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The VOICE of
the FAMILY in
GAMING



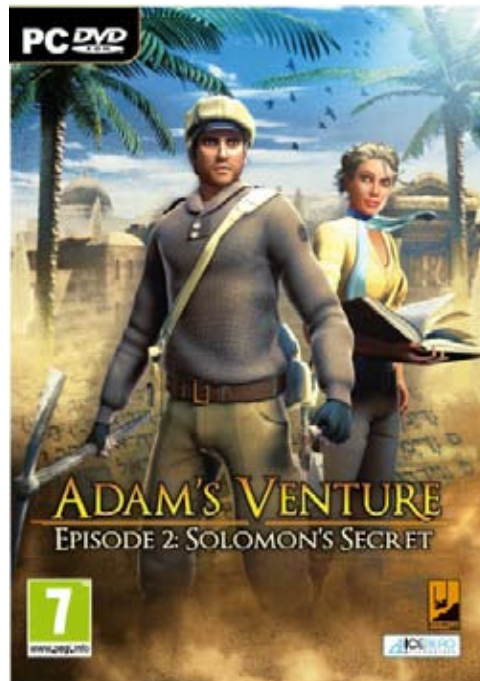
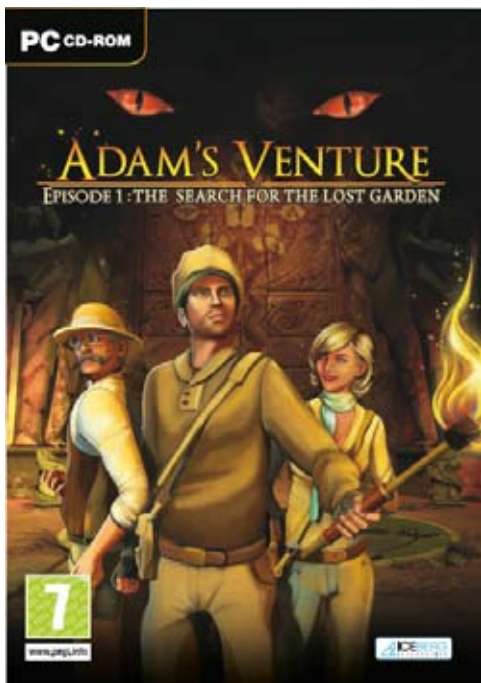
Issue #64

November 2012

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Editor's Desk

The Lost Medallion The Adventures of Billy Stone

One of the doors God has opened for us (Family Friendly Gaming) is pre-screening movie theatre premieres. The Lost Medallion The Adventures of Billy Stone will be out March 1, in the year of our Lord 2013. This is movie that is fantastic for the younger members of the family. Older members like myself can also enjoy this action adventure film. If I had to describe The Lost Medallion The Adventures of Billy Stone in one sentence it would be - Indiana Jones for kids. Expect plenty of action and peril in The Lost Medallion The Adventures of Billy Stone. I watched this movie wondering if they would come out on top, and what sacrifices they would need to make along the way.

Expect a Christian message in The Lost Medallion The Adventures of Billy Stone. No one is an accident, and this lesson is repeated more than once in The Lost Medallion The Adventures of Billy Stone. This story has facets of plenty of other well known films.

We start out with the Fireproof coach donating some toys to a foster home. He is on his way to a play-offs game.

The kids talk him into telling them a story. And that is where we get all of the action and adventure. In a tropical island there was once a wise king with a magical medallion. The medallion has a stone at its center. The pure of heart can make any wish come true thanks to the magical medallion. The king's son is one of those spoiled brat kind of characters who yearns for the power, and is impatient. He steals the stone, and their enemies attack. The king is killed, but the medallion is never found. Billy's father is an archeologist looking for the medallion. A rich businessman is buying up the island and forecloses on the dig site. Billy with the help of Allie find the magic medallion. From there they find out just exactly how powerful it is.

The kids go on a journey of exploration. Many things happen after they find the magic medallion. They learn lessons about themselves, and others. I did not know where The Lost Medallion The Adventures of Billy Stone was going at times. It flowed masterfully well. There are certain swerves near the end of the movie that I did not expect. Nor will I share them at this time.

The Lost Medallion The Adventures of Billy Stone is a wonderful family film. It is one of the first action ad-

venture Christian made films I can recall. I also am not aware of many other Christian movies that targets the tweens market. So The Lost Medallion The Adventures of Billy Stone targets an untapped audience.

