes.

NCIS Season Six ends with questions on where allegiances lie. The Massad agency issue is finally dealt with in NCIS Season Six. Tony stands up for himself quite nicely in the face of pressure. He winds up



surprising everyone. But his hand is not the only one dealt in the season finale of NCIS Season Six. Ziva provides the largest surprises. The cliff hanger in NCIS Season Six is not much of one though.

I like many of the characters in NCIS Season Six. I disagree with their self destructive behaviors, attitudes, and opinions. NCIS Season Six is definitely not a show for families. This is an adults only type of television show. There are numerous adult only topics dealt with in NCIS Season Six. And none of them are dealt with from a Biblical foundation. - Paul



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

Graphics: 50%
Sounds: 55%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 43%





Elektra



SCORE: 45

Have you ever seen something in the bargain bin and thought it was worth five dollars? Then you actually watch it and realize you will never get that time or your money back. I realized my mistake with Elektra after watching it. I know she is not a major character like Spider-Man, Hulk, Iron Man, or Thor. I also know she is not a second string character like Daredevil. I am not sure she even qualifies to be a third stringer. Maybe she is a Marvel minor leaguer.



Elektra is ultra violent. It also contains enticement to lust. Based on those two major flaws it should have received a Restricted rating. There are a couple of interesting special effects deal with an evil character who has tattoos of animals. Those tattoos come alive. Aside from that the majority of the fighting was boring. The blood, and gore was definitely over the top. Which

is odd because Elektra is more of a 'B' movie than anything else.

I expected to see violence in Elektra. I did not expect all of the bad language. The gutter speak means children should not ever watch Elektra. I am an adult, and I won't watch it ever again. The music barely felt present in Elektra to me.

Maybe because of all the blood, and death.

I found it difficult to tell the good characters from the evil characters in Elektra. Since they do many of the same things. It is

also barely explained. Elektra has a change of heart about her assassin ways - which is also not really explained. She has one dinner with these people and then can not kill them. It made no sense whatsoever. Most of the plot of Elektra is like that - convenient, and leaves the viewer clueless.

In comic books the characters can share their thoughts. I believe that is missing from the Elektra movie. This movie expects us to understand what the characters are thinking. I did not have a clue, so most of Elektra made no sense to me. The shining star in Elektra is the extras. There are multiple extras on this DVD disc. Few of them are worth the time, but at least something was provided.

Elektra is an abysmal failure. It does not properly explain the character, and becomes way too convenient in most parts of the story. Like she can't beat this one guy, until she stabs him out of the blue. Why are these two side battling? What is the point of their war? Do yourself a favor and avoid Elektra on DVD. You should be able to find something better to do with your time.

- Luke



Publisher: 20th Century Fox
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned
{For Action Violence}

Family Friendly Gaming

Graphics: 40%
Sounds: 47%
Replay/Extras: 75%
Gameplay: 45%
Family Friendly Factor: 20%



Sonic Spinball

SCORE: 85

Sega tried something back in the day that gamers are still discussing - Sonic Spinball. I had not played this Sonic the Hedgehog based pinball game in some years. I remember it was not well received in the industry. But I do not let that impact my opinion. Sonic Spinball is a fun game to play on the Sega Genesis. Especially if you are willing to take the time to try and learn how to play.

Sonic Spinball is a little on the darker side at the beginning. The animations are decent for the era. It is neat to see Sonic run around in a few of the small areas. The bouncing off objects, and knocking Sonic with the flippers all flows very smoothly. I appreciate how difficult it can be to die in Sonic Spinball. Sonic may fall between the flippers. At this point he is standing on a column. A robotic monster tries to come up and eat Sonic. He can jump up and get back to the flippers if you are fast enough. I did this over and over again.

We have to hit switches in Sonic Spinball to open up new areas. Then we are on different boards (in essence). Classic Sonic the Hedgehog music is in Sonic Spinball - which is a very good thing. Pinball action can get fast, but I never felt overwhelmed in Sonic Spinball on the Sega Genesis.

The best lesson in Sonic Spinball is the hand eye coordination. I found myself timing where I wanted to launch the Sonic ball. I would miss a few times and then hit it right on. I repeated that on the other side to open up the path. Then I had to learn a new table arrangement.

Sonic Spinball is great fun for all ages of the family. This home console game plays nicely, and offers a lot of replay value. Being able to avoid death when missing the flippers at the bottom is a wonderful innovation to the video game pinball franchise.

I really hope to see a sequel to Sonic Spinball in the coming years. I would love to see Sega flesh out this franchise. Maybe they should contact Zen Studios about a remake or a sequel. Zen Studios is known for their Marvel Pinball video games.

- Paul

Golden Axe

SCORE: 55

A long time ago the video game industry was immature, and contained immature games. Golden Axe is a perfect example of this. This Sega Genesis game is a classic example of the hacking and slashing genre. We get to pick one of three characters. A dwarf, a warrior, and a valkyrie. The dwarf is the only character fully clothed. Which is pretty bad.

On top of the enticement to lust issues in Golden Axe, there are also constant violence issues. If a player gets really stuck they can use a powerful magic spell to damage all the enemies that are on screen. The hacking and slashing gets boring extremely quickly.

The war cries in Golden Axe are beyond annoying. The sound chips back then were not that great. This make Golden Axe sound like it was done inside a tin can. Hearing the same sounds over and over again adds to the monotony of this violent video game.

Golden Axe includes multiple modes. Some of them are easier than others. On the easy setting I was able to make it completely through the game. Which showed exactly how short Golden Axe is. The harder modes give us less life, and the enemies more life. In other words I had to hack and slash on them over and over again to kill them.

The controls in Golden Axe are horrible. Enemies will attack you from off screen with no chance to defend. We can walk back and forth trying to line up an enemy to hit them. Their AI knows to avoid us when they are low on life. These problems lead to frustration and irritation, especially on the harder settings.

Golden Axe teaches us to get all of them before they get us. If they do get us, then we are taught to get revenge. Golden Axe is one of those older video games that shows what was wrong with the industry back in the day. The really bad news is Golden Axe received multiple sequels.

I recommend that our readers avoid Golden Axe on the Sega Genesis, and any other system it happens to appear on. You will thank me later.

- Mark

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

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

Publisher: Sega
System: Genesis
Rating: 'T' - Teen
{Animated Violence}

Graphics: 50%
Sounds: 61%
Replay/Extras: 48%
Gameplay: 58%
Family Friendly Factor: 57%

SGU Stargate Universe The Complete Final Season

SCORE: 57

The second season of SGU Stargate Universe wound up being its last season. Which is a real shame because it actually started to gain some traction. The writing got smarter, more interesting enemies were added, a time travel episode added intrigue, and much more. Characters finally came together trusting one another, and they learned how to control Destiny. For all its improvements the television executives decided to drop it. Even though there were some improvements, there is still a lot in this show that makes it for adults only.

Hollywood is constantly trying to push the envelope, redefine what is acceptable. Continuously they move the bar farther and farther into a certain direction. No wonder so many are ignoring the lessons Hollywood is trying to teach. SGU Stargate Universe The Complete Final Season is a classic example of this. Hollywood has their hooks into this show and they are preaching their anti-Biblical message over and over again. They are following the practice of: "tell a lie long enough, and often enough so the people will accept



it as truth."

