

Plenty of fun looking Wii
U titles are being created!
Check em out!

A New Beginning
for Harvest Moon
is coming soon

Amazing reviews of a
diverse line up of games.

Family Friendly Gaming

TM

The VOICE of
the FAMILY in
GAMING



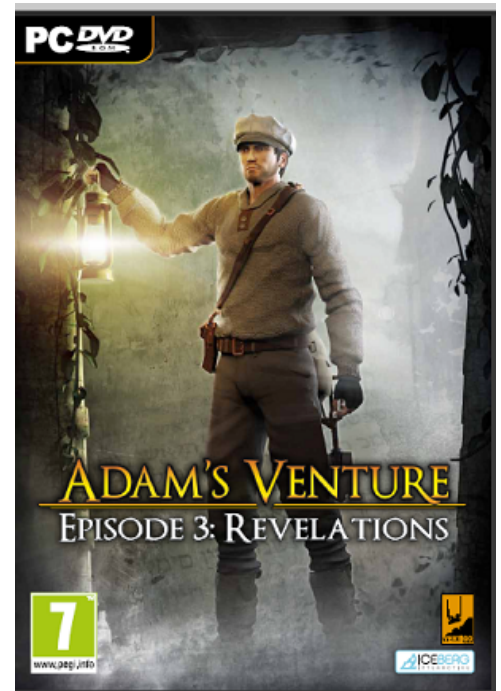
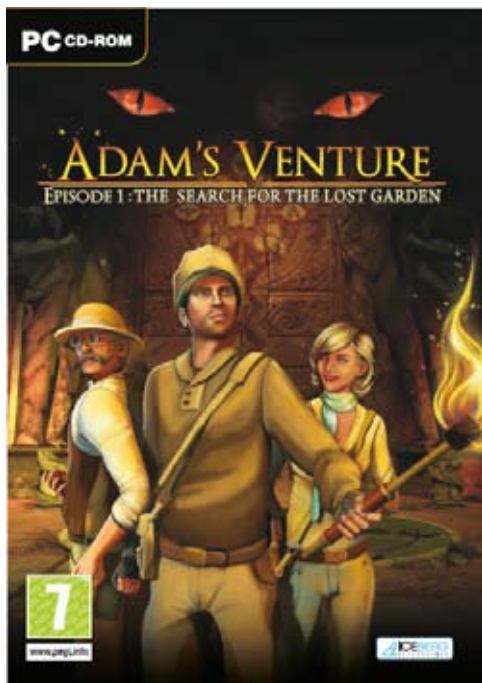
Issue #63

October 2012

ADAM'S VENTURE

Three Episodes

Adventure Fun for ages 7 and up on Windows PCs



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

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Developing Games

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 Art Editor: Yolanda Bury
 Inspiration: Peter Bury
 Inspiration: Noah Bury
 Sports: Frank Bury
 Hunting: Kimp Boykin
 Game Journalist: Mark
 Game Journalist: Roger
 Game Journalist: Milluma
 Game Journalist: Luke
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Editor's Desk

What a MONTH!

September in the year of our Lord 2012 has been one amazing month! Godaddy went down and so did our inspiring website. It was back up around six hours later. A hacker claims they did, and Godaddy claims they made a mistake. I don't know who to believe. If it was a hacker that was pretty stupid of them. Censoring thousands of sites because they are against censorship on the Internet makes no sense whatsoever. If it was Godaddy then they have shown they are only human like the rest of us. They could make navigation of their site a little easier for those of us who have been with them for many years.

From there we got in our new gaming PC machine. A big thank you goes out to DMC Unlimited for putting this machine together, and for giving us an amazing deal. It was really neat to keep this kind of business in the family for those that understand what I am referencing.

Then our main machine for updating the website and this magazine went down. And I mean down. We learned just how good our DR plan actually was. We also learned areas where this could be improved. A couple of changes have

been implemented into our disaster recovering plan. The interesting thing is we had plans to replace that machine in two months. So it sped up our time table and has pushed a few other projects back.

So September may not have been the most comfortable month for us, but we survived it. We learned a few things, found some ways to improve, and learned where our emotional limits are when it comes to drastic change.

Many years ago Dan "Shoe" Hsu wrote a few editorials that shook up the industry and caused a lot of controversy. Was that by design? Did he do it just to be controversial? I do not know. I have never met the man in person. I certainly do not know his heart. I know my experiences in the industry have shown some of his words to be accurate. But there is another side to this coin.

Yes PR firms and companies can purposely drag their feet in terms of providing reviewable copies to games. That can be after we have provided them multiple coverages of their product. It can get annoying, I understand that. Running story after story, videos, pictures, and more for a company and they provide little to nothing back. There are a few companies that are so greedy that all they care about is us covering them, and not

properly providing for all of us in the media.

We have to be honest in the gaming media because we drag our feet sometimes too. We only have so much time, and multiple stories come in. We prioritize them. I have dropped stories for companies because they went head to head with another company that was properly providing for all of our requests. I am being open and transparent about this. I strive to treat everyone fairly, but I am human. At times I punish certain companies because all I hear from them is out of stock. Yet they brag about how many sales they are making. Sure all of us in the media are buying them so we can provide for our readers.

God bless you, and yours,
Paul Bury



Female Side

Look At Me

When did our society become a look at me mentality? I look around and I see the same thing over and over again - Look At Me. This is a top down kind of thing. Companies in many cases are all Look At Me. People are all about themselves. Virtues like patience and self control have been redefined as bad. Integrity and honesty are now frowned upon as people are spinning the best image for themselves. Companies do the same thing. They put their interests above the consumes. The only reason they are not selling products that immediately kill us is they do not want the bad publicity. Plus they do not want to lose a customer. Better to keep the golden goose as long as its laying those eggs. Once it stops though, its out the door.

Loyalty has been lost in many circles as well. Companies have to cut cost and people go out the door. It does not matter what they have done for the company in the past. Now they are a drain on growth. They are a financial burden. No wonder employees have no loyalty to companies. The companies treat them like wage slaves and throw them out the window at the first convenient opportunity.

Do you know how many Look At Me emails I

get? We cover a company and/or product and a few days later they want to be covered again. Hey Look At Me. Many times it is not even worthy of attention. Here is an example. A company is doing a kick-starter campaign for a game they would like to release on the PC. Family Friendly Gaming published it. A little fringe, a little out of our scope, but it was done. A few days later they send the same press release with one new sentence. They are going to try to release on the Playstation 3. Then a few days later another press release, and this time it will also be on the Xbox 360. Then another email a few days later to remind everyone the kick-starter campaign is still on. Every single time it is: "please share with your readers." Our readers already know about it. It was published once. We do not need to publish the same story three times a week.

I saw an email from a PR firm that was openly advertising this kind of harassment of the media. They openly admitted they try to keep everyone interested by finding ways to have "news" on the product delivered multiple times a week. I remember Paul and I laughing a few years ago that a company was releasing information on two characters a week in a game - for ten weeks. They wanted coverage of their game

for ten weeks straight. And they were only giving out a little bit at a time. Do you the readers want that? Do you want to learn a sentence or two information about a game every week, or every two weeks? Or do you want to learn about it all at once. I know my preference is to learn about it all at once. I am tired of a little bit here, and a little bit there. It gets exhausting to never ever finish covering a product. Tell me what you think.

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

Let your Yes be Yes

Jesus Christ continues to inspire millions thanks to his Godly teachings. All of these political things going on in America are annoying the WMG. There are people carefully choosing their words, and trying to convince others to vote for them. Yet too often their definition of words will not fit into our definition of words. They say one thing and

“Jesus did not
accept marsh-
mallow lies.”

mean something else. They say one thing and do something else. They label, demonize, and divide. They claim to be a part of one group, and then do everything possible to attack that group. They

try to make themselves out to look like saints. No wonder so many Americans are cynical and disgusted with government. It has gotten too large, too wasteful, and too out of control. It has stopped representing the people. What did Jesus say about it? Matthew 5:37 All you need to say is simply 'Yes' or 'No'; anything beyond this comes from the evil one. This verse was in referencing to swearing oaths. Assuring others that you were telling the truth. Jesus brought it down to an easy to understand concept. Answer truthfully and honestly. No half-truths, no partial data to back up a bad assumption. Jesus did not accept marshmallow lies. Be truthful. Be honest. Be sincere. That will go over more with the American people than all of the lies and deception we have been experiencing. Once politicians are honest with us we can decide if we want their ideology in those positions of power.

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!

can not be discussed? What sets gamers off?

- Darlene

{PB}: WOW! Thank you for your kind classification. I don't know about being the foremost expert. I am sure there are others who know more than me. You ask a deep and insightful question. Yes there are certain sacred cows that most gamers have. First is violence in video games. Bring that up and most gamers will get

angry very quickly. Also any criticism from someone they label as an "outsider," can warrant negative reactions. Going against the herd in the industry can warrant all kinds of hatred. Pointing my fellow gamers to God is another one. They are accepting of all the Eastern religious beliefs in video games, but are nearly psychotic when a relationship with Christ is mentioned. Avoid talking about their bad attitudes and how it directly relates to their video game choices. Might also want to steer clear of talking about how much time is spent on video games, and if there is something productive they could have spent their time on instead.

I chronicled much of this in the Video Game Lies book I wrote a few years back. It was my hope that an insider like myself could reach my fellow gamers, and we could work on these problems as a people. Sadly I was treated as a whistle blower. I wish you all of the best with your paper. I hope and pray it will reach some of my fellow gamers. I honestly have come to the point that they refuse to listen. They only want to talk, and not communicate. If you keep that in mind, you should be able to roll with the

Sacred Cows

Hi! I'm a student writing a paper on video games. Since you are the foremost expert on this subject I wanted your thoughts on taboo things in video games. Are there any sacred cows? Is there anything that

VIDEO GAME LIES



by
Paul Bury

OFF

punches your paper will bring.

Keeping the ESRB Honest

Thank you for being a watch dog on the ESRB. I can't find one other gaming site that will honestly question them on their blunders. Keep pointing out where the ESRB is being way too lenient. Other gaming sites are claiming they are too strict. Have they lost all touch with reality? They want worse stuff to be called good. Those games have twisted their minds for sure. Don't stop because you're the only gaming site worth anything out there.

- Wanda

{PB}: Thank you so much for your kind words. We are humbled and honored that you think so highly of us. We do what we can where we can. I can comprehend your irritation with those other sites who bow down and worship the ESRB. Their lack of fair and balanced reporting, as well as censorship of any



criticism is unprofessional. They are in cahoots. It would be nice if there were some other gaming sites who would stand up for what is right, true, and just. But I won't hold my breath for that to happen anytime soon.

I wish we could do more. I wish we had the resources to cover even more games. We have also been questioning Apple on some of their ratings. We are also fair with the ESRB. We are still awaiting their answers to questions we have repeatedly sent to them. We will point out where they do the right thing, when they do the right

thing. It is also very wise to pray for them. Pray that God guides them in their ratings. God can change their hearts.

Keep the Faith

Full of salient points. Don't stop believing or writing!

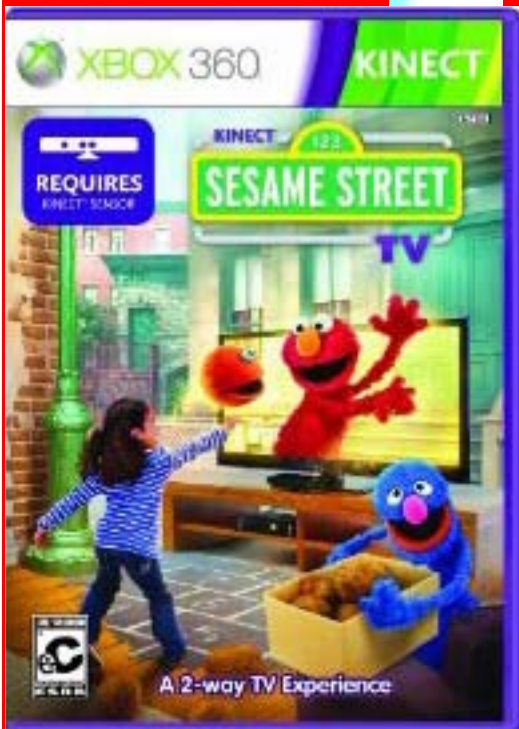
- Keesha

{YB}: Thank you so much for your wonderful words of encouragement. We plan on continuing Family Friendly Gaming as long as God wants us to. We have internally talked about stopping after death threats, equipment failures, poor economy, and more. Each time we turned to God.

We prayed seeking His guidance. Each time we were told to stay the path. To continue on the mission he laid before us. Our flesh would love to stop on so many occasions. But our spirits want to do God's will. Thank you again for the words of encouragement. They mean so much at this particular time.

Sesame Street

I took your recommendation and purchased Kinect Sesame Street TV. My kids love it. Thank you so much for giving this game front page coverage. Thank you too for telling me about that boys playing with girls toys thing in there. Family Friendly Gaming is the only place I learn about stuff like that. I am a loyal reader and this site in the only one I will read for advice on which video games



to purchase.
- *Tabitha*

{PB}: We are very appreciative of your support. We are humbled by how much faith you put in us. Please remember we are only human and prone to make mistakes. We will do everything in our power to retain that trust. I really hope that other sites can start to become more sensitive to families. And to start being sensitive to keeping children safe. Its a real shame how they portray themselves as so ugly, nasty, and mean. We continue to pray for them.

On the other side of the coin there are sites that rubber stamp approvals on everything they get. They are not critical of anything, and thus they completely discredit themselves. We are always asking ourselves: "is there someone who might be offended by something in this game?" It does not matter if we are part of that category or not. We work very hard to be sensitive to our brothers and sisters in Christ who may take offense to it. Romans 14 and 15 are pretty clear on this. It saddens me when "Christian gamers" ignore that truth. And ignore the Holy Bible. More is required of them.

October Baby

Your October Baby review was inspiring. It should

be made required reading for journalism classes. That movie is amazing, and I love to read a review from a major site that echoes my values.

- *Stephen*

{YB}: Your words stun me sir. Thank you. It put a huge smile on my face. October Baby made me laugh and cry. I truly believe it is a powerful film that can impact a generation.

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





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Hardware Watch

Wikipad



“We are thrilled to be partnering with Wikipad to launch this unique new gaming tablet,” said Joe Gorman, vice president of GameStop’s mobile business unit. “We love the innovation and know our customers are excited to see it in action.” Wikipad will launch in October with a full suite

of games delivered by the latest video game platforms, including PlayStation®Mobile, NVIDIA’s Tegra Zone, Google Play as well as several upcoming unannounced platforms. To bring the best gaming



experience to consumers, Wikipad will offer a premium 10.1” IPS screen, ultra-light chassis, quad core processor, expandable memory and an attachable console quality game controller.