I expect many families to go and see The Lost Medallion The Adventures of Billy Stone next year, and to pick up the Blu-ray and/or DVD when they are put on the market. It is a high quality flick that teaches the value of each and every person. It also mildly teaches how important it is to have a servant's heart - even when you are given a position of leadership. The Lost Medallion The Adventures of Billy Stone can also spark imagination in the viewers.

God bless you, and yours,
Paul Bury



Female Side

The Most Wonderful Time of the Year

There is a lot of prep work we do here at Family Friendly Gaming. I am talking about Christmas. You know the most wonderful time of the year. I am singing that line in my head as I wrote it down. Our children love Christmas. They love Thanksgiving. And they love this time of year too. Why?

To answer that question you have to envision it from their eyes. Fedex, UPS, and the Post Office are making daily deliveries. Some days they come by multiple times. They may deliver, one, two, three, five, eight - *lol* packages. We had one day with twelve products delivered. The Family Friendly Gaming machine goes into motion. Games are played, movies are watched, opinions are formed. Products are discussed, reviews are written, and Proofing goes insane reading all of it.

The kids know once the process is done, and if the game rating is in their age bracket - they get to play them. Their friends have to wait until Christmas to play many of these products. So for them every single day can be like Christmas. For them they know they will get to play and

watch products before their friends. They appreciate this so much that they will give us their opinions of these products. They will let us know their displeasure that a company went for a 'T' rating instead of an E10+, or even an E for Everyone. I hear one question related to that all the time - "Why don't they care about kids?" We pass that along as kindly and lovingly as we can. PR firms can tell us how well we are doing that. Email us that answer as soon as earthly possible.

Paul and I know what is on its way. We know the many lists we have been confirmed on. We know what is enroute. We keep that from the kids so they can enjoy the surprise. We are surprised many times as well. Not every company tells us something is incoming. Some products catch us off guard. Those are pleasant surprises that we never mind.

I want to shift gears for a little bit. I am sick of Pokemon. That Pokemon White 2, and Pokemon Black 2 has my three kids being completely Pokemon crazy. They are battling, leveling up, trading, grinding, and researching. I am sure I share the sentiment of many mothers out there. I am sick of Pokemon. I am sick of finding Pokemon games sitting around. I am sick of Nintendo DSes that are completely out of charge

because they were played to death. I am sick of hearing all these weird names and words. Yes I know they are talking about Pokemon creatures. Star Trek speak is bad enough, but Pokemon speak is like an entirely new language. I am mostly sick of fighting with my kids to get them to do their homework. Why is it a fight? Because they want to spend all their waking hours playing that infernal game. Pokemon is going into time-out.

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

Full Court Press

Where ever the Working Man Gamer looks there is a coordinated attack on families. The degeneration of the American culture is rushing head long towards its own doom and demise. Any intelligent being would look at this, and say: "STOP! You are destroying yourselves and millions of others." Instead they celebrate these deviations, impatience, and selfishness. Voices that speak up for the truth are slandered in all kinds of heinous ways. The only ones with hate are those attacking Christians for standing up for truth in a loving manner.

Who frames the debate on issues? It seems that one side decides to redefine words and redefine history to fit their myopic dreams of destruction. Too many on the other side bounce along with whatever is chosen. They do not stand up for the traditional truth.

Marriage is between one man and one woman. Pre-born babies are being murdered. Poor people are being addicted to porn, drugs, alcohol, and gambling. These are the truth on these issues. These are the reality. Fork tongued devils are throwing flowery words to try and redefine them so they are acceptable to the populace. Sexual deviant signs of lust are still repulsive to the populace. Seeing a baby being aborted is still repugnant to the general population. Seeing the damage of porn, drugs, alcohol and gambling still brings compassion from the masses.

Discussing these topics have become toxic only because the political left has sunk to new lows in their lack of respect. They claim to be tolerant of diversity - yet they viciously attack anyone different from them. They claim to support choice - but they really only support one choice. They claim to care about the poor, but control programs that have kept them down.

What is the solution? Is there even one? Do you have one? The lack of respect from the political left has become to seep into the political right. Once both sides refuse to respect one another there will be no compromise. There will be only destruction of our culture.

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!

Transparency

Thank you for your open, honest, and transparent Editors Desk (in Family Friendly Gaming #63). So many editors are arrogant, self absorbed slime. Reading your column is a breath of fresh air. You admit your faults. To foster good relations, and make connections between media and PR better could you please answer a question for me? And no that was not the question Mr. Tick. What are the kinds of things that frustrate you when working with PR firms, companies, developers, etc.
- Ray

{PB}: Your very welcome. It may not have been the easiest thing for me to admit to

last issue, and there are some in the media who are not as pleased with me for putting it in the public forum. It was the right thing to do, and the Holy Spirit prompted me to do it. I am very pleased to hear it is opening lines of communication. I hope and pray it will improve relations.