Plenty of blood, death, and gore in SGU Stargate Universe The Complete Final Season. At times it felt like a horror show, instead of a Sci-Fi show. The majority of the show and ship are dark. I would think they could find a way to turn some lights on. Did the Ancients like being in the dark? I sort of doubt it. But what



do I know?

The language in SGU Stargate Universe The Complete Final Season is atrocious. If the ugly images were not enough, we also have to deal with hate filled words being spewed at us all the time. No wonder some people think its a normal way to talk. They have been brainwashed by listening to the lies too much. There is a lot of rage in SGU Stargate Universe The Complete Final Season where characters are quick to anger.

I am shocked that SGU Stargate Universe The Complete Final Season continues its promotion of sexual deviancy, anti-God belief, and anti-Christian attacks. Any intelligent mind would label those things as hate speech. Stargate is better than this kind of drivel.

SGU Stargate Universe The Complete Final Season had such potential. It could have been another interesting Stargate television show. The level of sewage in this show is so deep that I am not surprised it was canceled. I wish it had redeemed itself. I wish it had presented a more tolerant and loving viewpoint. - Sam

Publisher: MGM

System: DVD

Rating: 'TV-14' for TV-14 {Parents strongly cautioned/May be unsuitable for children under 14 years of age}

Graphics: 50%

Sounds: 51%

Replay/Extras: 83%

Gameplay: 60%

Family Friendly Factor: 40%





Dragonvale



SCORE: 90

I had gotten burned out by these free apps. You know the kind - the bait and switch ones that let you play for a few hours. Then it demands real money before the player can do anything else. In fact I had gotten cynical about all free apps. On the final flight back from Los Angeles (E3 2012) this year I met a wonderful young man. We had a lively conversation on the flight. He mentioned Dragonvale. When I found out it was free I was dismissive. I promised I would check it out, and get a review in a future issue of the magazine.

I actually had another app planned for this issue, but Dragonvale has become a craze here at Family Friendly Gaming. Every single iPhone, iPod Touch, and iPad has Dragonvale running on it. Everyone has their own islands, and have gone crazy

growing dragons. I knew Dragonvale has to be addressed immediately.

The best thing about Dragonvale is it can be played without spending any real world money. Crystals are used to speed up things like building a habitat for a dragon, breeding, egg incubating and more. If you are patient you can breed all of the dragons without spending any real world money. That means Dragonvale is actually free. If you want a dragon without breeding it then you can spend crystals to get it. Which can cost real world money. Or you can get crystals through in game activities. Again this will take time, but not nearly as bad as other "free" apps.

Many of the dragons are cute in Dragonvale. Especially as babies. The adults are not always so cute. The diversity of the dragons is inspiring. There is no violence in Dragonvale. We can build the dragon park of our dreams in this game.

The music has a



medieval flare to it in Dragonvale. I really like the music and appreciate the high quality Backflip Studios has put into this game. Many of us have made in app purchases to support this studio. This review is another way I am showing them support, and a little love.

I love how Dragonvale encourages patience. You can buy your way to a good park, but will miss many of the nuances of the game. I like how my game has a level, and each dragon has a level. This adds some strategy to what is done, and when. Do I grow small amounts of food quickly, or more of it for a longer period of time. Breeding can be frustrating when we are trying to get certain rare dragons. Perseverance eventually does pay off though.

- Paul



Publisher: Backflip Studios
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+

Graphics: 90%
Sounds: 93%
Replay/Extras: 100%
Gameplay: 85%
Family Friendly Factor: 80%



DEVELOPING GAMES



Wii U Features

Miiverse: Miiverse is a brand-new network communication system that lets gamers from around the world share experiences, discuss games and discover new content. Using their personalized Mii character, players enter Miiverse and see games, applications or entertainment content that either they have interacted with recently, expressed interest in learning more about or that their friends are using or discussing. From here they can challenge their friends to play together, ask a question about a difficult level or discover new elements of their favorite games they never knew existed. After a notable achievement or other share-worthy moment, players can pause their game or application and seamlessly post messages to the Miiverse community.

TV Remote: Using infrared communication, the Wii U GamePad may also function as a TV remote, whether users are watching TV or playing a game. Near Field Communication The Wii U GamePad has the ability to communicate wirelessly with objects that are (NFC): held above it. This allows for a variety of interesting new possibilities for games and activities.

Nintendo eShop: The digital storefront for Wii U will be available at launch and offer a variety of content for people to download and enjoy. Consumers will also be able to purchase and download select games that are also available at retail stores.

Video Entertainment: Netflix, Amazon, YouTube and Hulu are all developing applications for the Wii U that take advantage of the integrated second-screen experience. Additional details will be released at a later time.

Video Chat: Using the built-in camera of the Wii U GamePad controller, people can communicate with other Wii U owners in real time.

Internet Browser: Wii U comes with a browser that lets people with a wireless

Wii U Stats

Launches: Christmas 2012

Size: Approximately 1.8 inches high, 10.5 inches deep and 6.8 inches long.

Weight: Approximately 3.41 pounds (1.5 kg).

Appearance: The new console features a compact design that will make it a natural addition to any home entertainment setup.

Wii U GamePad: The Wii U GamePad controller removes the traditional barriers between games, players and the TV by creating a second window into the video game world. It incorporates a 6.2-inch, 16:9 aspect ratio LCD touch screen, as well as traditional button controls and two analog sticks. Inputs include a +Control Pad, L/R sticks, L/R stick buttons, A/B/X/Y buttons, L/R buttons, ZL/ZR buttons, Power button, HOME button, -/SELECT button, +/START button, and TV CONTROL button. The GamePad also includes motion control (powered by an accelerometer, gyroscope and geomagnetic sensor), a front-facing camera, a microphone, stereo speakers, rumble features, a sensor bar, an included stylus and support for Near Field Communication (NFC) functionality. It is powered by a rechargeable lithium-ion battery and weighs approximately 1.1 pounds (500 g).

Other Controllers: The Wii U console is capable of supporting two Wii U GamePad controllers, up to four Wii Remote (or Wii Remote Plus) controllers or Wii U Pro Controllers, and Wii accessories such as the Nunchuk, Classic Controller and Wii Balance Board.

CPU: IBM Power-based multi-core processor.

GPU: AMD Radeon™-based High Definition GPU.

Storage: Wii U uses an internal flash memory. It also supports SD memory cards and external USB storage.

Media: Wii U and Wii optical discs.

Video Output: Supports 1080p, 1080i, 720p, 480p and 480i. Compatible cables include HDMI, Wii D-Terminal, Wii Component Video, Wii RGB, Wii S-Video Stereo AV and Wii AV.

Audio Output: Uses six-channel PCM linear output via HDMI™ connector, or analog output via the AV Multi Out connector.

Networking: Wii U can access the Internet via wireless (IEEE 802.11b/g/n) connection. The console features four USB 2.0 connectors – two in the front and two in the rear – that support Wii LAN Adapters.

Wii Compatibility: Nearly all Wii software and accessories can be used with Wii U.





Pikmin 3 may sell plenty of Wii U home consoles. Families will remember the first two games. Pikmin 3 looks to improve upon the previous versions.



Wii U Games

Here is a comprehensive listing of the Wii U titles that have the best chance of being safe for families. There are additional titles that have been announced but Family Friendly Gaming does not cover the macabre and morbid side of the video game industry. Families can see there are numerous games for them, and a variety of companies will be providing products for them this Christmas Season. Family Friendly Gaming is extremely excited about every single game on this listing. Wii Fit U (pictured left) looks to be a really good game for families this Christmas.