Talk to me NOW

GEORGE LOPEZ is the Voice of Papi from Beverly Hills Chihuahua 3. Here are some Disney provided interview questions

Q: THIS IS YOUR THIRD “BEVERLY HILLS CHIHUAHUA” FILM. TELL US HOW YOU BECAME INVOLVED IN THE FRANCHISE.

GL: I’ve never been part of a trilogy before. I didn’t make the cut on “Twilight.” But “Beverly Hills Chihuahua” is a passion for me now. I’d never done ADR before the first one and the first part wasn’t really that big. Raja Gosnell (director) gave me some lines and I ad-libbed a few more lines and then the part began to grow and grow and then it became the drive of the movie. And now these other characters have come in, but Papi is the Beverly Hills Chihuahua. Chloe is Chloe, but Papi drives the franchise, which is nice. I really enjoy it. I’m happy to be associated with it, that’s why I’m back for the third one. I love it.

Q: WOULD YOU PLEASE GIVE US A GENERAL OVERVIEW OF THE STORY FROM PAPI’S POINT OF VIEW?

GL: He started out single, and then he married Chloe and became a dad. He’s trying to be a good parent to his puppies, who are very modern and his ways are kind of old ways but they still work for him—in theory. But the kids go to a private school and they learn things in a very safe way and he’s trying to teach them precautionary lessons—and lessons about staying focused and centered and the history and the ancestry of a Chihuahua, which I think any parent would want to instill in their kids. His kids don’t want to hear it, but it’s still not a bad lesson to teach.

Q: WHAT DO YOU LIKE BEST ABOUT PERFORMING THE VOICE OF PAPI

GL: I just like his personality. I hear Papi a lot in my normal conversations. I love the voice. It allows me to be very passionate and over the top and funny and connected and wild in a dog form. I think it’s almost like what kids feel when they play videogames and they get to hide behind a character. I’ve been able to navigate and negotiate this dog through three movies and it has never been boring. I was finding my way as Papi in “Beverly Hills Chihuahua” and in the second one. But for the third movie I really get to hear the voice mature and become very strong in this movie.

Q: IS IT MORE OF A CHALLENGE TO DO VOICE-OVER WORK THAN YOUR ON-CAMERA CHARACTERS?

GL: Yeah, you have to capture the character entirely in the voice. I like the fact that they tape the performance when you’re doing it. They tape it so they can get a little bit of your mannerisms and try to give the dog a little bit of flavor. When I saw the dog for the first time, the dog that plays Papi, he was a rescue. They showed me a picture of him and he stood so regal. He thinks he’s a big dog. And the way he stood, I understood him. I saw in that dog someone strong and forward and passionate and loving. Being around him was nice.

Q: TELL US HOW YOU FEEL ABOUT BEING PART OF MOVIES THAT THE WHOLE FAMILY CAN WATCH.

GL: It’s absolutely an honor. Disney gave me an opportunity to be in the first one and then invited me to come back on the second and now the third. So I love the fact that kids now recognize my voice. They say, “Are you Papi?” And I say, “Yeah, you know, I am Papi.”

Q: THANKS TO THE ACTORS LIKE YOURSELF, THE VOICES ARE HUMAN AND THE DOGS MOVE THEIR MOUTHS IN A WAY THAT’S NOT CARTOONISH.

GL: The technology and what they’ve been able to do is very amazing. Also the dogs are very well trained and they move in human form. They don’t look like they’re being lead to a certain mark or they don’t look unnatural. So I think that smoothness helps the illusion. They do most of that stuff on their own.

SPORTS

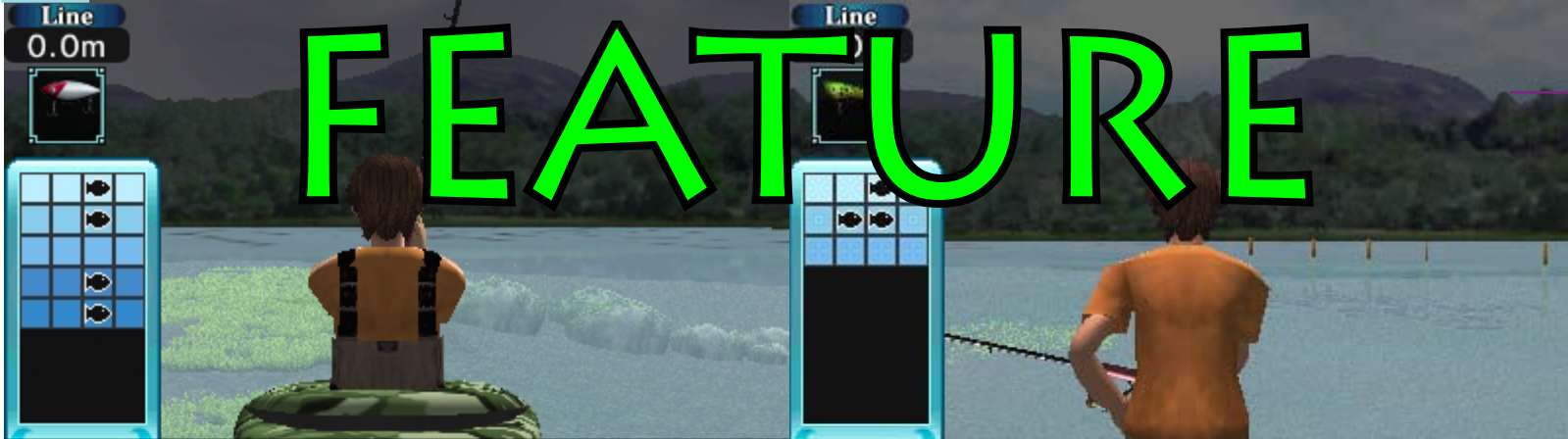


マップ移動する状態にする

マップ移動する状態にする



FEATURE



マップ移動する状態にする

マップ移動する状態にする



Rising Star Games has made a name for themselves recently with some wonderful video game releases. Cradle of Rome 2 (on the Nintendo 3DS and Nintendo DS), Cradle of Persia, Tofu Collection. I have high hopes for Super Black Bass 3D. Hopefully we can catch more than just Black Bass in this fishing video game. I have not played a good fishing game on the Nintendo 3DS in some time, so I am eager to try it out. Lord willing by the time you read this I will have already played and review Super Black Bass 3D. I am writing this before it was officially released. Rising Star Games may list a game for release in a certain month, but it does not always happen in that month - or early in that month. September 2012 is when Super Black Bass 3D is slotted for official release. Can Super Black Bass 3D dethrone Reel Fishing? I am eager to find the answer to that question and so many more. Everything I have seen thus far tells me Super Black Bass 3D has a real shot at the title. - Frank

Game: Super Black Bass 3D
Company: Rising Star Games
Available: September 2012
System: Nintendo 3DS
Rating: 'E' - Everyone



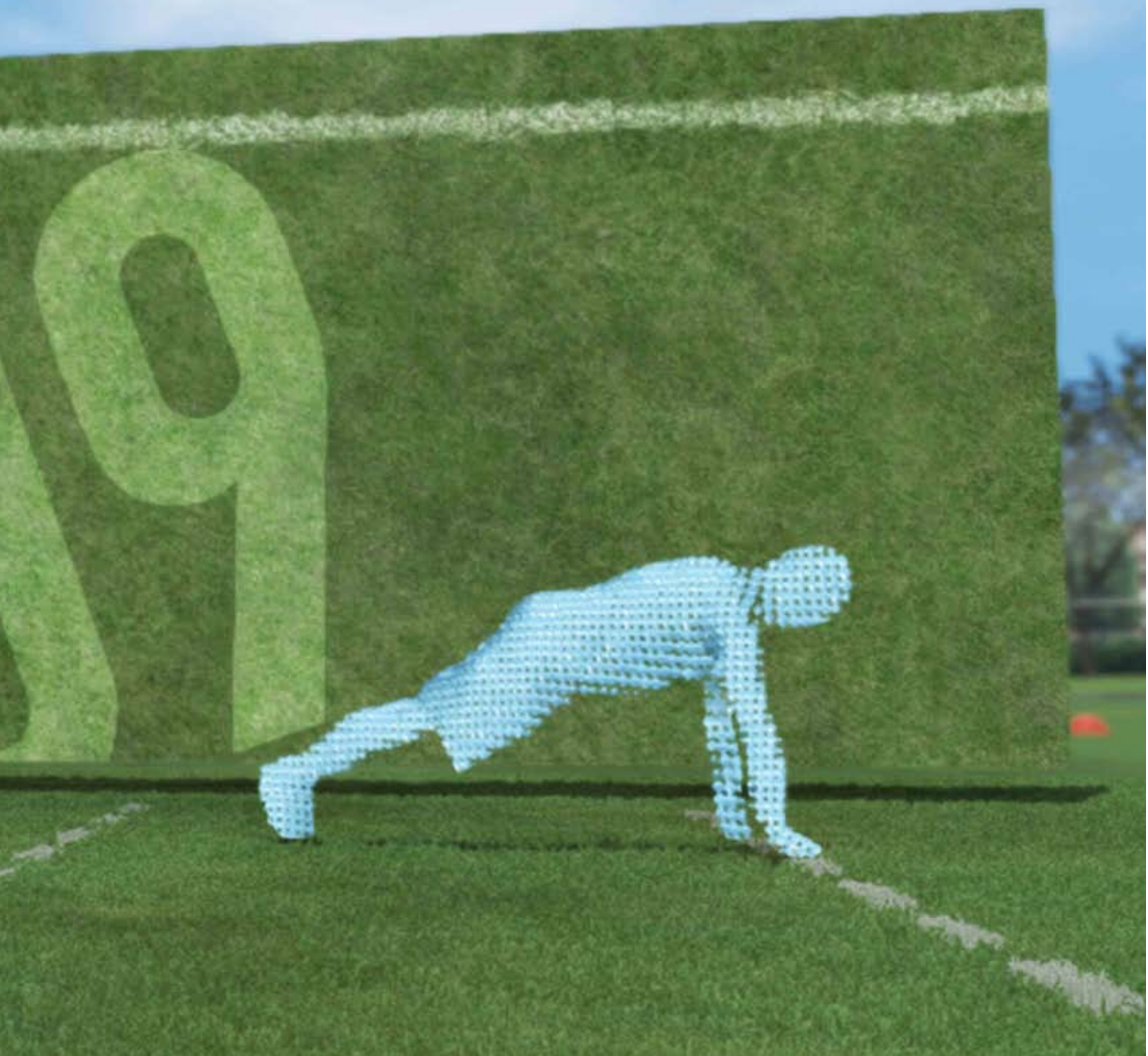


0450⁺



Game: Nike+ Kinect Training
Company: Microsoft Studios
Available: October 30, 2012
System: Xbox 360 (Kinect)
Rating: E - Everyone





In the

‘1 MESSAGE’ --Inspiring Film of Finding Faith Through Cancer Battle

1 MESSAGE - an entertaining, inspiring film about faith’s power to help us look beyond the externals - debuted Sept. 25 from veteran filmmaker Jefferson Moore. The storyline - about a woman finding unlikely help and hope after breast cancer surgery drives her to despair - hits home for the film’s creator and star; both had family members affected by breast cancer, as did others among the cast and crew, displayed in a moving tribute during the film’s credits.

“1 MESSAGE reminds us all that what’s on the outside doesn’t determine our value,” said Moore, who wrote and directed the film. “As the movie depicts, our bodies are just ‘packaging’ for what’s divine in us all. Created in God’s image, we’re all of infinite worth.”

In 1 MESSAGE, Becca falls into severe depression after breast cancer leads to a radical mastectomy. Betrayed and left by her fiancé, misunderstood by her mother, job lost, self-image destroyed, Becca is bolstered by a chance friendship that develops online. Slowly she discovers a faith that helps her find worth beyond what people see.

Kelly’s Filmworks produced 1 MESSAGE based on the novel by Mary T. Lennox, an oncology nurse with 22 years experience dealing with cancer patients. EchoLight Studios distributes the film. 1 MESSAGE is available through such leading online and retail providers as Amazon.com, LifeWay Christian Stores and Family Christian Stores, among many others.

“Jefferson Moore continues to make quality films that touch our hearts, challenge our thinking and encourage our faith,” EchoLight Chief Global Strategist Christopher Morrow said. “We’re delighted to be working with someone of his talent and commitment.”

“The American Bible Challenge” Game Brings GSN’S Record Breaking Series to Social and Mobile Gamers

Using cutting-edge technology to celebrate Bible knowledge, GSN has launched THE AMERICAN BIBLE CHALLENGE GAME for iPhone, iPad, and Facebook (with an Android version coming soon). The free game -- featuring several levels of increasingly challenging Bible trivia questions -- is an exciting extension of the network’s new hit original series THE AMERICAN BIBLE CHALLENGE, and has already attracted over 150,000 users, with over 1 million rounds played and growing. THE AMERICAN BIBLE CHALLENGE garnered the network’s highest delivery in its 17-year history with 2.3 million total viewers for the night and 1.7 million total viewers for its series premiere at 8 pm ET on Thursday, August 23rd.

News

To access the game on Facebook or download the free mobile app from the Apple iTunes store, visit: <http://gsntv.com/bible-games>

“We’re excited to offer fans a fully interactive way to enjoy their own American Bible Challenge, and to share the experience with their friends on Facebook,” said Stephen Croncota, Executive Vice President and Chief Marketing Officer, GSN. “The app features all the fast-paced competition and enjoyment of the show, any time you want it!”



With THE AMERICAN BIBLE CHALLENGE GAME, players can:

- Play seamlessly across multiple platforms (Facebook/iOS smartphones or tablets)
 - Enjoy a variety of trivia challenges—multiple choice, fill-in-the-blank, picture scramble and more—spanning the entire Bible
 - Unlock new rounds and new levels of increasingly challenging questions
 - Earn extra points by completing rounds quickly
 - Check the leaderboards to compare scores with friends
 - Share scores and challenge friends on Facebook
-
- Learn from incorrect answers via the “Bible Study” feature powered by American Bible Society
 - View exclusive content provided by American Bible Society
 - Watch episode recaps of THE AMERICAN BIBLE CHALLENGE
 - Learn more about contestants and their charities
 - Soon be able to play anonymously on the app without logging on

Comedian and author Jeff Foxworthy hosts THE AMERICAN BIBLE CHALLENGE, a studio-based game in which contestants compete based on their knowledge of the Bible. Utilizing current as well as historical references, questions are drawn from the rich, dense narrative found in the world’s best-selling book. The contestants share their compelling back-stories and each team plays for a charity. THE AMERICAN BIBLE CHALLENGE is produced by RelativityREAL for GSN.