WOW that is a tough one. Yolanda touched on it last month with the Look At Me column. At times it gets irritating to have covered a product ten or twenty times, and it feels like coverage will never end. We will never close the book on a certain game. Or every single week there is a new tidbit of news on a game. Our readers tell us they get tired of seeing stories on certain games. So there is definitely too much of a good thing at times. PR firms need to be aware of that.

What is worse for me though is putting so many hours into covering certain products, and no reviewable copy arrives. There are a wide array of issues going on in this arena. We may have one person tell us there are no copies left, and we are talking with someone else there and find out there are copies left. So either the first contact did not look, did not have access or plain lied to us. It can

come down to improper classification of Family Friendly Gaming. Some people treat us like no one has ever visited our site ever. We show them the proof of the 2.6 million (current number) of unique IP addresses that have accessed us in the last four and a half years and they realize their mistake. So education can be part of the problem. Connected to this is these websites that falsely claim to have tracking data on websites. They will rank us, and have a statement that they have no tracking data on us. That is unprofessional and irresponsible of them. Yet some quickly check that number and improperly place us.

I want to think the best of other people whenever possible. But that can be difficult to do when they say one thing, and the reality is the opposite. For us at Family Friendly Gaming integrity is a big deal. If we say we will review a title, we will review a title. If we cover your product we want to review it.

I wonder if some out in the PR firm land are not aware of how slimy it makes them look to happily accept all of the coverage and then ignore us when it comes review time. If the roles were reversed I would do every-

OFF

thing possible to provide those reviewable copies.

Artistic

Family Friendly Gaming ROCKS!! This magazine is one of the most artistic I have ever read. Keep up the GOOD WORK!!!

-Donna

{YB}: Thank you for your wonderful kind words of encouragement. It is so nice to hear words that build up and edify.

White House

Do you think the White

House reads Family Friendly Gaming?

-Allana

{PB}: I don't know for certain one way or the other. If they do, they are more than welcome to contact us. It would pretty cool if any President of the United States was checking us out. I put that in God's hands.

Writing

Love the writing in FFG. Keep up the professional work.

-John

{PB}: Thank you for your kind words. It is so nice to get positive emails, and so many of them. I am so pleased to hear you appreciate our writing style, and consider it professional. I have heard some people actually attack our writing styles.

Personal Computer

Thank you for doing PC reviews. Finally a gaming site that is Christ centric that reviews PC games. I have been looking for one for years. Ya'll had the best Christian gaming site out there, but did not focus on PC games.

So it is great to see ya'll expand into this region.

-Mike

{PB}: You are so very welcome. It was something we had planned for quite some time. Some people think the PC gaming market is dying, and others see it as a thriving, growing area. God had laid it upon my heart to add to our already huge area of responsibility. Thank you for your kind words of encouragement to.



We will do everything in our power to maintain that trust. I apologize it took us so long to get into this area.

Review ME!

How do we get our products reviewed?

- Carol

{PB}: We get this question from a wide array of companies, and even individuals. It can depend on a variety of factors. First and foremost if it is a console game like on the Wii, PS3, Xbox 360 or Wii U - just mail it to us. If it is a DS, 3DS, or Vita title - again just mail it to us. If you do not have a hard copy version and its on the Wii, Wii U, 3DS, DS, Vita, PS3 or Xbox 360 - then email us the code and when the code will be active. If it is on one of those system and you have neither, then gift us a code to redeem points, or mail us a card to redeem points with some kind of documentation on what product you want reviewed on those systems. If your product is a Blu-ray and/or DVD then mail us a copy of the product. If it is an entire season or an entire show please email first to make sure we can process it in a timely manner. We may need extra time to process ten hours of a television show. If it is on the PC, the mail us a copy. If you have a code on Steam, then please ask first if

we can cover it.

If your product is an app things get very interesting. Do we have a working relationship where we routinely review your apps? If the answer is yes then you can send the code over as long as it is not a free app. Everybody and their brother has tried some form of a free app. Few of them are actually free. We have spent way too many hours on bait and switch apps. And since the market has been flooded we have a waiting list on free apps of nine months. It has gotten so bad that we have now put a hold on free apps. If its a free app we may do a story on it, but have no plans on doing reviews. At least not until we catch up with all the other free apps.