PUBLISHER	TITLE	LAUNCH
2K Sports	NBA 2K13	Christmas Season 2012
D3Publisher	Ben 10: Omniverse™	Christmas Season 2012
D3Publisher	Family Party: 30 Great Games (working title)	Christmas Season 2012
D3Publisher	Rise of the Guardians: The Video Game	Christmas Season 2012
Maximum Games	Jett Tailfin™	Christmas Season 2012
NAMCO BANDAI Games Inc.	TANK! TANK! TANK!™	Christmas Season 2012
NAMCO BANDAI Games Inc.	TEKKEN TAG TOURNAMENT™ 2 (working title)	Christmas Season 2012
Nintendo	LEGO® City: Undercover	Christmas Season 2012
Nintendo	New Super Mario Bros.™ U	Christmas Season 2012
Nintendo	Nintendo Land™	Christmas Season 2012
Nintendo	SiNG (working title)	Christmas Season 2012
Nintendo	Wii U™ Panorama View (working title)	Christmas Season 2012
Nintendo	Game & Wario (working title)	Launch Window
Nintendo	Pikmin™ 3	Launch Window
Nintendo	Project P-100 (working title)	Launch Window
Nintendo	Wii Fit™ U	Launch Window
SEGA	Sonic & All-Stars Racing Transformed™	Christmas Season 2012
Ubisoft	Just Dance® 4	Christmas Season 2012
Ubisoft	Marvel Avengers™: Battle for Earth	Christmas Season 2012
Ubisoft	Rabbids® Land	Christmas Season 2012
Ubisoft	Sports Connection™	Christmas Season 2012
Ubisoft	Your Shape®: Fitness Evolved 2013	Christmas Season 2012
Ubisoft	Rayman Legends®	TBA
Warner Bros. Interactive Entertainment	Scribblenauts™ Unlimited	Christmas Season 2012
Warner Bros. Interactive Entertainment	Batman: Arkham City™ Armored Edition	Christmas Season 2012

We all know no matter how wonderful a system is, it is the video games that sell the systems. The software encourages people to purchase the hardware. New Super Mario Bros. U (pictured right) looks to be one of those games that will entice consumers to purchase a Wii U. New Super Mario Bros. U is one of those games that can bring families together for some good old quality time. Family Friendly Gaming is waiting as patiently as we can for a reviewable copy of this game. As well as the Wii U. It looks like another win for Nintendo.



ボタンヘルア



トレーネ

着いたぞ。
ここがルフトブルーメだ



フィオナ

アウラ兵！？
どうしてここは……！



ボタンヘルア

ジルド

一日でも早く戦争を終わらせ、アウラの民が平穏に
暮らせる時代を築くため、戦っておったのだ！
お前こそ、なぜその気持ちを理解しようとするのだ！



574



ボタンヘルア

ユーリ

そうです。
私はユーリ。
この先のシンドゥ水門に配属されている者です



ボタンヘルア





Features

Immersive Story – With multiple factions to support and a plethora of different endings to pursue, Ragnarok Tactics has a vast wealth of original story content for players to enjoy.

Engaging Strategic Battles – Go beyond standard strategy RPG combat with a variety of unique tactical mechanics, such as the Overdrive, Burst Strike, or even resting mid-battle!

Interact with Friends – Using the capabilities of the Ad Hoc mode, you can exchange weapons and engage in an “Extra Battle” with another player’s created units.

Customizable Characters – True to the spirit of former Ragnarok games, Ragnarok Tactics features customizable characters complete with modifiable skills, stats, and job classes.

Story Summary

Long ago, a ferocious war, which came to be known as the Holy War, was waged. It was during this bloody conflict that humanity erected a magical barrier to keep both gods and demons from overrunning their world. Once the war was over, it was believed that peace would return. However, humanity soon began to turn on itself, and war began anew.

Many centuries after the Holy War, the Branshaldo Empire and the Aura Republic engaged in an extended war for control of the Grantria Peninsula. The conflict eventually ground to a halt and an uneasy truce was reached, as neither nation had the resources to continue fighting. Even so, the animosity between the two parties never faded, but smoldered beneath the surface, always threatening to explode into flames. In the resulting tenuous peace, the people of the peninsula began to resume their normal lives, always aware that the war could resume at any time. It was against this backdrop that the protagonist begins their fight against rival factions, hordes of ravening monsters controlled by enigmatic puppet masters, and even their own dark impulses...



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character making 職業選択

職業 **アサシクロス**

戦場を駆け抜ける暗殺者。 隠密の技術を駆使し、 敵陣をかき乱す。

Game: Ragnarok Tactics
 Company: Aksys Games
 Release Date: Fall 2012
 System: PSP
 Rating: TBP - Rating Pending



THE CAVE™



THE CAVE™

“As SEGA continues to expand our digital gaming catalog, we’ve put a lot of effort into finding truly original experiences we can help bring to life. Both Ron and the team at Double



Fine are experienced and deeply creative, and we value the chance to work with them on The Cave,” said Haruki Satomi, Senior Vice President of Digital Business at SEGA.

Game: The Cave
Company: Sega
Release Date: Early 2013
System: PC/PS3/Xbox 360
Rating: ‘RP’ - Rating Pending



THE
CAVE™



THE
CAVE™

“The concept of The Cave has been bouncing around in my head for many, many years, and then the little voices that tell me to do things said it was time to make the game,” added



**THE
CAVE**™



**THE
CAVE**™

Game: The Cave
Company: Sega
Release Date: Early 2013
System: PC/PS3/Xbox 360
Rating: 'RP' - Rating Pending

Ron Gilbert. "I'm thrilled to be working with amazingly talented folks at Double Fine and ecstatic that the team at SEGA believes in adventure games and quirky ideas."