Atari and Internet Explorer Launch Star-studded Game Lineup in HTML5-based Social Arcade

Atari, one of the world's most recognized publishers and developers of interactive entertainment, announced a partnership with Internet Explorer to launch the Atari Arcade. The browser-based portal is a next-generation collection of Atari's classic games reimaged in HTML5 with fresh graphics, gameplay and integration with Facebook and Twitter. Atari Arcade shines in Internet Explorer, but also works well in other modern browsers. Because of the quality of the IE experience, an ad-free version is made available to all Internet Explorer customers when they play Atari Arcade.

In celebration of Atari's 40 year anniversary and the upcoming launch of Internet Explorer 10, classic games like Asteroids, Pong, Lunar Lander, Missile Command, Centipede, and others have been developed with new graphics and gameplay features. Like the arcades that first popularized gaming, players can go head-to-head with friends in competitive, real-time battles for high scores and leaderboard placement in the next evolution of Atari fan favorites like Super Breakout and Combat.

"Atari and Microsoft have had a long and successful history on Xbox LIVE and in the digital space," said Jim Wilson, CEO of Atari. "The reimaged Atari Arcade expands this partnership in a new direction, in keeping with our current digital strategy, making it easier than ever for gamers around the world to access our renowned franchises, through the power and flexibility of an HTML5 based platform."



"We were excited to work with a gaming legend, Atari, to bring their classic arcade games to life on the web with Internet Explorer," adds Ryan Gavin, general manager, Internet Explorer. "Atari Arcade demonstrates what's possible when you couple HTML5 along with a fast and fluid browser that is perfect for touch, which is precisely what you get with Internet Explorer 10. Now together with Internet Explorer and HTML5, we get to see some of our favorite games jump into the next generation of gaming on the web - which is pretty fantastic."

Atari's new platform will grant developers access to Create.js, a suite of tools for creating cross-browser, cross-device HTML5 gaming and media experiences. This new offering will give developers a platform to publish and monetize games with the ability to utilize features like Facebook integration.

Visit the Atari Arcade now at Arcade.Atari.com.

Café International Unveils Feature Packed Update

Independent developer 'Application Systems Heidelberg' is proud to announce the release of a major update to their award-winning iOS® board game, 'Café International'. Compatible with the Apple iPhone®, Apple iPod touch® and the Apple iPad®, this highly entertaining game is a fun and challenging strategy title based on the legendary board game of the same name, a board game that sold in excess of 1 million units, and ranked up numerous impressive awards including the 1989 board game of the year in Germany! 'Café International' has already proven its popularity and the fans have responded with hundreds of five star ratings in the German App Store!

The iOS® version of 'Café International' uses the officially licensed caricatures from the original board game. You

will discover that not all guests are compatible with each other, and it is your objective to keep everyone happy by seating them at the right tables, according to their nationality and gender to score maximum points!

The brand new version 1.2 update now available in the App Store includes a plethora of cool features requested by fans: the game now supports Spanish, French and Japanese (with Chinese and Italian coming soon). The download also includes an UNDO feature, but it can only be used once per game, so be careful and clever about using it! Specifically for the Apple iPad® you can now see the cards from all players at all times, allowing you to plan your strategy. It is still possible to tap the character images and get the original larger display of the cards as well. Furthermore, with the addition of Twitter implementation, you can now tweet your score straight after each game. And finally, when you ask for a clue, the markings of all possible moves become clear and will remain visible until a move is actually made.

'Application Systems' always listen carefully to player feedback, and is very interested in communicating directly with players. A feature that players have asked for is Online Multiplayer Support, which is something the developer is currently hard at work implementing.

Fans of the genre will simply love 'Café International'. Although the rules are straightforward and the game is easy to play, it's guaranteed to challenge even the most strategically gifted minds.

'Café International' v1.2 is available for download on the App Store from here:

<http://itunes.apple.com/us/app/caf%C3%A9-international/id526073166?l=en&mt=8>



Albie Hecht Developing Video Game IP from Miniclip

Miniclip.com has entered into an exclusive agreement with Albie Hecht, CEO of digital entertainment studio Worldwide Biggies, to bring Miniclip's top gaming properties to TV and the web. The partnership aligns one of the industry's most successful entertainment producers with the world's most popular online games property, which boasts more than 70 million unique game players each month.

Hecht, who was responsible for the development and launch of Nickelodeon's SpongeBob SquarePants, Kids Choice Awards and Dora the Explorer, will first eye some of Miniclip's most popular games, including Gravity Guy, Hambo, Sketch Star, Canyon Defense, Monster Island, Extreme Skater, iStunt, Minipets and 8 Ball Pool. These properties will fuel the initial development deal aimed at creating fully immersive entertainment experiences that will appeal to Miniclip's young audience.

"Albie Hecht is one of the most successful producers in kids entertainment and an ideal partner to bring Miniclip's IP to TV and web series," said Chris Bergstresser, vice president and commercial director of Mini-

clip. "We're thrilled about our partnership with Albie and look forward to our games being transformed into the next big television, film or online hit!"

"Miniclip right now commands an audience that any content provider would envy. They have built this success with a wealth of strong content that will transfer well into a variety of multimedia platforms," said Albie Hecht. "My aim is to tap into this content and create something fun and engaging that Miniclip's millions of fans will thoroughly enjoy."

The partnership with Worldwide Biggies is part of a long-term global brand extension campaign that will leverage Miniclip's well-established online brand with consumers in a variety of ways and build it at retail and beyond. This partnership follows a national kids meal promotion with Del Taco and Miniclip's first appearance at Licensing Expo in Las Vegas. Additionally, with the goal of bringing its highly popular games to even more audiences around the world, Miniclip recently unveiled a brand new site design which includes many new exciting features including the ability to play Miniclip's mobile titles online.

The logo for Miniclip, featuring the word "MINICLIP" in a bold, stylized font with a gradient from orange to red and a white outline.

Football Connect Returns

Football Connect, 2011's No. 1 sports app, is now available with its 2012-2013 version for iOS devices. In Football Connect 2012-2013, players use their iOS devices to access a unique board with tiles made up of NFL players and game events. Each game's goal is to line up tiles based on in-game player and team NFL events, adding an entirely new level of gameplay and game participation. Fans can play along with live NFL games to predict events that will happen and compete to get tiles in a row.

"Given the huge popularity of professional football and the widespread use of tablets and smartphones in front of the TV, Football Connect adds a layer of competition and entertainment during NFL games," said Daren Trousdell, founder and CEO of OneUp Games. "Football Connect gives fans a rewarding and unique approach to the game, allowing them to socialize with others and take their sports on the go."

OneUp Games newest app continues to provide fans with a fresh way to interact with their game of



choice. Football delivers casual live-play games that enhance the user experience. Key features include:

Matching Players and Events - Think your favorite QB is about to get sacked? Line up players with actions as the game progresses and get points based on how well you predict the game.

Live Information - Player boards are kept up-to-date with live information based on actual game events.

Gamecast - Not near a TV for the game? Doesn't matter. Every yard counts on the gridiron, and with a live gamecast built into the app, players will never be far from the huddle with up-to-date information on the current drive.

Enhance Your Board - If you're unhappy with your current tiles, use tokens earned through gameplay to add power ups and weapons, which will give you the edge over your competition.

Football Connect is now available for free in the iTunes store for iOS devices with optional in-game purchases.

Today's Teens--Connected Online . . . and Lonely

Is America's most connected generation also its loneliest? In his surprising new book, *Alone—Finding Connection in a Lonely World*, teen expert Andy Braner exposes the irony that history's most technologically "available" generation feels intensely isolated and left out. *Alone* debuts Oct. 15.

Far from an anti-tech rant, Braner writes *Alone* to and for today's plugged-in generation. The book, from THINK, an imprint of NavPress, urges teens to use technology for what it can do—and to know what it can undo.

"The price of dazzling real-time access is our growing inability to relate to real people at a human level," Braner said. "Networking is fast and near-infinite. New access to old friends blows our minds. But real-life relationship building may soon be a dinosaur." In *Alone*, Braner raises challenging points:

One in five teens battle depression.

Of teens fighting depression, 30 percent will fight substance abuse.

Suicide is the third-leading cause of death for young people age 15 to 24.

"God gave you a purpose, a reason and even specific tools for you to partner with Him in this world to change it in the ways He intended," Braner writes. "When you realize what role you have to play here on the planet, the most beautiful sense of belonging begins to awaken inside your soul. The world begins making sense."

Alone takes on the causes for teen isolation: fear of rejection; battles with a variety of addictions; seeking fulfillment sideways—in sex, wild behavior, cliques; and more. In contrast, Braner says, as unique individuals, we're created to complement each other in community.

"If you truly want relief from the isolation you feel from day to day, get in a community," Braner said. "Take time to encourage people in their gifts, and by doing so you create trust. Trust begets trust, and soon the people you're encouraging give the same gift back to you."

Alone—Finding Connection in a Lonely World speaks in a language teens understand. It frames their lives from one whose life work is to be there with them. Braner pulls no punches with the Facebook generation . . . and boldly offers new hope for real connection.

Snow White Interactive Story App

G4M3 Studios, an iOS and Android software development studio based in Madrid, announced the release of the bilingual edition of Snow White Interactive Story, for the iPhone 4, iPhone 4S, iPad 2, the New iPad and Android devices. A reimagining of the Brothers Grimm's classic, this interactive storybook invites readers to experience this beloved tale in both English and Spanish, as well as play mini games set in Snow White's fairytale world. Perfect for children ages four and up, the LITE version of Snow White Interactive Story allows you to enjoy the interactive story until the 11th scene, and to play the mini games "Butterfly garden", "Puzzle" and "Combine and explode". The user will be able to purchase the entire story and all the extra mini-games for only \$2.99. This is an easy way to make little ones learn Spanish and have fun and invite them into the full telling of the tale and all eight extra mini-games.

In Snow White Interactive Story, the iconic characters of the seven dwarfs, the prince, the evil queen and of course, Snow White, come to life within 35 minutes of animated interactive storytelling. Narrated in English and Spanish by professional voice actors in their native languages, children read along with the spoken words, gaining exposure to new words in both languages. The experience is enhanced with vivid artwork complimented by original music, including the "sing-along" song, "Snow White and the New Beginning."

"In creating the design of the main character, I focused on the key attributes of this well-known, beloved character: her beauty, elegance and cheerfulness," remarked Matias Marcos, Head of Art for GM. "With the visual look of Snow White Interactive Story, as well as its engaging interactivity, I think I have renewed the classic story and maintained the essence of the original fairytale."

In this bilingual retelling, Snow White Interactive Story follows the tale of the princess Snow White, who is loved by all in her kingdom except for one: the Queen, her envious stepmother. Threatened by her beauty, the Queen poisons Snow White with a poisoned apple, and she falls into a deep sleep. Only a magical purple flower gifted to her with love will save her.

"As you read along, the characters come to life in a magical kingdom full of colors," said Veronica Valenzuela, Game Designer and Co-founder of G4M3 Studios. "We have made great efforts to maintain very high production values, while putting an interactive spin on a classic tale, perfect for today's modern audience."



Zuma Blitz: Kroakatoa Island on Facebook

PopCap Games announced the launch of Zuma® Blitz: Kroakatoa Island, a major reinvention of one of the company's most successful social games on Facebook. Capitalizing on all the 'ribbeting' fun and game content found in the original Zuma Blitz, this next generation of PopCap's popular franchise offers an entirely enhanced adventure with an expanded game board, 110 progress levels, explosive new power-ups, and powerful new player abilities. The game has been in beta testing for several weeks and is now available to all Facebook players.

"We've put a great deal of thought and energy into making the Zuma Blitz experience even better on Facebook, and the result is Zuma Blitz: Kroakatoa Island," said Scott Willoughby, Zuma Blitz franchise manager. "PopCap has significantly ratcheted up the fun factor with a more dynamic, expansive game board, dozens of new levels, two new power-ups, and a variety of cool new abilities that we believe will make the game more accessible and appealing to virtually all Facebook users, not just the 15 million who've played the original Zuma Blitz." Zuma Blitz: Kroakatoa Island lets players discover the hottest Zuma Blitz experience yet as they take on Facebook friends and blast balls from their fearless frog. Players will enjoy new and enhanced features as they race the clock and destroy the chain of balls before it reaches the golden skull, while devouring island delicacies to score big, unlocking explosive new power-ups, and leaping up the leaderboard. Features: Collect Stars and Progress through 110 new levels of ball-blasting adventure Choose from 10 explosive Powers, including all-new Color Nuke and Wild Ball.

Monster Hunter 3 Ultimate Launches March 2013

Monster Hunter 3 Ultimate will be launching on Wii U and Nintendo 3DS across Europe and North America in March 2013. The fantasy action franchise Monster Hunter is now one of the most iconic gaming series in the world selling over 21 million copies worldwide since the series began in 2004. Players take on the role of a hunter and are sent to explore a settlement within the Monster Hunter universe, completing quests on their journey to seek and slay monsters while improving their skills and earning equipment upgrades. Many challenging monsters and over 200 quests, this game is set to be the most expansive offering to date. Monster Hunter 3 Ultimate utilizes the functionalities of Wii U and Nintendo 3DS to provide players with a truly intuitive hunting experience. The touch screen feature of both platforms allows players to quickly access in-game books, weapons, field maps and mini games while the high quality graphics of the Wii U and 3D visuals of the Nintendo 3DS powered by the latest iteration of Capcom's MT Framework delivers a unique and stunning world for players to explore. Taking advantage of the portability of the 3DS, players can exchange their guild card that contains all of their hunter's information with other players via StreetPass. Players can experience the world of Monster Hunter alone or in four player local play using the Nintendo 3DS. Finding nearby hunters to adventure on quests with is now even easier. Wii U players will be able to enjoy the hunt with Nintendo 3DS players via a local wireless connection. Gamers that own both a Wii U and Nintendo 3DS can take advantage of the inter compatibility of save data between the two consoles, taking the hunt from the living room to wherever they go.