If your app costs money, and we do not have a working relationship then ask us if we can cover your product. We include as many as we can. Bear in mind we deal with hundreds of companies. You may not receive a response. It may come months later. As we go into Christmas time we are stretched extremely thin. When you are one of a hundred or more emails you may get filed away until someone has time.

Please check to see if we have already reviewed your product. I am baffled that there are so many who will introduce themselves and their products as if we have

never heard of them before. A quick three minute search with our Search page will show if we have previously reviewed the product you are about ready to present. Connected to this is if we have already told you no. There is nothing more aggravating than having to dig up a previous email where we told you no thank you.

Make sure your product is family friendly. We do not cover 'M' and 'AO' products. We can trash and completely dismantle a game with one of those ratings if you insist we review it. It is really better for everyone that we just leave it alone. If you mail us a 'M' or 'AO' rated game we will offer to mail it back to you with no review, we also offer to keep it and not review it. The final choice is we review it, but you have full knowledge that the product will most likely receive a low score.

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



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Talk to me NOW

Mikee Bridges from GameChurch.com took some time to answer some questions.

Q. Can you tell our readers a little bit about your background?

A. Born and raised in Southern California and moved to Portland Oregon in 1989. I started my first Christian music venue that same year and spent 14 years total in Portland. I created 3 Christian music venues there and also created a music festival called TomFest which was a 150 band indie Christian music festival. It ran for 14 years. We did 18 of them in 4 different states. I was also in 3 signed bands and made 9 records in the Christian music industry. I have been a Christian all of my life. I always like the edgier and dirtier ministry. Stuff that the mainstream would not touch. Hard music, tattoos, extreme sports. Now all of those things are pretty mainstream but they were not back when we were doing them. I moved back to southern California a few years ago and took over a small music venue in a skate park. My partner who ran the skatepark died in a car wreck so we completely gutted the building and started something different. That lead to what I am doing now with GameChurch.com and some other ministries that we are involved in.

Q. What made you start GameChurch.com?

A. In the aforementioned music venue here in Southern California we had an empty room so I decided to put 12 PC's in it for gaming to see what would happen. It worked so we changed what we were doing to make gaming the main focus of the organization and put music to the side. A year later we went to a conference and met the guys from xxxchurch.com. We hit it off. They go to adult conferences and porn expos and set up a booth, tell the attendees that Jesus loves them and give them a Bible. We stole their model and we now do the same for the video game industry. In one year we gave out 30,000 Bibles. I have to say that this isn't a few people standing around pleading people to take the Bible we have for them. We do not approach anyone. We let them come to us.

Q. What is the audience GameChurch.com caters to?

A. GameChurch.com the website is for video and table top gamers that do not know Jesus. We are fine with Christians being on the site but we are not focused on them. GameChurch at a trade show/ expo/ convention is a booth where we focus on evangelism. Very untraditional evangelism.

Q. Any plans for a kids section, or kids area at GameChurch.com?

A. Our demographic ranges from 12-50. We don't feel a need for a kids section because everyone is welcome.

Q. What do you say to someone who may be offended by content on GameChurch.com?

A. Don't go to www.gamechurch.com ;)

Q. What other ministries are you involved in?

A. I still do a little bit of music. I took a band to Siberia, Russia and played 6 shows over there. 10 new people came to Church, 6 got saved and 5 started a learning course for new Christians. I do some speaking events to leaders about vision, strategy, etc. I also travel for evangelism in relevant culture.

Talk to me NOW

We run a non profit gaming center in Ventura California as well. At home I am a board member at my home Church Ventura Vineyard.

Q. What can fellow believers do to help GameChurch.com in reaching those for Christ?

A. Seriously pray for us. Stick a note on your desk and pray. Take one of our stickers and remember us when you look at it. If you want to help us financially, donate or buy a shirt. All of the money goes back into producing Bibles. No donated money goes to any administrative costs. Also, sign up and join us on gamechurch.com. Get involved with people on the forums but please remember...grace before truth. Some of these people do not know God at all. Some think they do but they don't. We need Christian to hang out with everyone. Get to know someone on the site. Many of them don't need the Christian opinion, they want to hang out. Hanging out more leads to more dialog and that leads to getting deeper into these folks lives. When we get deeper, we are given opportunities to share Christ with them. We do not need those that want to shove Christ down someones throat.

Q. GameChurch.com has gone to a variety of trade shows. Which is your favorite and why?

A. PAX in Seattle. We like it because it is a well run show. The people are friendly and for us, it is a spiritually difficult show. Seattle is very liberal and they are very vocal about it. We have a lot of interesting conversations there. We like when its difficult.