Game: Harley Pasternak's Hollywood Workout
System: Xbox 360



Company: Majesco Entertainment
Rating: 'RP' - Rating Pending

Release Date: Fall 2012

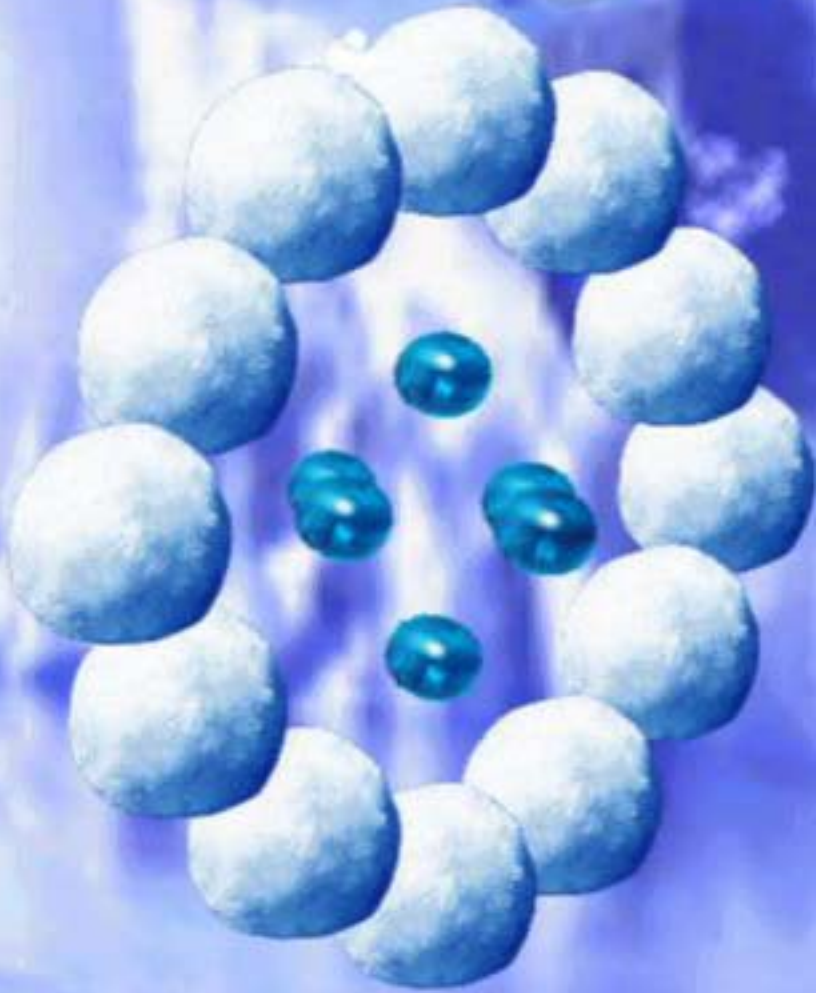


“The SEGA Saturn offered many unique gaming experiences, and NiGHTS into dreams... stands out as one of the most rec-



4060

96 ★



Link

ognizable titles that found a home on the system,” said Chris Olson, Vice President of Digital Business at SEGA.

Game: Nights Into Dreams
Company: Sega
Release Date: Fall 2012
System: PC/PS3/Xbox 360
Rating: 'RP' - Rating Pending

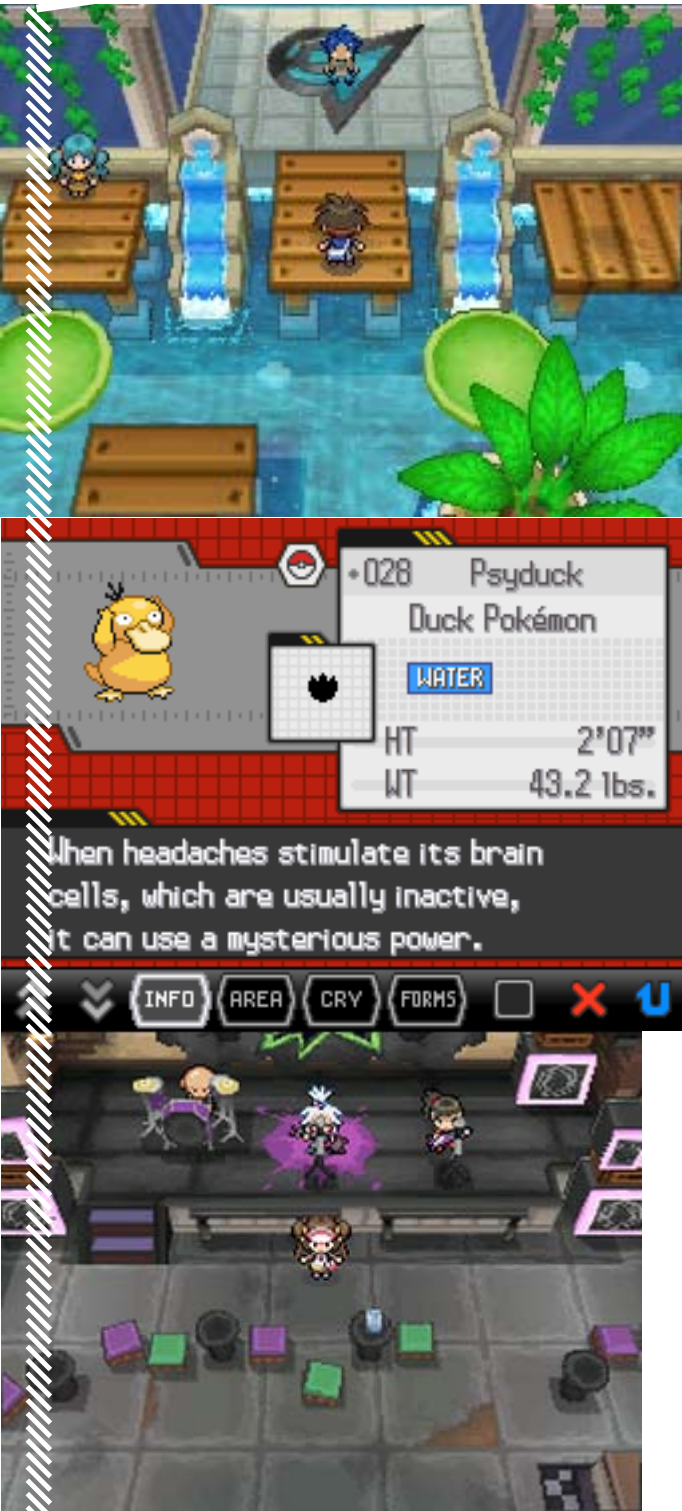


“We’ve gotten a lot of requests about this game over the years, and are very happy to be able to give both former Saturn owners and new



players a chance to play it in its most beautiful form to date this fall.”

Game: Nights Into Dreams
Company: Sega
Release Date: Fall 2012
System: PC/PS3/Xbox 360
Rating: 'RP' - Rating Pending



Pokémon fans, get excited for two incredible new adventures! Announcing Pokémon Black Version 2 and Pokémon White Version 2, coming to the Nintendo DS™ family of systems this fall. The games can also be played in 2D on the Nintendo 3DS™ system.

Your journey takes place in the Unova region two years after the events of Pokémon Black Version and Pokémon White Version. You'll start your adventure in Aspertia City, in the far southwest corner of the Unova region. Many things have changed in the region, including some extraordinary new places and people for you to discover. Plus, many of the returning characters from Pokémon Black Version and Pokémon White Version have taken on new roles when you meet them.

Look forward to uncovering the mystery of Black Kyurem—or White Kyurem—somewhere in the Unova region. Little is known about this enigmatic Pokémon, except that it's a Dragon- and Ice-type Pokémon with a devastating