State of Gaming



Wii U

This month has brought major announcements from Nintendo concerning the Wii U. There has been massive coverage on the Family Friendly Gaming website. This issue also contains information on games that will be coming to the Wii U. Can Nintendo strike lightning twice? Family Friendly Gaming will let you know once we get our paws and claws on this new home console video game system. Until then you can enjoy the mega coverage we have been giving this upcoming system.

Microsoft is moving the Kinect into television. National

Geographic and Sesame Street have both received the Kinect treatment. Will this become a new trend? If you read the online review you will already know the answer to that question. What else does the big Microsoft have in store for families? Answers can be found in this very issue.

The Playstation Vita is picking up some steam. Sony is doing a really smart thing by releasing games on the PS3 and the PS Vita at the same time. And with only one purchase. Buy it on the PS3 and you can also play it on the Vita. The opposite is also true. This is awesome for all the financially concerned gamers. For years there have been complaints about

having to buy a game on the home consoles and hand helds. This may have made companies rich, but made families poor. Sony has broken that barrier down.

The rush is on, and families will need to pay attention this Christmas shopping season. There are good games for families out there, and there are bad games out there. Too many gaming sites are giving out bad information to families. Be discerning and wise when seeking counsel on which games are good for your family.

Finally the iPhone 5 is causing a stir out there. The connector upgrade is controversial.

Romans 15:5-6

5 May the God who gives endurance and encouragement give you the same attitude of mind toward each other that Christ Jesus had,
6 so that with one mind and one voice you may glorify the God and Father of our Lord Jesus Christ.

7 Accept one another, then, just as Christ accepted you, in order to bring praise to God.

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.

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KartRider Rush	91	39
Nintendo DS	Score	Page
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Doctor Lautrec and the Forgotten Knights



SCORE: 59

I had such high hopes for Doctor Lautrec and the Forgotten Knights on the Nintendo 3DS. I purchased this game with my own money because I thought it might be a really



good one. Sadly that thought was misplaced. Doctor Lautrec and the Forgotten Knights is a puzzle game where the puzzles are always changing. Sort of like Professor Layton. But the quality is not there, and Doctor Lautrec and the Forgotten Knights does all kinds of odd things.

What kinds of odd things? Well there is goddess worship, spirits that are used to fight in these weird battles. The characters in Doctor Lautrec and the Forgotten Knights are constantly insulting one another. It seems that everyone in Doctor Lautrec and the Forgotten Knights thinks they are smarter than everyone else. This barrage of insults gets old quickly.

The anime cut scenes bring the story along at key points. In the beginning it hap-

pens way too often for me. Which made finding a time to save extremely annoying. There is also some enticement to lust issues in Doctor Lautrec and the Forgotten Knights. I have to ask why? This is an adventure puzzle game. Why is that needed?

I came to the language issues in Doctor Lautrec and the Forgotten Knights, and it reinforced my whole why line of

questioning. The voices are adequate, even if it sounds like they are reading lines from a script. I enjoyed the music in this Nintendo 3DS hand held video game.

Doctor Lautrec and the Forgotten Knights is about as clear as mud when it comes to figuring out some of the puzzles. I failed some of them over and over again. The game kept telling me the same thing which was not helpful the first time. Other times the puzzles are so easy they bored me to tears. The whole battles with these spirits we control is one of the worst parts of this game.

Doctor Lautrec and the Forgotten Knights had such potential, and wasted it away trying to get that 'T' for Teen rating. Not sure why the ESRB did not comply with that attempt. Instead they gave it a highly questionable E10+ rating. There is too much content in Doctor Lautrec and the Forgotten Knights that detracts

from the story. I understand trying to do something different - but some things do not work.

Sequels need to correct the lengthy list of flaws.
- Paul



Publisher: Konami

System: Nintendo 3DS

Rating: 'E10+' - Everyone 10+

{Alcohol Reference, Mild Suggestive Themes, Mild Violence, Use of Tobacco}

Graphics: 58%
Sounds: 66%
Replay/Extras: 70%
Gameplay: 53%
Family Friendly Factor: 50%





Super Street Fighter IV 3D Edition



SCORE: 57

Super Street Fighter IV 3D Edition is one of the worst games on the Nintendo 3DS. Some may question why even waste my time writing a review? Or why talk our editor in chief into running with it in the magazine? Why cover it at all? Because someone needs to stand up for what is right. Someone needs to stand up for truth. And I am that someone.

Super Street Fighter IV 3D Edition is a one on one fighting game. You pick a fighter and pummel the other fighters. Characters use punches, kicks, and a wide array of special attacks. These special attacks can form energy that is launched at your opponent, catch fire, etc. To my understanding this is part of a spiritual force that comes from eastern religious teachings.

Characters are beat senseless in Super Street Fighter IV 3D Edition. Then they get up with full life for the next round. Best of

three is what I spent most of my time with. Numerous female characters are enticing to lust. I got sick of seeing Cammy's butt so often in this hand held game.

Was that really necessary? Are there young adults with their hormones out of control that want to see that over and over again? If so what are they thinking about? Probably not how they can be kind, loving and respectful to women.

Players can physically abuse women in Super Street Fighter IV 3D Edition. They can also physically abuse men, so its gender equal in that regard.

The controls in Super Street Fighter IV 3D Edition suck. We can tap the bottom screen to use certain powered up attacks. But trying to mix that in with the other buttons is extremely problematic. I also noticed that I started to rely on the touch screen



powered attacks. Why do anything else when a quick tap sends a powerful attack over? I rarely had a need for coming up with a strategy.

The end boss in Super Street Fighter IV 3D Edition is insanely difficult. I lost over and over again. All this did was put me in a bad mood. When Super Street Fighter IV 3D Edition got me visibly angry I knew it was time to put the game down. Super Street Fighter IV 3D Edition does not build up or edify. All it does is tear down.

Super Street Fighter IV 3D Edition include online modes if you are interesting in battling other players. The Streetpass feature is another added bonus if you can find anyone with both a Nintendo 3DS and this game. The 3D is not impressive either.

- Mark



Publisher: Capcom
System: Nintendo 3DS
Rating: 'T' - Teen {Mild Language, Mild Suggestive Themes, Violence}

Graphics: 51%
Sounds: 63%
Replay/Extras: 73%
Gameplay: 50%
Family Friendly Factor: 50%





Lufia Curse of the Sinistrals

SCORE: 60



Lufia Curse of the Sinistrals on the Nintendo DS is a port from the Super NES Lufia II Rise of the Sinistrals home console game. Porting old games to newer systems can present a wealth of problems. These are put on display for everyone to see in Lufia Curse of the Sinistrals. It is enough to make a reviewer cringe. The game play is one of the best examples. Keep it tuned here for more on it.

Gamers hack and slash their way through the same looking enemies over and over again. Grinding is very important in Lufia Curse of the Sinistrals. We do run across new enemies along the way, but the boring violent content drags this Nintendo DS game down. Certain female characters could have learned about modesty.

Areas contain levels that range from crazy insane to awesomely easy. There are



areas where it is not apparent where the player needs to go. Dropping down can lead to death or where the player needs to go. This trial and error is irritating. Maybe it was accepted back in the 16-bit era. Oh look another role playing game with bad language. My genre has a horrible image and characters speaking with such filth only hurts the image even more. Why can't my

genre clean itself up? Will it take government intervention? I hope not, but it just might take that.

If you like grinding then you will find hours of replay in Lufia Curse of the Sinistrals. Staying mentally engaged during the storyline can be another challenge. The Sinistrals come down every so often to wipe out civilizations. We go on a quest to stop them as the latest one appears with its ultimatum.



Lufia Curse of the Sinistrals is another role playing game with goddess worship in it. Another black eye in my genre that it can not seem to progress away from.

Lufia Curse of the Sinistrals includes a wide array of items to collect, characters to interact with, and dungeons to defeat. Moving between areas is a mere screen where we select where we want to go next. We also save on this screen. Lufia Curse of the Sinistrals is behind the times in so many ways.

You will not miss anything by passing on Lufia Curse of the Sinistrals. You will probably be happier for never playing this hand held video game. I wish I had. Please learn from my experience, and take a better path.

Lovers of old school role playing games that can stomach all the spiritual teachings are the only ones who may have an interest in Lufia Curse of the Sinistrals.
- RPG Master

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

Graphics: 61%
Sounds: 60%
Replay/Extras: 80%
Gameplay: 50%
Family Friendly Factor: 50%



Disney SECRET of the WINGS

Tinker Bell & Periwinkle's SNOWCONE STAND RECIPES

Tink's Tasty Delight

- 1 cup 100% all natural white grape juice
- 2 drops of green food coloring
- Add 1-2 drops of green food coloring to grape juice
- Chill before using



Periwinkle's Blueberry Pixie Frost

- 1 cup honey
- ¼ cup water
- ¼ cup fresh lemon juice
- ½ cup frozen or fresh blueberries

Boil 5 minutes

Mash or blend blueberries, strain and chill before using

New on Blu-ray™ Combo Pack
& HD Digital » OCTOBER 23

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FIRST AID CLINIC

safety word search

Circle each word that you find in the puzzle below.

- | | | | |
|---|---------------------------------|---------------------------------|----------------------------------|
| <input checked="" type="checkbox"/> BEE | <input type="checkbox"/> CUT | <input type="checkbox"/> ICE | <input type="checkbox"/> SLING |
| <input type="checkbox"/> BITE | <input type="checkbox"/> DOCTOR | <input type="checkbox"/> ICKY | <input type="checkbox"/> SOAP |
| <input type="checkbox"/> BOOBOO | <input type="checkbox"/> EYE | <input type="checkbox"/> KNEE | <input type="checkbox"/> STRONG |
| <input type="checkbox"/> BRUSH | <input type="checkbox"/> HALLIE | <input type="checkbox"/> LAMBIE | <input type="checkbox"/> STUFFY |
| <input type="checkbox"/> BUMP | <input type="checkbox"/> HEART | <input type="checkbox"/> SCRAPE | <input type="checkbox"/> SUNBURN |
| <input type="checkbox"/> BURN | <input type="checkbox"/> HURT | <input type="checkbox"/> SLEEP | <input type="checkbox"/> WASH |



W P G B D H S A W L N N H Y
 C U T N Y O H L A E R S A F
 B O O B O O C M E U U L L F
 P M U B H R B T B E B I L U
 E C I S K I T N O Y P N I T
 E T U N E R U S A R I G E S
 E R E Y U S E P A R C S U H
 B E E H I C K Y L H E A R T

Scrambler

Unscramble the message below.

HINT: If you are having a medical emergency, you should...

L A C L 1 9 1

ANSWER: Call 911

On DVD + Digital Copy August 21





Wipeout 2048



SCORE: 65

After the stellar launch of the PS Vita there was a drought. So I went scouring the industry trying to find something worth purchasing. Long time readers know I am frugal when it comes to purchasing video games. I would rather pay twenty dollars for a game so I can get two and a half games for the fifty dollars most gamers spend to get a game on launch day.

I have never been overly fond of the Wipeout series. I understand the futuristic racer concept. And I get that it is similar to the F-Zero franchise. Another series of games I am not very fond of either.

Expect some amazing twists and turns in Wipeout 2048. There can be a lot going on visually in the different levels. We are going so fast that it is nearly impossible to enjoy it though. We can use a variety of weapons in Wipeout 2048 to trash our fellow

racers. We need to collect them on the tracks like the speed up boosts.

The music is alive in Wipeout 2048. I enjoyed the techno thumping sounds as I struggled to make it through the races. The realistic explosive weapons were more of a distraction in my book. Plus they were mildly helpful. The voice that makes announcements in Wipeout 2048 is not that great in my opinion.

The controls in Wipeout 2048 are horrible. Which is one of the main reasons I struggled in Wipeout 2048. The key to victory is hitting all the speed boosts. Failure to do so means you will lose races. Which is pretty lame in my opinion. The only skill is going from speed boost to speed boost. Nothing about maneuvering, find the right line, etc. I found myself



using weapons trying to catch up. But that was not always successful.

Wipeout 2048 uses most of the features of the PS Vita. I found some of them to be useful, and others felt tacked on. Social gamers will appreciate the ability to race up to eight players (total) over the Wi-Fi. This can be other PS Vita gamers or PS3 players. Which is a neat little feature. Especially if you are one of those competitive gamers.

I did not find Wipeout 2048 to be a fun experience. It irritated, annoyed, and frustrated me at every turn. The computer is majorly over powered. The violent content is more realistic than say a Mario Kart. I hope to avoid the WipeOut franchise for some years to come. Wipeout 2048 is a game I did not like.

- Paul



Publisher: Sony
System: PS Vita
Rating: 'E10+' for Everyone 10+
{Fantasy Violence}

Graphics: 80%
Sounds: 60%
Replay/Extras: 70%
Gameplay: 48%
Family Friendly Factor: 69%



Pikmin 2

SCORE: 86



In anticipation of Nintendo sending us a Wii U, and Pikmin 3, I decided to shell out the mucho dinero for Pikmin 2 on the Wii. The classic Gamecube game with enhanced Wii control. Or so the box tells us. The Wii controls work marvelously for Pikmin 2. I for one am pleased to return to this cute little franchise. These little plant characters work for us in collecting treasures.

The treasures in Pikmin 2 are interesting. They are in essence trash on our world. Trash that has been discarded. So Pikmin 2 is teaching us to clean up the environment. I see nothing

wrong with that.

Pikmin not only collect items for us, they also fight off weird looking critters. They can then collect the carcass and we can receive a little coinage for that. There is more money for trash than there is for killing the creatures.

Why are we collecting this treasure in a rust bucket kind of space ship?

To pay off debt for management of Hocotate Freight. Captain Olimar is joined by Louie. We can control both of them separately in the majority of the levels in Pikmin 2. There are also new Pikmin for players to



use as well.

I am not a fan of fighting things off in Pikmin 2, but understand that is a part of this game. Ultimately Pikmin 2 is a real time strategy game. One of the strangest but still in that genre. The graphics are approachable by families, and the music is fantastic.

Pikmin 2 lets players take their time in beating areas. There is no rush, and no imposed timeline on us. Which is perfect in my humble opinion.

- Paul



Publisher: Nintendo
System: Wii
Rating: 'E' for Everyone
{Comic Mischief, Mild Violence}

Graphics: 82%
Sounds: 89%
Replay/Extras: 89%
Gameplay: 85%
Family Friendly Factor: 83%





The Lost World Season One



SCORE: 49

When I was younger I caught a little bit of The Lost World here and there. So I decided to purchase the first season and see how it is. I am very disappointed in The Lost World Season One for a variety of reasons. The premise is neither scientific or realistic. They are supposedly up on a plateau where all of these ancient tribes, cultures, and creatures still exist. Problem is their plateau is the size of a continent. But its hidden and they can't find a way off.