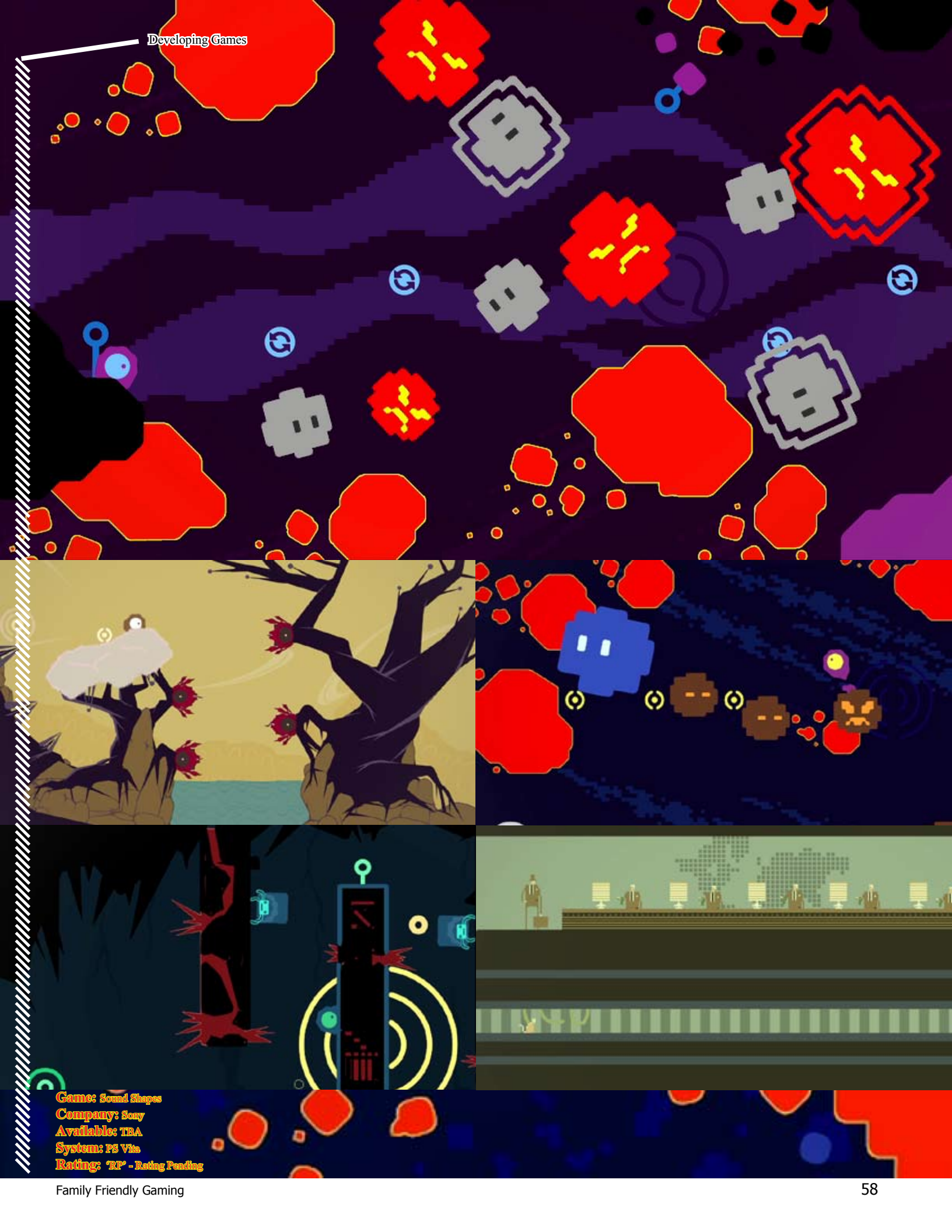
Ice-type attack—even stronger

than Zekrom's Fusion Bolt or Reshiram's Fusion Flare!

Pokémon Black Version 2 and Pokémon White Version 2 have a special connection with Pokémon Dream Radar for the Nintendo 3DS system. The Pokémon you obtain in Pokémon Dream Radar can be sent to your Pokémon Black Version 2 or Pokémon White Version 2 game! Get more information on Pokémon Dream Radar now.

And to help you with the many Pokémon found in the Unova region, look forward to Pokédex 3D Pro, another Nintendo 3DS title that's on the way to the Nintendo eShop. With Pokédex 3D Pro, you'll have information on every Pokémon in the National Pokédex—just what you need to become a master Trainer. Learn more about Pokédex 3D Pro!

Game: Pokemon Black/White 2
Company: Nintendo
Available: October 7, 2012
System: Nintendo DS
Rating: 'RP' - Rating Pending



Game: Sound Shapes
Company: Sony
Available: TBA
System: PS Vita
Rating: 'RP' - Rating Pending





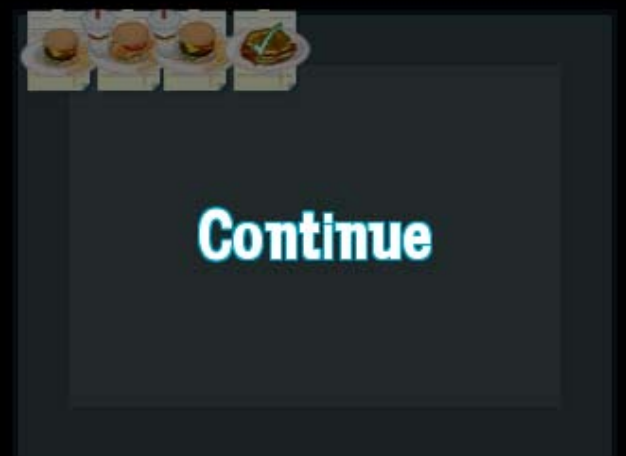
Over ten years have passed since the release of the boundary-breaking Dreamcast hit, *Phantasy Star Online*, and SEGA is poised to continue the *Phantasy Star* series' multiplayer legacy on PCs worldwide with *Phantasy Star Online 2*. In the Year 238, the New Era of Light, players will join a new band of Arks



in the fight against mysterious D-Arkers, embarking on another epic adventure of infinite possibilities! Randomized maps and unexpected mid-quest encounters that ensure each quest is different for each player

Game: *Phantasy Star Online 2*
Company: Sega
Available: 2013
System: To Be Announced
Rating: 'RP' - Rating Pending

RECENT RELEASES





Where To?



Specials

Done



Spices

Mister Miyoda



Buy Spices



Pepper Chop

Knife Skills

Done





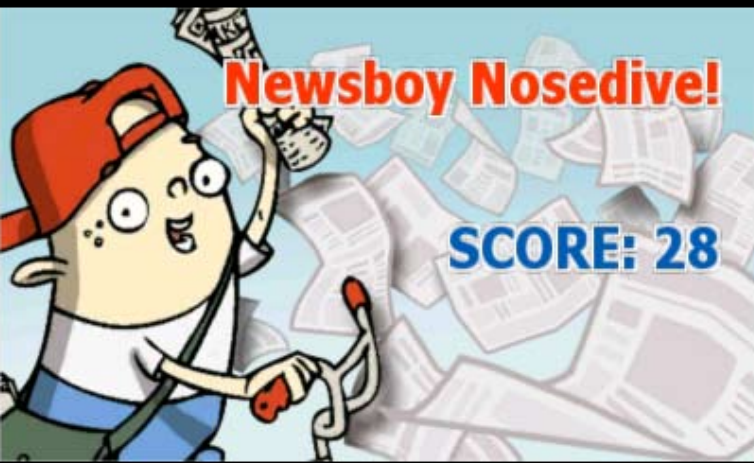
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Ring the Bell!

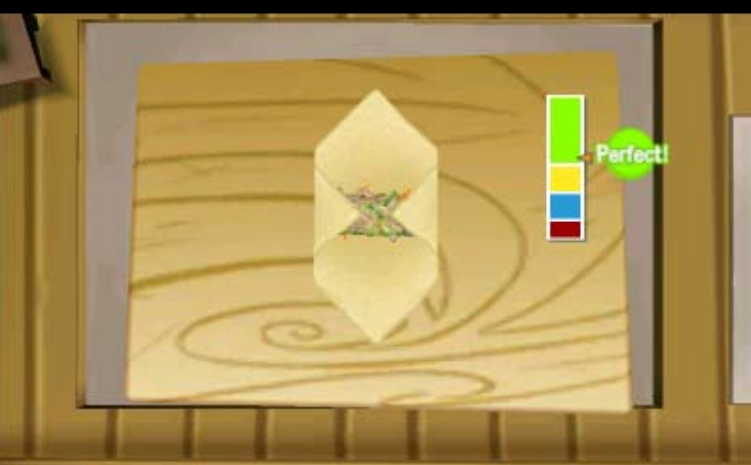
Game: Order Up
Company: Ignition Entertainment
Release Date: Out Now
System: Nintendo 3DS
Rating: 'E' - Everyone
 {Comic Mischief}





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Game: Order Up
Company: Ignition Entertainment
Release Date: Out Now
System: Nintendo 3DS
Rating: 'E' - Everyone
 {Comic Mischief}



**Free the trapped forest creatures
from the Evil Gnome!**





Explore new lands!



Welcome to
GnomeTown, Are
you ready to save
the Enchanted
Forest?



Game: Gnome Town
Company: Disney Mobile
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+



Twinkle Toes



Discover Your Inner Sparkle!



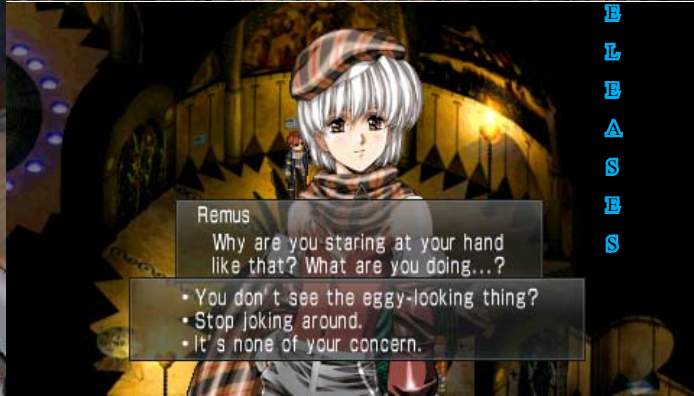
UNIVERSAL STUDIOS
HOME ENTERTAINMENT

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Look for it on DVD July 31



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Product: Growlanser: Wayfarer of Time
 Company: Atus
 Release Date: July 31, 2012
 System: PSP
 Rating: T - Teen
 (Blood, Fantasy Violence, Mild Language, Suggestive Themes)



Product: Pro Cycling Manager 2012
Company: Focus Home Interactive
Release Date: Out Now
System: PC
Rating: 'NR' - Not Rated



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Candle Route



Product:
Candle Route
Company:
Teyon Games
Release Date:
Out Now
System:
Nintendo DSi/3DS
Rating:
'E' - Everyone



21,672

BEST: 85,261

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KNIGHTS of the ROUND CABLE



Product: Knights of the Round Cable
Company: Chillingo
Release Date: Out Now
System: iPad/iPhone/iPod Touch
Rating: '4+' - 4+



Disney THE MUPPETS INFOGRAPHIC

PICTURES IN MY HEAD

Muppet Labs

Critics

Gonzo

Flies

Miss Piggy

Running the Show

Fozzie

My Swamp

GONZO THE GREAT'S STUNTS

RESULTS OF MUPPET LABS EXPERIMENTS

ANIMAL CONTROL

SWEDISH CHEF'S TOOLS OF THE TRADE

NOW AVAILABLE ON BLU-RAY & DVD COMBO PACK & DIGITAL

THIS INFOGRAPHIC WAS DISAPPROVED BY STALLER & WALSHOF

Devotional

Five Loaves and Two Fishes

I am very blessed to hear a variety of sermons from various pastors of different denominations. One such sermon I heard this month brought up the historical account of Jesus miraculously taking the gift of five loaves of bread and two fishes. **Matthew 14:17-21** 17 *"We have here only five loaves of bread and two fish," they answered.* 18 *"Bring them here to me," he said.* 19 *And he directed the people to sit down on the grass. Taking the five loaves and the two fish and looking up to heaven, he gave thanks and broke the loaves. Then he gave them to the disciples, and the disciples gave them to the people.* 20 *They all ate and were satisfied, and the disciples picked up twelve basketfuls of broken pieces that were left over.* 21 *The number of those who ate was about five thousand men, be-*

sides women and children.

God revealed something to me related to this story. Only a very small gift was required. Jesus did not demand more from the people. He did not expect more money to fulfill the need. He miraculously supplied. This showed God's glory. God was able to reveal His glory through that miracle.

Anyone besides me wonder why those miracles are not as prominent today? I believe the historical account of five loaves and two fishes points us the right direction. Too many churches, and Christian ministries obsess over bringing more money in. They have pledge drives, guilt trips, and hammer the people. All for the goal of bringing in more money to their ministry and/or church. Yet that is not what Jesus did. He did not demand the people give him more money. In fact he did the opposite. He took a very small gift and multiplied it.

I wonder sometimes if these various churches and Christian ministries are not trusting God. If they are trying to do it themselves. Thus

they are saying they do not need God. They can do it themselves. There is no need for a miracle, and they are not asking for one. They are asking other humans to provide money so they can do the good work.

I also wonder if some of these churches and Christian ministries are not seeking God first. I will do everything in my power to seek God first, and to rely on His holy wisdom over my own. Over what man tells me, and over what the world has to say.

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.



Affecting the Masses

Violence in video games

No matter what I read or who I talk to, it seems like everyone has an opinion on violence in video games. It's been a hot topic lately, and I just can't avoid it anymore. As much as I'd love to just shrug it off and say "who cares about the violence?" I know I can't. As a Christian and rookie video game journalist, I should be the one with these answers, and I don't have them.

This is an issue that should be important to everyone, regardless if they play video games; because, even if you don't play video games, your family, kids, or friends probably do. Whether directly or indirectly, video games affect us all.

There are plenty of "studies" (a word I use loosely) showing how violence affects us, whether positively or negatively, but I'm not sure if we can trust numbers in this matter. I could truthfully say there are over 1,500 M-rated games, that video games have caused multiple deaths, and that video games can become an addiction as strong as gambling or drugs, but what

does that really mean?

That entire sentence was true, but worded so that it would fit my (fake) worldview. Many of those M-rated games came out years ago, and most of the deaths I mentioned were caused by irresponsible behavior, pre-existing mental disorders, or hours upon hours of nonstop gaming. Gaming addiction, while debatably a real condition, doesn't actually alter the mind to depend upon it like drugs do. But how can we know for sure?

If I can construct a convincing statement like that within an hour, how can we possibly know whether or not information is displayed in a way that strengthens the researcher's own stance? We can't, which is why, more than ever, we need to form our own opinions and analyze our own actions, attitudes, and opinions.

For a brief moment, think about how much violence you view in the average day, and what kind. Do you enjoy blood and gore everywhere, or do you prefer cartoon violence? Do you only play games without violence? Do you challenge yourself to be a nonlethal in games that allow it? Or do you kill only when necessary? Do you kill indiscriminately?