They got to this Lost World thanks to a hot air balloon which can never quite get them out of this area. We are back in the dawn of the last century where these "scientists" are making all these marvelous discoveries.

Expect to have the belief

of science is law shoved down your throat in The Lost World Season One. As well as the religious belief of Darwinism. It seems that since hoaxes can not trick the masses that Hollywood decided to make shows that accept these myths to be fact.

I expected enticement to lust in The Lost World Season One thanks to Veronica (our resident jungle girl). I did not expect it in so many other female characters. The Lost World Season One includes a fair amount of blood and gore as well. The costumes are laughable on a variety of levels.

So these adventurers are on this quest with dinosaurs, and other forms of creatures. They find time to use bad language to show how progressive and enlightened they are. Yes I am making fun of them. The music is extremely predictable, and the creature sounds are meant to be scary. The characters in The Lost



World Season One have a variety of issues with one another which is aired regularly.

The Lost World Season One goes on a rampage against Christian beliefs, and happily hops along whenever pagan beliefs are paraded for the viewer. I find it interesting that shows like The Lost World Season One can celebrate all beliefs but Christianity. That one they target and attack.

The cliff hanger in The Lost World Season One was predictable. I found myself not caring if these characters died or not. I suspect most of them come back miraculously some way or another. I am not sure if I will waste the money on the second season or stop watching this show here.

- Paul



Publisher: Image Entertainment
System: DVD
Rating: 'NR' for Not Rated

Graphics: 40%
Sounds: 53%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 20%





NCIS Los Angeles The First Season



SCORE: 56

Spin-off shows can be hit or miss. NCIS Los Angeles is very different from NCIS. First off the team in NCIS Los Angeles The First Season are under cover operatives. They routinely lie to people to get information. This show is more action based and less cerebral. At times the writing seems weak, and the plot points make little to no sense.



I need to get something out of the way. I have never been a fan of LL Cool J. In fact when he and Kool Moe Dee were having rap wars, I was on Kool Moe Dee's side. I still believe LL Cool J lost those battles. With all of that disclosed, LL Cool J did not impress me at the beginning of NCIS Los Angeles The First Season. At the end of the season I could see major progress and improvement. So much so that he made me believe in his character.

Expect a high level of violence in NCIS Los Angeles The First Season. Gun fights with people being shot are a routine

occurrence in this television show. We also have car chases, enticement to lust, explosions, and lots of attitude.

Authority figures are disrespected all over the place in NCIS Los Angeles The First Season. This is done verbally. If that were not bad enough, many of the words regurgitated in NCIS Los Angeles The First

Season are not for children. As an adult I don't want to hear some of that language. The music will get stuck in your head. As will the deep characters who are concerned with one another's welfare.

I noticed a few interesting slants in NCIS Los Angeles The First Season. It avoids using God, but loves to say Allah. Christians are shown as bad in one episode, and Muslims are shown as tolerant, caring and loving. The militia is shown as bad. Sexual deviancy is shown as normal. These are the things NCIS Los Angeles The First Season preach to the viewers.

The bonus features in NCIS Los Angeles The First Season did nothing for me personally. There are some interesting behind the scenes, and a rap music video. And a little commentary. These are not that interesting to me. You may like them. How certain things are done in NCIS Los Angeles The First Season are not very plausible. They could also generate paranoia in some people on our planet.

- Paul



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

Graphics: 50%
Sounds: 50%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 50%



Sonic the Hedgehog Pocket Adventure

SCORE: 85

As we have talked about retro reviews here at Family Friendly Gaming I had a real interest in some of the lesser known systems and games. I went through the vault looking for that specifically. The Neo Geo Pocket system is one that I personally enjoyed and wished it had been around longer. I looked through what we had, and decided Sonic the Hedgehog Pocket Adventure would be a fantastic game to review.

Sonic the Hedgehog Pocket Adventure is the first Sega licensed game on a system other than one Sega released. So this hand held title has some historical value. Graphically this is the Sonic the Hedgehog we have come to love and adore. The screen flickers and is a little too light for my tastes. I am amazed we could handle games with these issues. The music is classic the Sonic the Hedgehog sounds. I enjoyed the feel and the speed of the levels.

Expect some cheap hits in Sonic the Hedgehog Pocket Adventure. It is impossible to see the enemies some times. Sonic the Hedgehog Pocket Adventure is also on the easy side. I blew through

this game with the greatest of ease. Each world has two levels. The second one contains the boss. These battles are more interesting than the side scrolling levels. Sonic the Hedgehog Pocket Adventure is a solid title with a few flaws. - Paul



Publisher: Sega
System: Neo Geo Pocket
Rating: 'E' - Everyone

Graphics: 81%
Sounds: 90%
Replay/Extras: 83%
Gameplay: 88%
Family Friendly Factor: 85%

Ristar

SCORE: 79

I am really pleased that we were contacted about doing retro reviews. I am having a personal blast doing them, and it has opened all kinds of different avenues of discussion here at Family Friendly Gaming. Back in the heyday of the Genesis I did not have time for Ristar. I knew it came from the same team who developed Sonic the Hedgehog, but knew little beyond it. For an action adventure platformer Ristar is a little different. Do not expect the speed from Sonic the Hedgehog in Ristar. This game has a much slower pace, and some different game play mechanics.

The most interesting thing about Ristar is how his arms are used. They extend and can be used to grab enemies and fling them away. These arms can also grab onto certain objects. We can swing around trees in our path, or swing up to a higher level. We can also use them to climb up ladders.

The graphics are generally bright and colorful. We noticed graphical glitches while playing. The music is fantastic, and really enhances this Genesis game in a variety of pleasing ways. I had problems with certain areas - mainly finding my way through them. The health bar is large enough that dying in Ristar is pretty rare.

I enjoyed Ristar all in all. It may not be the best retro game out there, but you will get your mon-eyes worth. - Paul



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

Graphics: 75%
Sounds: 83%
Replay/Extras: 83%
Gameplay: 78%
Family Friendly Factor: 75%



Superman vs The Elite



SCORE: 62

Superman vs The Elite poses an interesting moral and ethical question. Are people mainly good, or are people mainly evil. We Christians know this question quite well. Man is sinful, and has fallen



from grace. Jesus came to pay the price for our sin and we have the choice of redemption. We accept that gift or reject it. The Elite are vigilantes. They are super powered and kill those they deem as doing bad. To be fair they generally are killing other killers. They cross a line Superman is not willing to cross. So that means The Elite and Superman will clash.

Superman vs The Elite earns its PG-13 rating in the graphics department. There are all kinds of disgusting images. Murder, blood, gore, and more. I was eating popcorn while watching Superman vs The Elite, and had to stop. Watching someone getting their arms and legs broken by a psychic force made me lose my appetite. The magician in The Elite is

drinking most of the time.

The language in Superman vs The Elite is another reason this DVD earns that PG-13 rating. I am a long time fan of Bruce Timm's work. His degeneration into the filth is killing his reputation. He is better than this. The bad language was not need in Superman vs The Elite, and it hurts the film. Mature adults do not use that language, and it would be nice if he would acknowledge that reality.

It is a shame Super-

man vs The Elite includes such bad content because the moral and ethical question could be debated in all areas of society. At what point have we given certain killers enough chances? How many more need to die because of a technicality or judges bad decision? What kind of punishment should those lawyers and judges receive for their involvement in additional crimes after they let murderers go?

Superman vs The Elite does what all the recent DC DVD releases do. It strings us along and shows us what they are working on. What we will get to watch next. In this case it is a sneak peak of The Dark Knight Returns Part 1. The talking heads in Superman vs The Elite tell us how wonderful and important their next project is. Of course they do since it is in their self interest to do so. Plus it pads their pocket books, and boosts their egos.

Superman vs The Elite shows us not only how strong Superman is, but also how smart he is. I will not spoil the ending. I will say there are some surprises at the end.
- Sam



Publisher: Warner Bros

System: DVD

Rating: "PG-13" - Parents Strongly Cautioned {Action Violence and some Language}

Graphics: 59%
Sounds: 57%
Replay/Extras: 74%
Gameplay: 60%
Family Friendly Factor: 62%





Kartider Rush



SCORE: 91

KartRider Rush is a cute little free app on the iPhone/iPod Touch. I am not clear where we heard about this app first. I do know it sat patiently on my iPod Touch until I had time to work on it. Boy am I glad I did get to it too. Like many free apps there are free levels and pay levels. The free levels give the player a good example of what the game is like. If you like it then you can pay real world money to purchase more levels.

The cute characters in KartRider Rush remind me of the Bomberman. There are a couple of different modes. One of them is Item Mode. This is where players can use Mario Kart style items while racing. The other major mode in KartRider Rush is Speed Mode. This is without the items. There is also Multiplayer, Garage, and the

Store. The violence in the Items Mode is pretty light. The game stops us from progressing.

The music in KartRider Rush is cute. I enjoyed listening to it while playing this hand held video game. I have to admit something at this point. I did not think a decent kart game could appear on this platform. But KartRider Rush proves that thought incorrect. The music and special effect sounds adds a layer of excitement.

I love free apps that are actually worth something. KartRider Rush is one of those free apps that is worth something. I found a lot of replay value to the free portion of this iPhone/iPod Touch game. I never got bored with KartRider Rush. Because it is so much fun I did not mind purchas-



ing additional levels. There are multiple choices for the purchases as well.

The game play in KartRider Rush is awesome. We do not need to worry about press the gas pedal. Once KartRider Rush tells us go, we take off and keep going. We have a brake pedal, turn right slightly, turn left slightly, turn right really hard, and turn left really hard. I ran into no control issues while playing this cute little kart racing game. I also had a blast playing KartRider Rush.

KartRider Rush teaches us to get to the finish line first. We have a choice of using items to assist us, or we can do it by our own skills. KartRider Rush can also teach us to avoid pitfalls, and to do our best while competing. I hope to see sequels to KartRider Rush in the future. - Paul



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

Graphics: 90%
Sounds: 90%
Replay/Extras: 95%
Gameplay: 92%
Family Friendly Factor: 90%



DEVELOPING GAMES

Jab & dodge

03

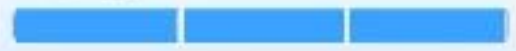
March, low

08

Your Shape Fitness Evolved 2013 is a leading-edge fitness products that will help achieving and setting goals in an engaging and motivating way. Players can create a personalized fitness program lasting up to four weeks, choose workout frequency and tailor to their current fitness level and preferences. With 125 different



Mary

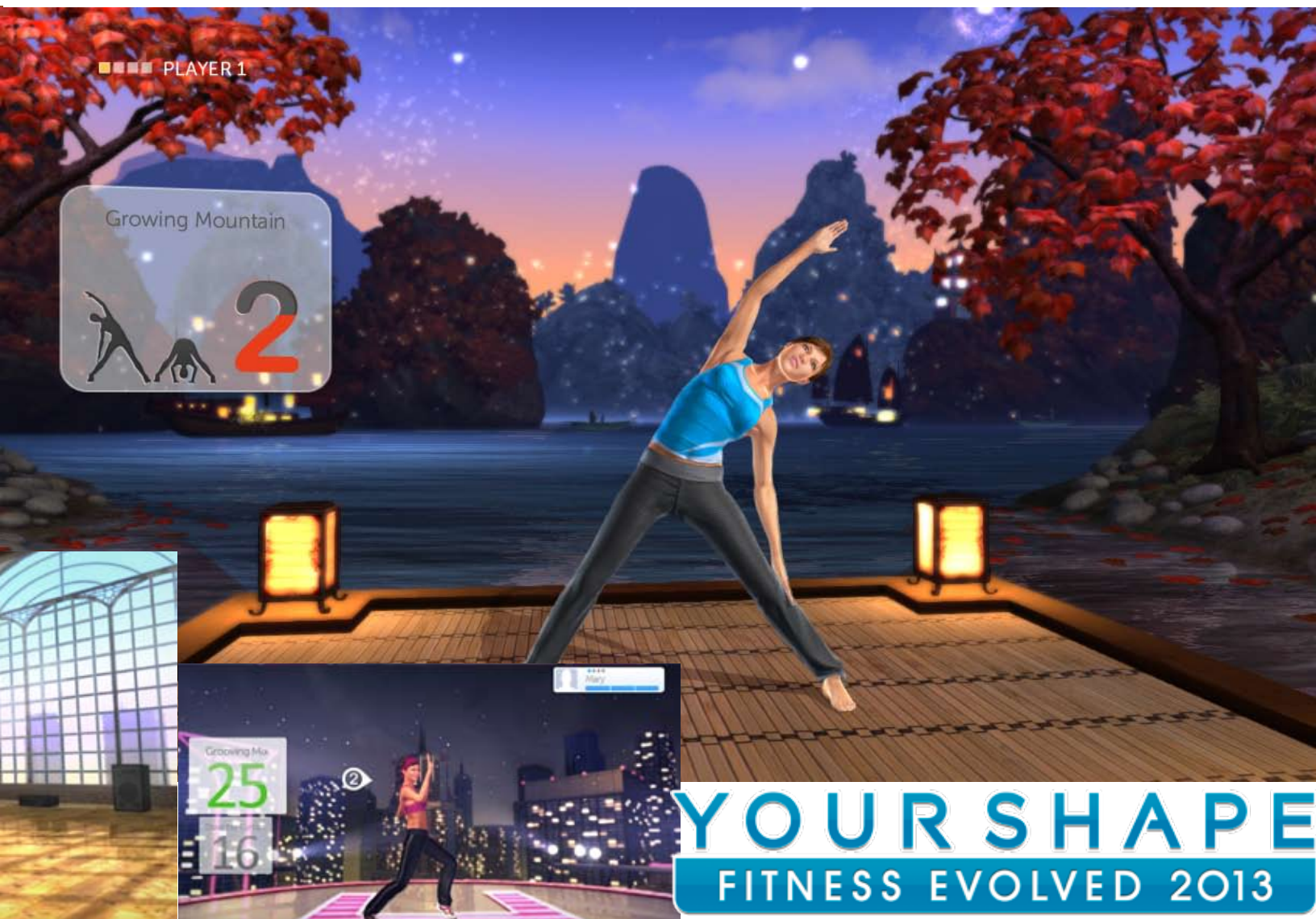


workouts and 215 moves Your Shape Fitness Evolved 2013 delivers a massive array of activities. Players can also connect online with friends to compete and collaborate their way to fitness.