Now take a long, hard

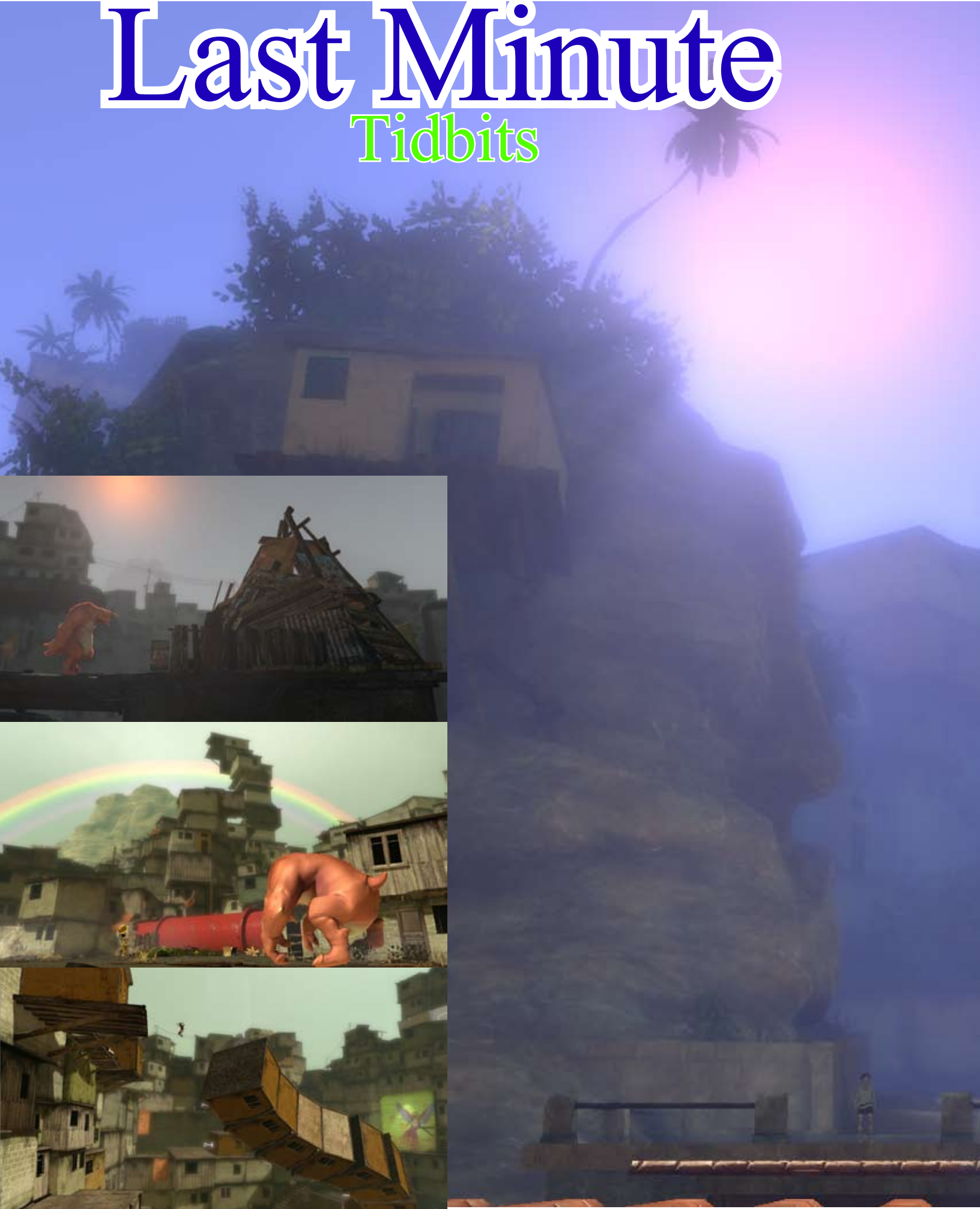
look at what violence does to you and those around you; because you're not the only one affected by this. You may be fine with brutality and bloodshed, but is your family? To this day, I am dumbfounded by how many parents play M-rated games in front of their children. Or even worse, allow their children to play the M-rated games, just because they don't believe in the negative effects.

I may not believe in "garbage in, garbage out" but I'm well aware the power video games have to alter how we look at life. It's like a form of brainwashing, but far more subtle. Perhaps you may not become a murderer, but increased aggression or irritability aren't uncommon problems. Then again, you may not be affected at all. But how do you know for sure if you don't perform a self analysis?

These are all questions you need to answer for yourself; I'm not here to judge you, or your actions. Only you can decide what's right for you, and your family. I encourage you to analyze yourself and the effects violent video games have.

- Nathaniel Dziomba

Last Minute Tidbits



“SCEA has been very supportive of us throughout the development of *Papo & Yo* and that has given us the ability to really make sure our game is the best possible experience,” said creative director Vander Caballero. “We are incredibly proud to have our first game chosen as one of this year’s PlayStation Network PLAY titles!”



Product: Papo & Yo
Company: Sony
Release Date: 2012
System: Playstation 3
Rating: *RP* - Rating Pending

Mic

Bob	Tuna Fish
Taves Held 997899	Taves Cost 1500



B Back



Product: Karaoke Joysound
Company: Konami
Release Date: Fall 2012
System: Wii
Rating: *RP* - Rating Pending



REQUIRES KINECT™ SENSOR

NTSC



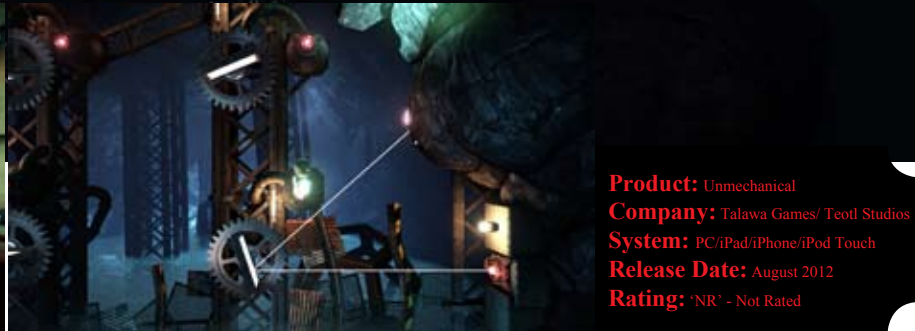
Families all over the world have enjoyed the Ice Age movies and previous games. Now families need to get ready for some Arctic Games on the Wii, Xbox 360, DS, and 3DS - Paul