Game: Your Shape Fitness Evolved 2013
Company: Ubisoft
Release Date: To Be Announced
System: Wii U
Rating: 'RP' - Rating Pending



Game: Your Shape Fitness Evolved 2013
Company: Ubisoft
Release Date: To Be Announced
System: Wii U
Rating: 'RP' - Rating Pending





Featured
View featured content from the Just Dance community



My Channel



Community



Friends



Featured



Menu



HAPPY PERFECT



JAZZY GOOD



CRAZY OK



FUNKY GOOD



10'
45 kCal
Amateur Match

25'
110 kCal
Pro Competition

45'
200 kCal
World Championship



Wii U Version
Launch date is at the
Wii U Launch Window

Family Friendly Gaming



JUST DANCE 4



Game: Just Dance 4
Company: Ubisoft
Release Date: October 4, 2012
System: Wii/PS3/Xbox 360
Rating: *RP* - Rating Pending

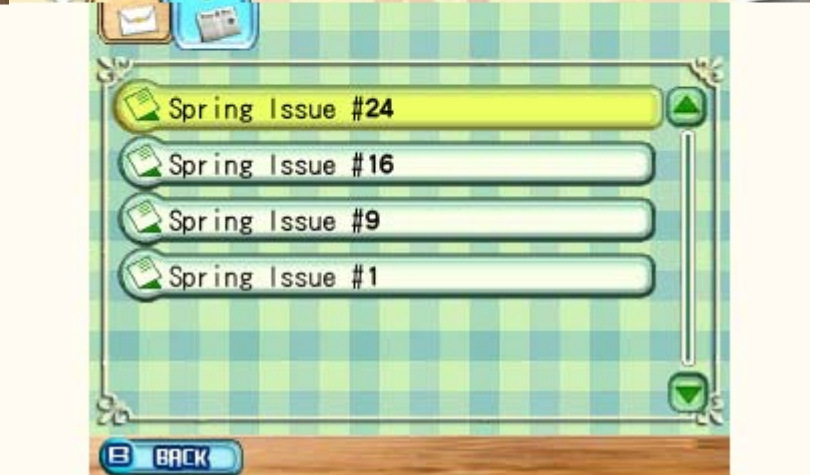




JUST DANCE 4



Game: Just Dance 4
 Company: Ubisoft
 Release Date: October 4, 2012
 System: Wii/PS3/Xbox 360
 Ratings: *RP - Rating Pending



Echo Village has seen better days... Just as you've moved in, almost everyone else has moved away to greener pastures. It's your job to bring everybody back by making the town appealing again, and giving Echo Village a new beginning! For the first time in series history, you can



completely customize your character's appearance! Choose your character's gender, skin color, facial expression, hairstyle, and much, much more! You even go to the tailor and have them make new outfits for you!





Game: Harvest Moon: A New Beginning
Company: Natsume
Release Date: Q4 2012
System: Nintendo 3DS
Rating: 'RP' - Rating Pending







Game: Sparkle Snapshots 3D

Company: Nintendo

Release Date: October 18, 2012

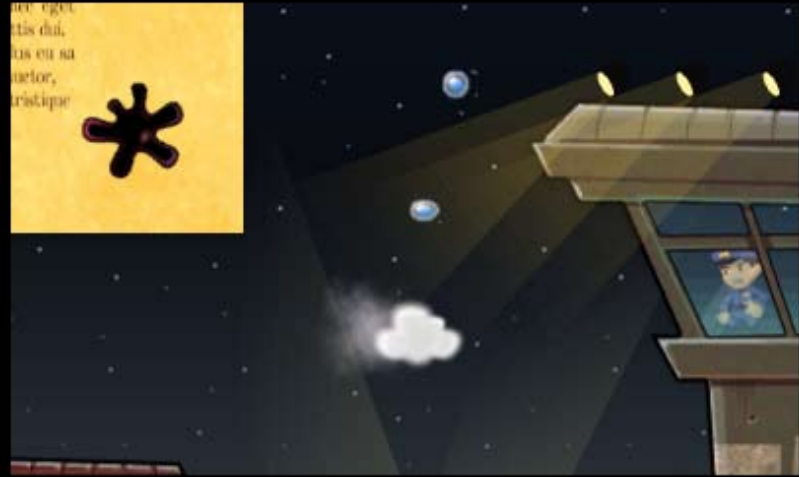
System: Nintendo eShop

Rating: 'RP' - Rating Pending



Game: Ratchet and Clank Full Frontal Assault
Company: Sony
Release Date: Christmas 2012
System: Playstation 3
Rating: 'RP' - Rating Pending





Game: Fludity: Spin Cycle
Company: Nintendo
Release Date: 2012
System: Nintendo eshop
Rating: 'RP' - Rating Pending



Game: SimCity
Company: EA
Release Date: 2013
System: PC/MAC
Rating: 'RP' - Rating Pending





Product: Sonic and All-Stars Racing Transformed
Company: Sega
Release Date: November 20, 2012
System: PS3/Xbox 360/PS Vita/Nintendo 3DS/Wii U
Rating: "RP" - Rating Pending



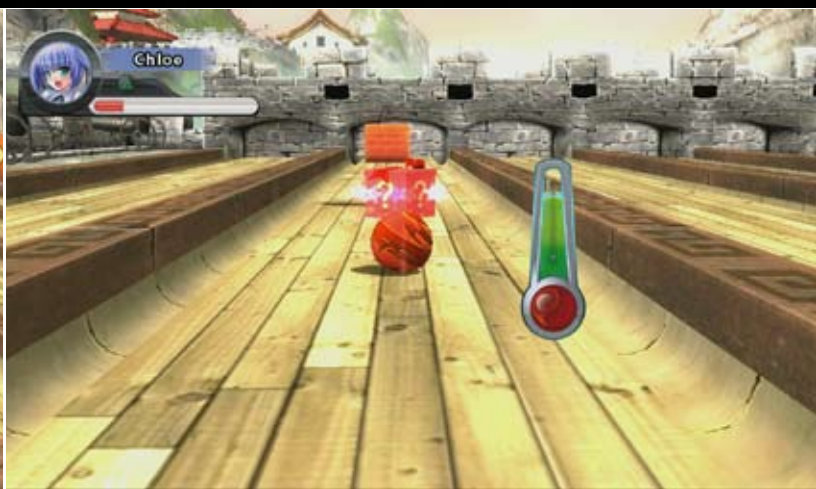
Game: Naruto Shippuden
Ultimate Ninja Storm 3
Company: Namco Bandai
Available: Spring 2013
System: PS3/Xbox 360
Rating: 'RP' - Rating Pending



RECENT RELEASES



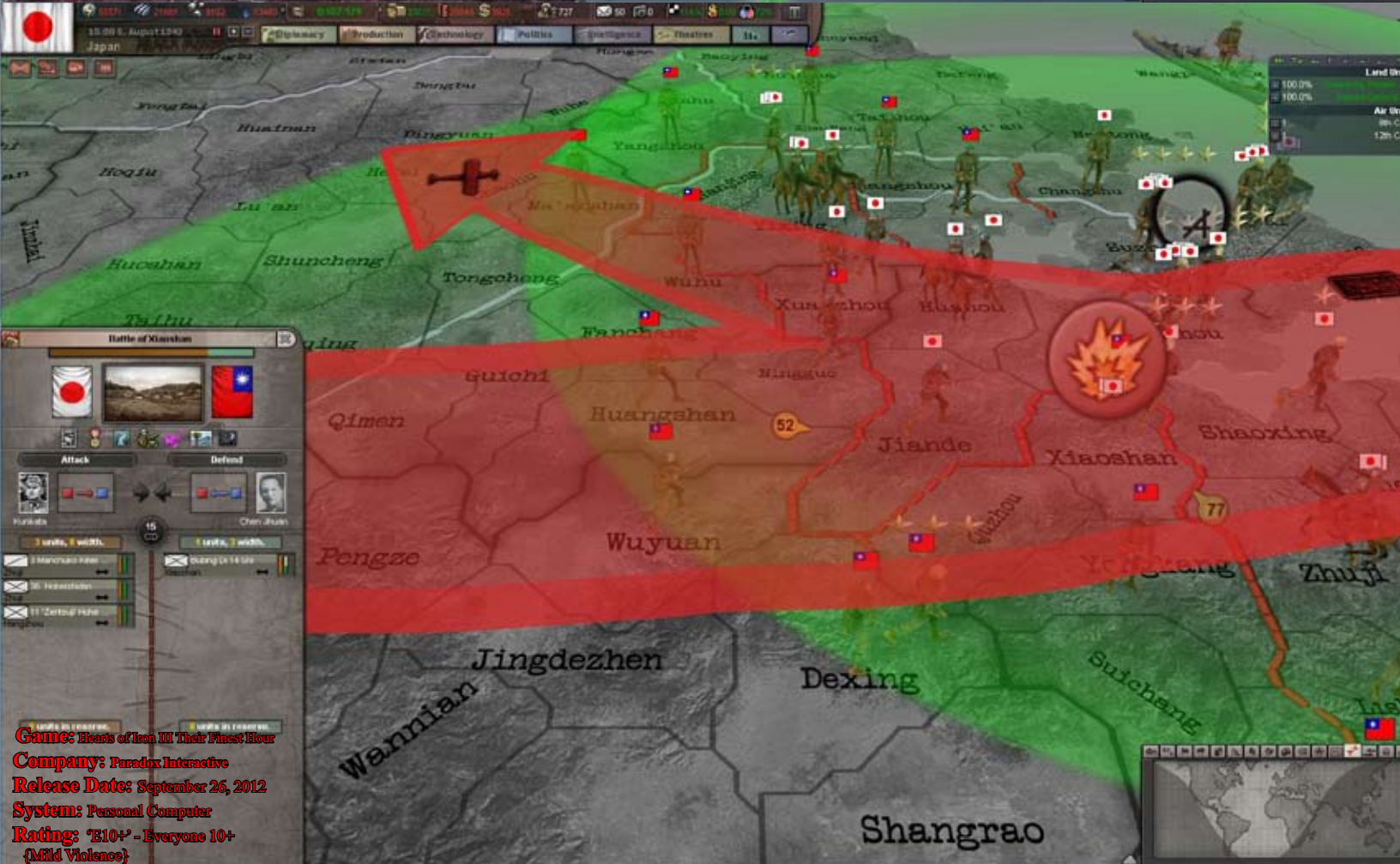
Play as one of six characters as you duke it out in a variety of crazy locations such as the ancient pyramids of Egypt, serene gardens of Japan or other amazing landscapes! Play by yourself or play with up to three other friends in this awesome party game! Use your character's special ability, knock those pins like there's no



tomorrow, gain points, and unlock new outfits and costumes to give your character the best bowling fashion sense in all the land!

Family Friendly Gaming

Game: Crazy Strike Bowling
Company: Alkays Games
Release Date: Out Now
System: Playstation 3
Rating: E10+ - Everyone 10+ (Suggestive Themes)



Game: Hearts of Iron III: Their Finest Hour
Company: Paradox Interactive
Release Date: September 26, 2012
System: Personal Computer
Rating: 'E10+' - Everyone 10+
 (Mild Violence)



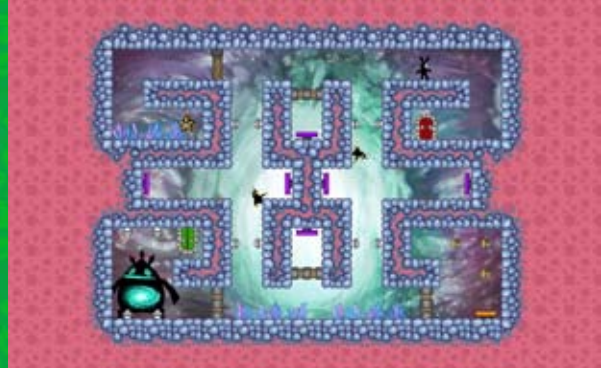
BABY POP



POP n P REMIK

Game: Balloon Pop Remix
Company: UFO Interactive Games
Release Date: September 6, 2012
System: Nintendo 3DS
Rating: 'E' - Everyone





Product: Grabbity
Release Date: September 6, 2012

Company: Televisa Home Entertainment
System: iPhone/iPod Touch/iPad

Rating: '9+' - 9+



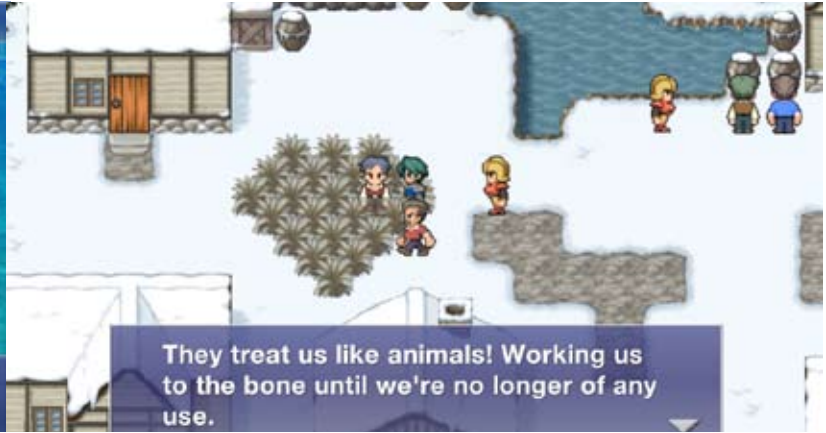
Gil	8
EXP	3
AP	2
NEXT	
Sol	416 / 16
Sarah	526 / 26
Aigis	208 / 31
Dusk	526 / 37
Elgo	228 / ----

Slow Minuet

Cactuar King	Nacht	1331 / 2019	131
	Diana	1315 / 2003	139
	Alba	1311 / 1999	141
	Glaive	1341 / 2029	126
	Matoya	1504 / 1504	250

Aiding Anthem

Water Scorpion 2	Sol	776 / 776	97
Devilfish	Sarah	758 / 758	106
	Aigis	766 / 766	102



HAMMER CURLS

3:49
TOTAL TIME

0:16

29/25
reps

6100
SCORE

0LBS



SEATED TWISTS

12:23
TOTAL TIME

0:07

58/25
reps

6130
SCORE

0LBS



ICE SKATERS

4:49
TOTAL TIME

0:02

5/15
reps

1000
SCORE

R
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JUMPING JACKS

1:46
TOTAL TIME

0:33

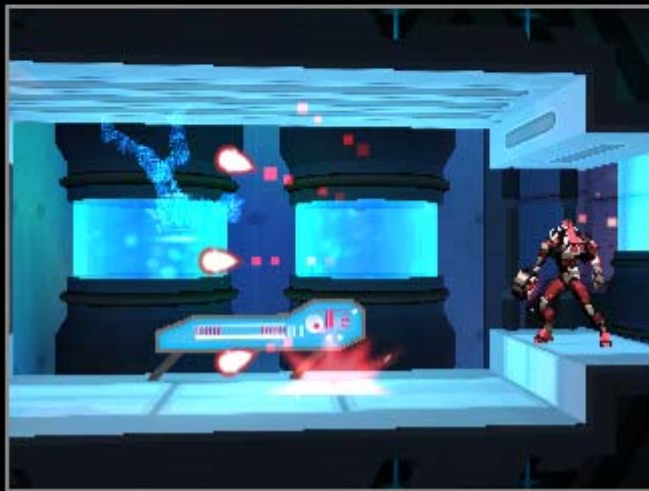
6/25
reps

700
SCORE

+ 100



Product: Harley Pasternak's Hollywood Workout
Company: Majesco Entertainment
Release Date: September 18, 2012
System: Xbox 360/Wii
Rating: 'E' - Everyone



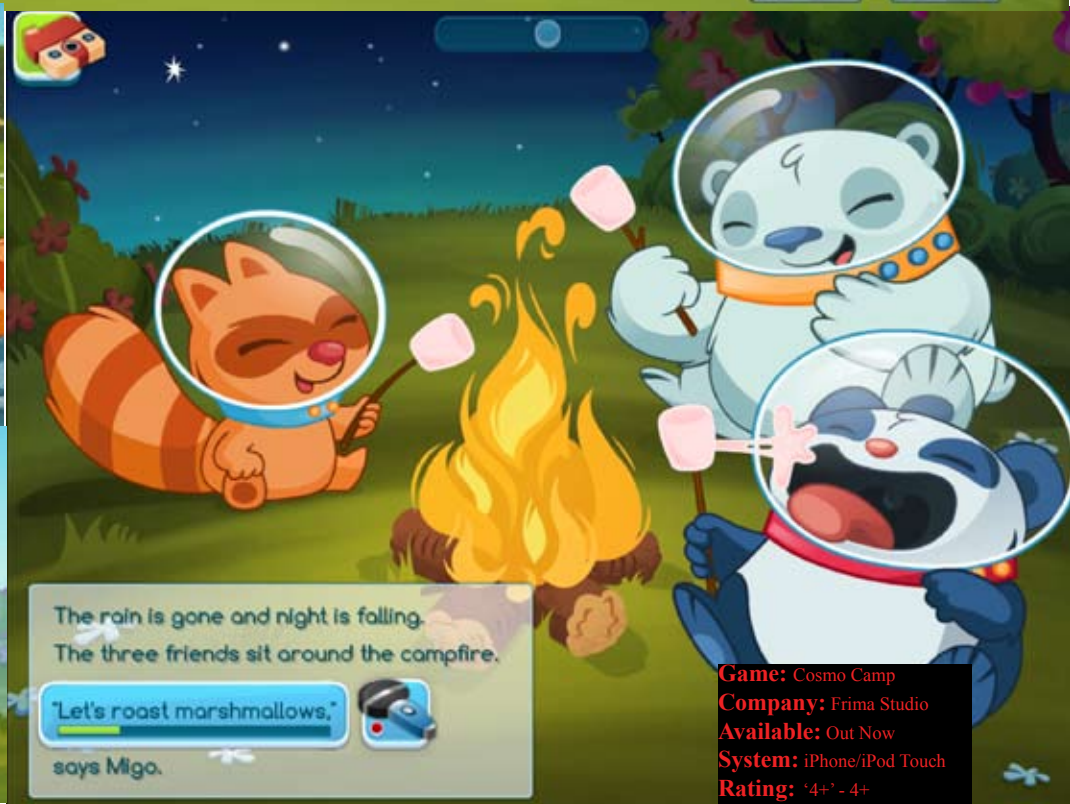
Game: Fractured Soul
Company: N3V Games
Available: September 13, 2012
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
(Fantasy Violence)



Migo cuts three large pieces of cake. One for Migo, one for Pandy, and one for their new friend, Tanny.

If Tanny wasn't there, how many pieces of cake would they need? (Playing with quantities)

"Mmm... it looks delicious!" says Tanny.



The rain is gone and night is falling. The three friends sit around the campfire.

"Let's roast marshmallows,"

says Migo.



Game: Cosmo Camp
Company: Frima Studio
Available: Out Now
System: iPhone/iPod Touch
Rating: '4+' - 4+

Disney THE MUPPETS INFOGRAPHIC CRAFTED BY WALTER

PICTURES IN MY HEAD

Muppet Labs Critics Gonzo
The Muppet Chef Flies Telephone Miss Piggy
Swedish Chef Guests 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 DESIGNED BY STALLER & WALSH

Devotional

Stumble

I have been studying some intense scriptures lately in Romans 14 and Romans 15. All about focusing on what is important - God. **Romans 14:2** *One person's faith allows them to eat anything, but another, whose faith is weak, eats only vegetables.* I have been praying about whether that can be applied to video games. One persons faith allows them to play certain games, and another is convicted by the Holy Spirit. Paul then goes into giving meaning for certain days or treating them all the same. **Romans 14:6** *Whoever regards one day as special does so to the Lord. Whoever eats meat does so to the Lord, for they give thanks to God; and whoever abstains does so to the Lord and gives thanks to God.* So I know that I give praise to God for being able to avoid certain video games. What about those who play games I am convicted by? Do they praise God, and are they playing those games for

God? Verse 8 then discusses who we live for - the Lord. Not for ourselves. Not for our own entertainment. **Romans 14:15** *If your brother or sister is distressed because of what you eat, you are no longer acting in love. Do not by your eating destroy someone for whom Christ died.* So those that are doing certain things are told to stop around those fellow believers it bothers. How many obey this?

I called for unity some months back, and I still call for it. Why? **Romans 14:19** *Let us therefore make every effort to do what leads to peace and to mutual edification.* I still believe in peace and mutual edification. I believe it can be achieved when both sides are following God's precepts and commands. One sided relationships always fail. **Romans 14:20** *Do not destroy the work of God for the sake of food. All food is clean, but it is wrong for a person to eat anything that causes someone else to stumble.* I beseech my brothers and sisters in Christ to stop making others stumble. Think of others before you think of yourself. **Romans 15:1-2** *We who are strong ought to*

bear with the failings of the weak and not to please ourselves. 2 Each of us should please our neighbors for their good, to build them up. I constantly think of others first. I am always looking for ways to build them up. Am I perfect? Of course not. I hope you will take some time to pray about how you can apply this to your life.

God bless you and yours,
- Paul Bury

Jesus,
I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.



Video Game Lies

Our amazing editor in chief wrote an educational book a few years ago - Video Game Lies. It has been decided to post parts of the book freely to the millions of readers of FFG.

Lie: EC rated games do not sell well.

Defense: Niche market games do not sell.

Exposure: I get a smile on my face whenever I hear this particular video game lie. It is extremely easy to expose by asking the person for the exact sales numbers. They will hem, and haw, but never produce any evidence. Intellectually honest people will end with something like they never saw anyone purchase a certain game. By that logic GTA has not sold well, since I have never witnessed anyone purchase it either. It really exhibits the judgmental, and myopic nature of most gamers. They only want their dirty video games, and hate anything clean. Jesus Christ talked about this attitude in the Holy Bible.

Contrary to the video game lie, I have actually talked to developers who have sold EC (Early Childhood) video

There are people online who refuse to even hear any words out of my mouth

games and they are pleased with the sales numbers. They have been seen as successful, and because of that there are a steady trickle of these games being released. The audience for an EC rated game may not be as high, but there is another problem going on. The gaming media ignores these games, and spends much more time on the repugnant video games. This is exhibited by the truth that they do not review games for kids most of the time. They are doing everything in their power to censor EC video games. Which is why it is great there are places like Family Friendly Gaming that use their might to start bringing balance to the video game media industry.

Niche? What is niche? After all M rated games could be considered niche. Fighting games could be considered niche as well. Any game with

blood, and gore certainly belongs in the niche category. The argument against EC rated video games goes a long way to show how deep some have crusaded into the darkness. They do not comprehend diversity, or tolerance. They only care about those that are just like them. They only want to be exposed to those that agree with them. There are places that have banned me for teaching them truth in a loving manner. There are people online who refuse to even hear any words out of my mouth because they can not cope with anything different from their embracing lies.

A subtext to this lie is sometimes I hear people say there are no such thing as EC rated video games. There are plenty of games in the history of video games that have been rated EC so proving that lie to be false is not very difficult. Dora the Explorer, Elmo, and others have had EC rated video games. Places like Family Friendly Gaming have reviews of those games, so you can point people there to combat that false belief. Ultimately anyone who accepts lies like this one need to get out more. They need to be challenged to learn, and grow.

Last Minute

Tidbits





The action adventure title takes full advantage of the PlayStation®Vita system, featuring up-graded 2D and 3D visuals, and utilizes intuitive touch controls, including the PlayStation®Vita system rear touch pad. Players can also enjoy a myriad of newly added online features including downloadable content, item combining co-operative play and online leaderboards.

Product: New Little Kings Story
Company: Konami
Release Date: Summer 2012
System: Playstation Vita
Rating: 'RP' - Rating Pending

COMPETE FOR TOP CHUM!

CHUMS

GAMES



YOUR TURN

- Desperado 8 mins
- bag lady 5 hrs

THEIR TURN

- Suzy Social 24 secs
- John 3 mins

BEST WORD

WEEK OF AUG 6th

1		BadBunny 85 points for FREMD
2		Leo 76 points for CLOUDED
3		Desperado 62 points for BRA
4		John

WEEKLY LEADERBOARDS!

STATS!

LEVEL UP!

TEAM PLAY!



BEAT COOL CHALLENGES

BEST WORD

HINTS!

SEE WHERE A BETTER WORD IS



BEAT THE HINT!



THE GAMEPLAY YOU KNOW & LOVE



WORD CHUMS

WORD CHUMS

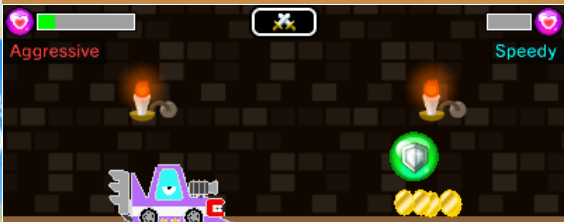
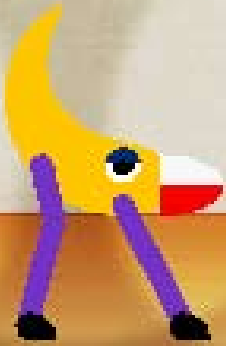


Product: Word Chums
 Company: PeopleFun
 Release Date: Out Now
 System: iPhone/iPod Touch
 Rating: 4+ - 4+

Last Minute Tidbits
continued



Fruit



You did it!
Frankie has been defeated!



Wendel lost 431 HP!

Product: Freakyforms Deluxe: Your Creations, Alive!
Company: Nintendo
Release Date: November 5, 2012
System: Nintendo 3DS
Rating: 'RP' - Rating Pending

Family Friendly Gaming

Planet Nintown



Press to return to the HOME Menu.

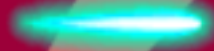


©2011-2012 Nintendo

Rarity
☆☆☆

Action

00000



Laser Blasts

JEWEL MASTER CRADLE OF EGYPT 2



Cradle of Egypt 2 allows players to journey through 100 levels of challenging match-three fun, all while recreating the millennia-old civilization of Ancient Egypt. Players advance from hard-working farmers to Pharaohs, building the Pyramids, Sphinx and 18 other famous monuments. As part of the best-selling Jewel Master series, Cradle of Egypt 2 builds on the previous games' formula that has made the series a phenomenal success.

Cradle of Egypt 2 features include:

- 100 challenging levels over five historic epochs
- Additional tools and bonuses to provide the most intense Cradle game yet
- New mini-games to reinforce the frantic match-3 gameplay
- New achievements to increase player sense of completion

Product: Cradle of Egypt 2
Company: Rising Star Games
Release Date: Fall 2012
System: Nintendo DS
Rating: 'RP' - Rating Pending



Last Minute Tidbits
continued



SHERLOCK HOLMES™ THE MYSTERY OF THE FROZEN CITY



SHERLOCK HOLMES™ THE MYSTERY OF THE FROZEN CITY

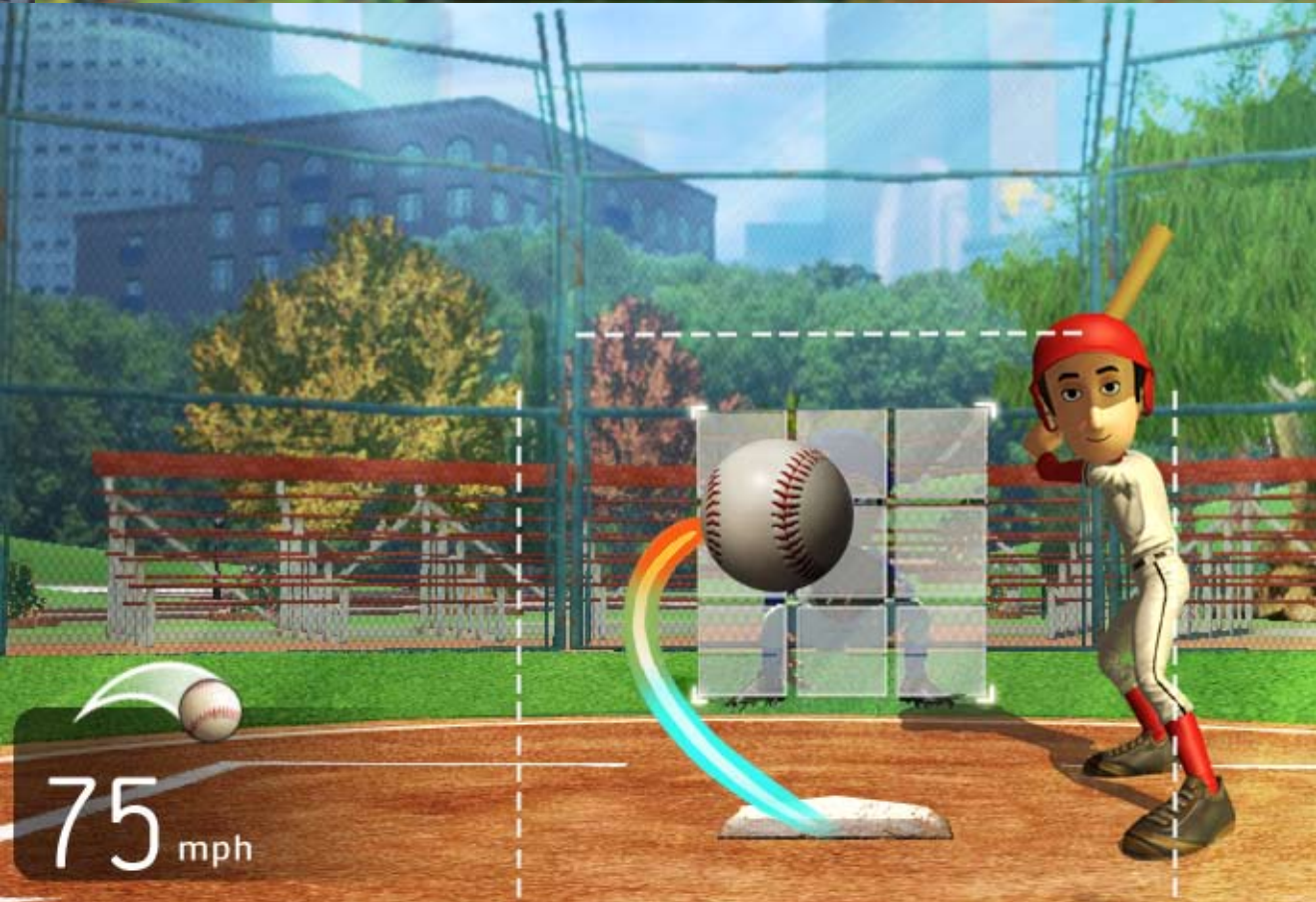


Product: Sherlock Holmes and the Mystery of the Frozen City
Company: Focus Home Interactive
Release Date: October 2012
System: Nintendo 3DS
Rating: 'RP' - Rating Pending





MISS!