ICE AGE CONTINENTAL DRIFT ARCTIC GAMES

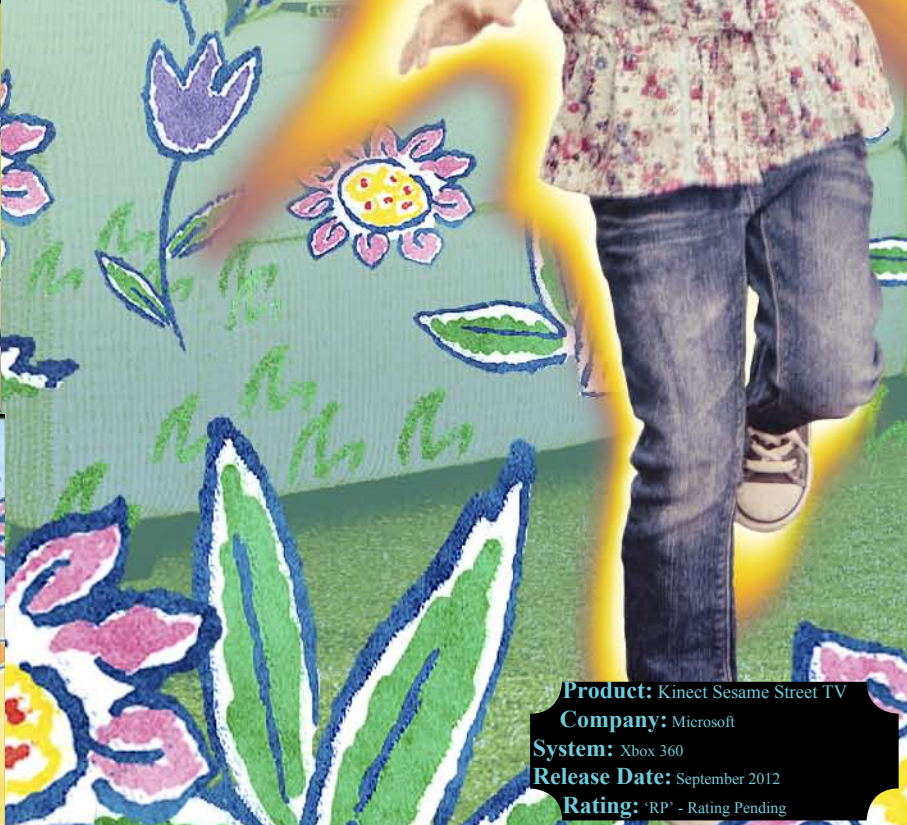
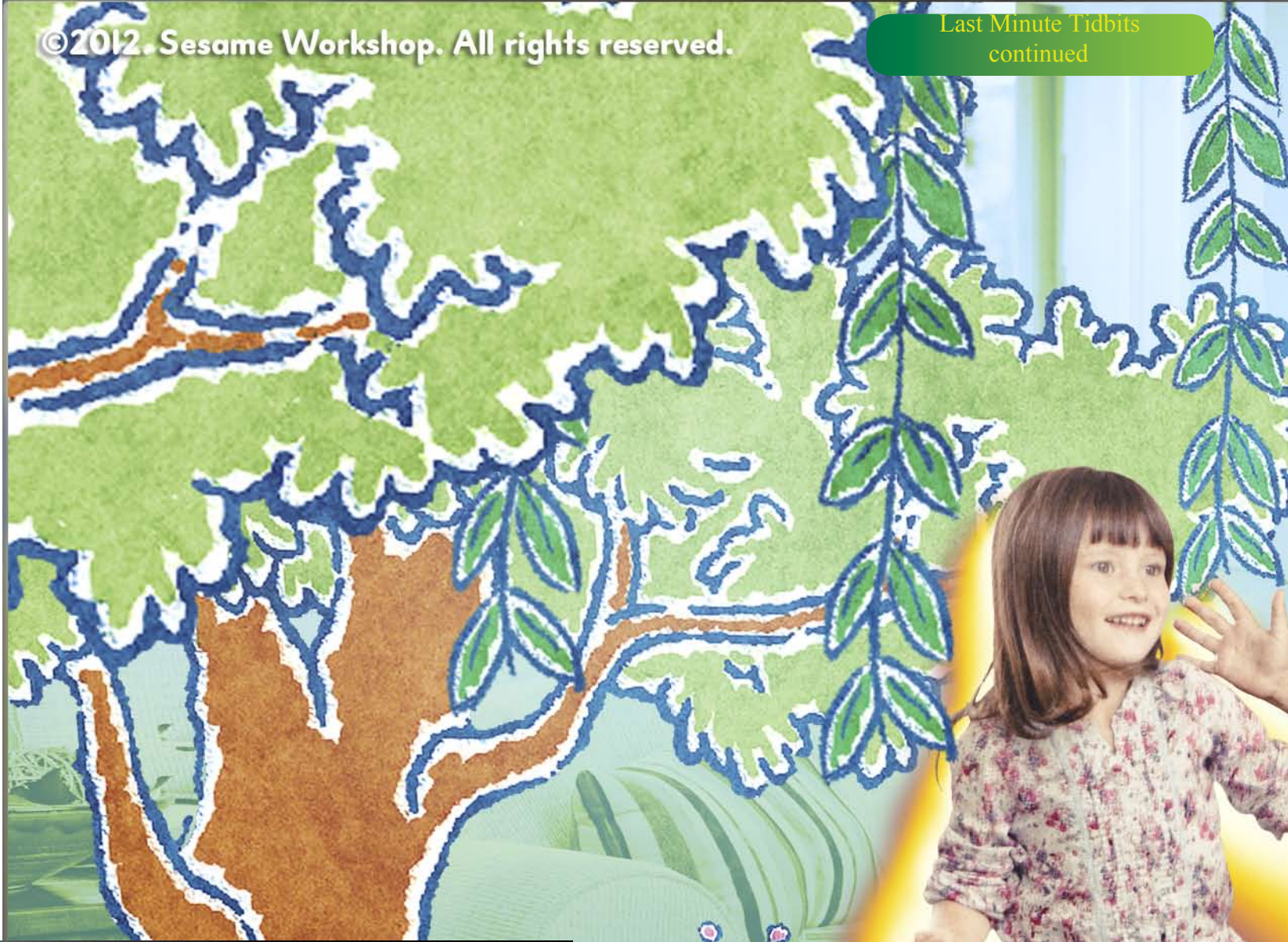


Product: Ice Age Continental Drift Arctic Games
Company: Activision
Release Date: Out Now
System: Wii/Xbox 360/Nintendo 3DS/Nintendo DS
Rating: 'E' - Everyone





Product: Unmechanical
Company: Talawa Games/ Teotl Studios
System: PC/iPad/iPhone/iPod Touch
Release Date: August 2012
Rating: 'NR' - Not Rated



“Kinect Sesame Street TV” invites children into a two-way TV experience where they not only watch their favorite Sesame Street episodes, but interact with beloved characters including Big Bird, Grover, Oscar and more. The magic of Kinect for Xbox 360 transforms passive viewing to active participation, encouraging children to use their gestures, voices and bodies to interact with educational content on the screen.

Children will help Sesame Street characters with tasks, play in their world and learn together. Kids will delight in counting with Grover, learning letters with Cookie Monster and exploring Elmo’s World. With new content created exclusively for Kinect and access to thousands of classic clips from the Sesame Street archive*, learning has never been so much fun.





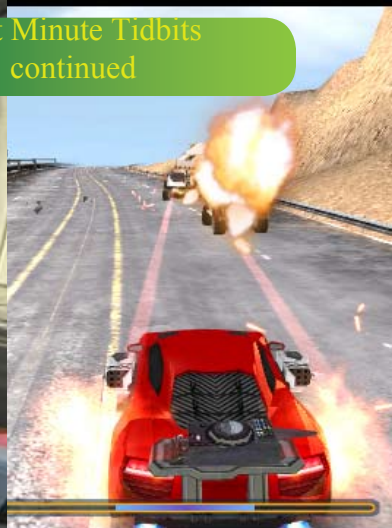
E A Sports is making their return to the sport of basketball with NBA Live 13. Can it come close to dethroning the king of video game basketball? Family Friendly Gaming will have to review this game to let all of our wonderful readers know. Until



Product: NBA Live 13
Company: EA Sports
Release Date: October 2012
System: PS3/Xbox 360
Rating: 'RP' - Rating Pending

October 2012 arrives please
enjoy these screenshots of this
upcoming basketball home con-
sole video game. - Frank





Product: Spy Hunter
Company: Warner Bros Interactive
Release Date: To Be Announced
System: Nintendo 3DS
Rating: 'RP' - Rating Pending



Product: Marvel Avengers Battle For Earth
Company: Ubisoft
Release Date: 2012
System: Wii U/Xbox 360
Rating: 'RP' - Rating Pending