Product: Sports Connection
Company: Ubisoft
System: Wii U
Release Date: 11/18/2012
Rating: 'RP' -Rating Pending

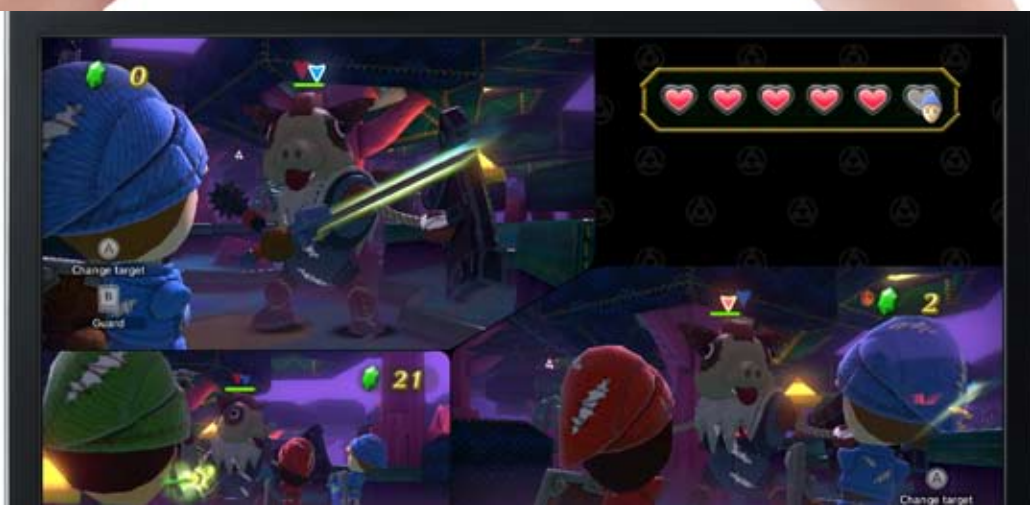


Players can play using Wii Remote Plus and Nunchuk-based controls or the Wii U GamePad controller. With new intuitive controls that make it possible to aim at objects directly, players can command their tiny, yet powerful, squads in different ways. The GamePad acts as an overhead map and radar to track Pikmin movements in real time. Players can slide a finger across the touch screen to quickly switch between areas, giving greater flexibility in commanding

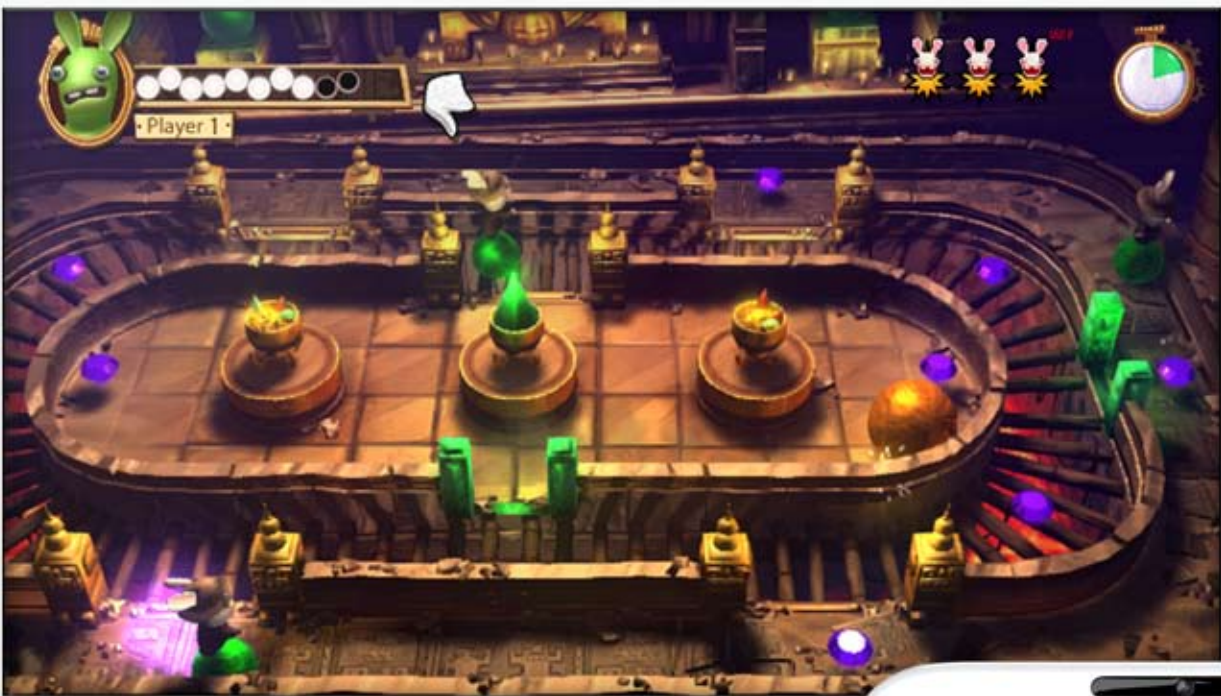
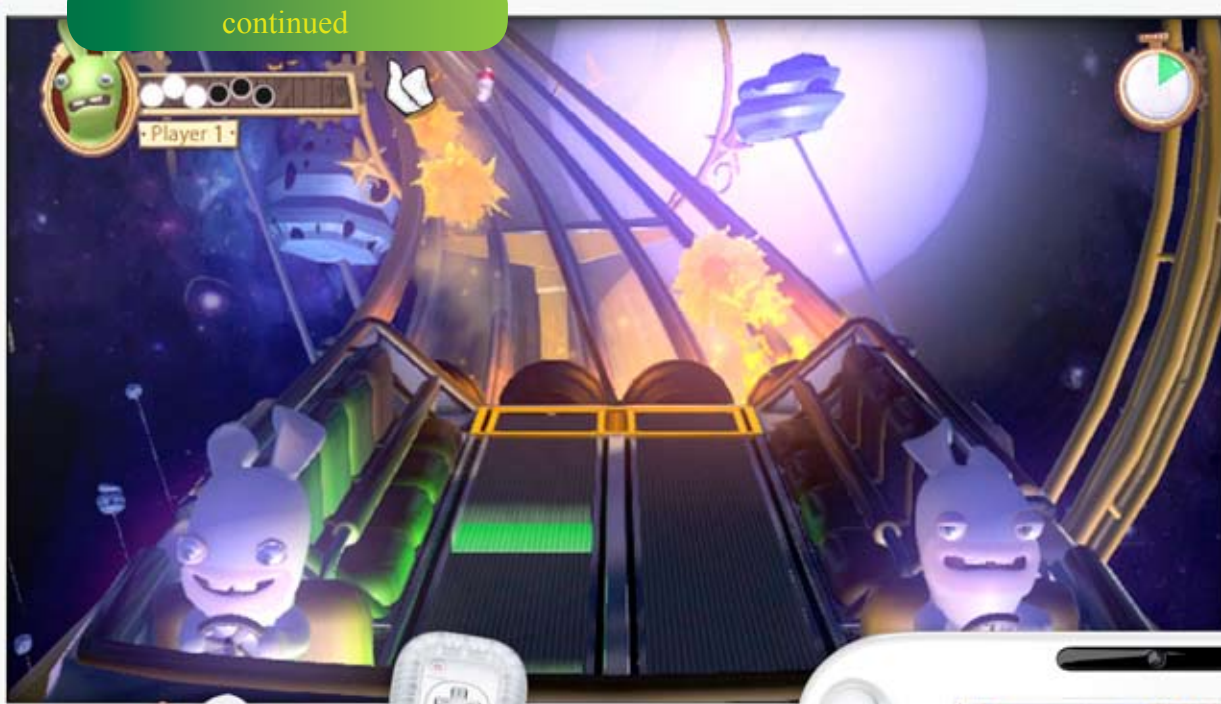
Product: Pikmin 3
Company: Nintendo
System: Wii U
Release Date: Wii U Launch Window
Rating: 'RP' - Rating Pending



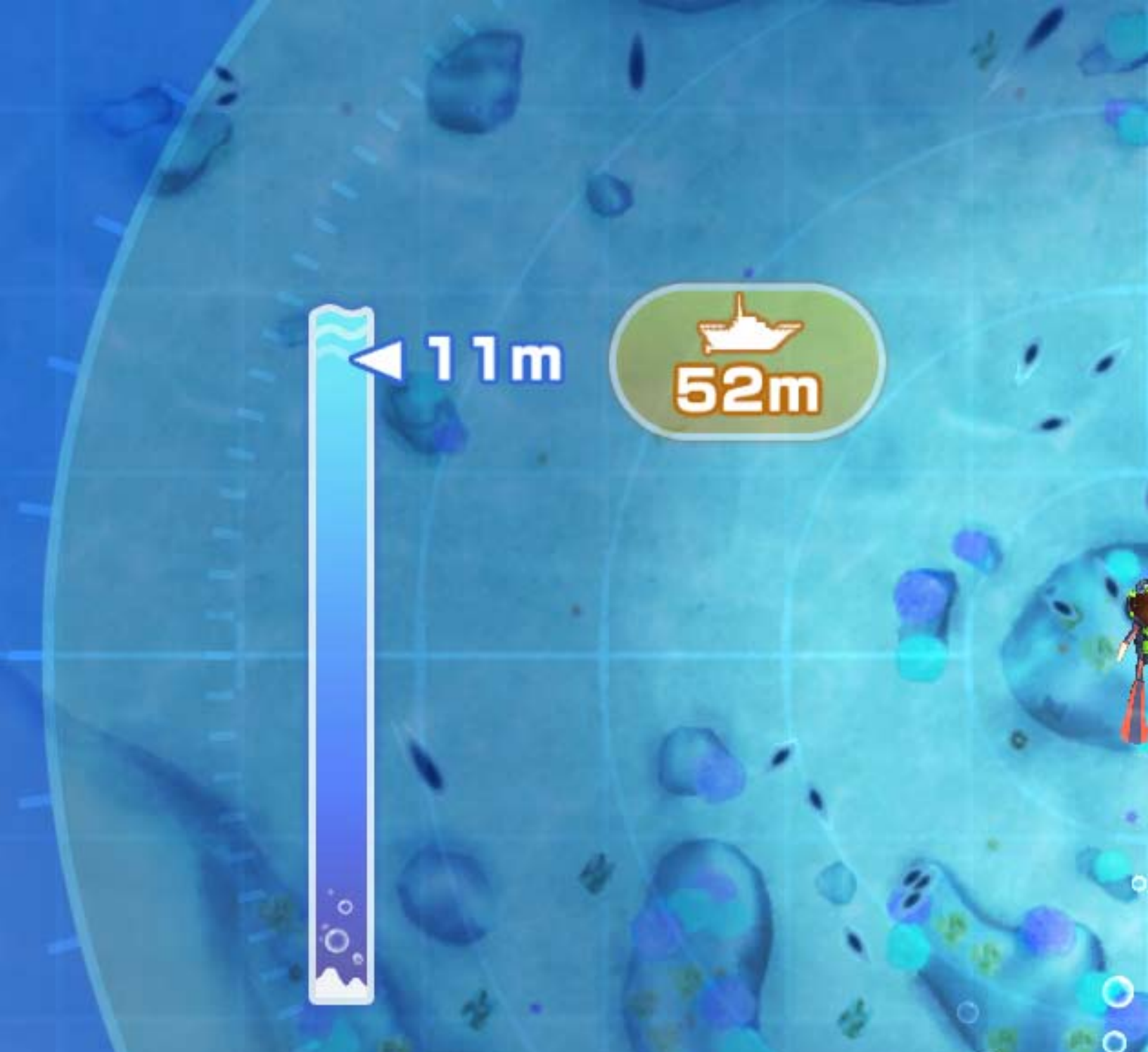
multiple groups of Pikmin. After completing a stage, the replay feature allows players the option to review their results using the GamePad and TV. Fast-forward, rewind or pause while assessing the previous mission to decide on other paths. In addition to the five original types of Pikmin encountered in previous games, the new Rock Pikmin bring powerful new abilities and are able to crack hard outer shells of enemies and break through solid barriers.



Product: Nintendo Land
Company: Nintendo
Release Date: November 18, 2012
System: Wii U
Rating: 'E10+' - Everyone 10+
(Cartoon Violence, Crude Humor)



Product: Rabbids Land
Company: Ubisoft
Release Date: Christmas 2012
System: Wii U
Rating: 'RP' - Rating Pending



Product: Wii Fit U
Company: Nintendo
Release Date: Launch Window
System: Wii U
Rating: 'NR' - Rating Pending