Q. Family Friendly Gaming came across y'all at E3. What were your impressions of E3?

A. Its very business to business oriented so it feels a lot different than the shows that are open to the public. Its very cool but it doesn't have the friendliness of some of the other shows we go to.

Q. How many LAN parties does GameChurch.com do in a year?

A. We do a lot at our facility The Armory. (armoryventura.com). We do a lot of overnights, game releases and tournaments as well.

Q. If you had to pick a favorite verse or section from the Bible what would it be?

A. John 21. The story of Peter's failure and redemption and the grace of Christ is amazing. That chapter is full of fantastic life lessons.

Q. Do you have a favorite gaming system/platform? If so what is it?

A. My favorite is xbox 360. I am a lone gamer. I don't like multiplayer because I am slow. I also like the freedom of playing anywhere. PC gaming, though it have much better functionality in the way of controls seems a bit cumbersome if you want to play in your front room or in bed. :)

Q. What do you think about the Wii U?

A. Interesting. I am looking forward to getting one and playing a bit in my house. My wife is very excited about it.

Q. 3DS or Vita?

A. I would say 3ds though I don't play either. Since the demographic for handhelds is a younger audience, I would say 3ds hands down because of the games they have for it.

SPORTS

5.09

PULL SLACK



13.46

PULL SLACK



FEATURE



Game: Top Hand Rodeo Tour
Company: D3Publisher
Available: Christmas 2012
System: Xbox 360
Rating: 'E10+' - Everyone 10+
(Mild Violence)







Game: Forza Horizon
Company: Microsoft Game Studios
Available: October 23, 2012
System: Xbox 360
Rating: T - Teen
(Drug Reference, Language, Suggestive Themes)



In the

Comedy Central's Indecision Game Declares Winner

In a dramatic end to the closely watched - and arguably most important - race of the political season, The Hotline's Editor-in-Chief Reid Wilson has been crowned "Greatest Political Mind of our Time" after winning COMEDY CENTRAL's Indecision Game smartphone tournament challenge. The competition was between 20 of the nation's greatest political pundits and reporters and played on mobile phones and tablets during a three-week period.

The climactic end to the tournament came after Wilson bested Fox News Anchor Greta Van Susteren in the final round of competition. Putting nerves and sweaty palms aside, the two fought an intensely tight race to the finish, which included rapid fire question and answers along with strategic campaign tactics like demanding

recounts and filibusters.

"It takes political genius to transcend the wit and intellectual prowess of Van Susteren," said Mary Phillips-Sandy, Editorial Producer for COMEDY CENTRAL's Indecision. "The speed and agility to answer challenging rapid fire questions while skillfully launching investigative committees and smear campaigns to win a general election warrants a title of this magnitude. We're proud to name Wilson the 'Greatest Political Mind of Our Time.'"

Wilson and Van Susteren were among 20 of the nation's leading political pundits and reporters who took part in this year's clandestine competition, which launched at the Republican Convention in Tampa. Between their journalistic duties, competitors hovered over their smartphones, discreetly answering political trivia in a March

Madness-style bracket tournament.

Wilson and Van Susteren ultimately beat out opponents from the Washington Post, NBC News, Fox News, Salon, Politico and Roll Call, among other esteemed media outlets, to face off for the championship title.

Members of the political media are among the thousands of Americans using their political expertise to determine who's smarter - Democrats or Republicans by downloading and playing the FREE COMEDY CENTRAL's Indecision Game app, published by 2K Play, for iPhone, iPad, iPod touch and Android devices.

COMEDY CENTRAL'S
INDECISION
★ ★ ★ **GAME**



News

Tolkien's World A Guide to the Peoples and Places of Middle-earth

J.R.R. Tolkien is the beloved fantasy writer best known for *The Hobbit* and *The Lord of the Rings*. For generations, his awe-inspiring epics have mesmerized children and adults alike, and the fascination continues with two upcoming *Hobbit* films. *Tolkien's World* is a breathtaking illustrated book that brings to life Tolkien's cherished mythical characters.

Tolkien's World takes you on an incredible journey through the realms of Middle-earth and back to a time when elves, dwarves, wizards and a small, courageous people known as Hobbits battled the forces of evil. The book's stunning gallery-like approach and lavish artwork re-create Tolkien's magical world in a uniquely convincing and immersive way. Explore Middle-earth, from the rolling hills of the Shire to the desolate ash plains of Mordor. Discover the secrets of a world where elves roam through enchanted forests and dragons sleep

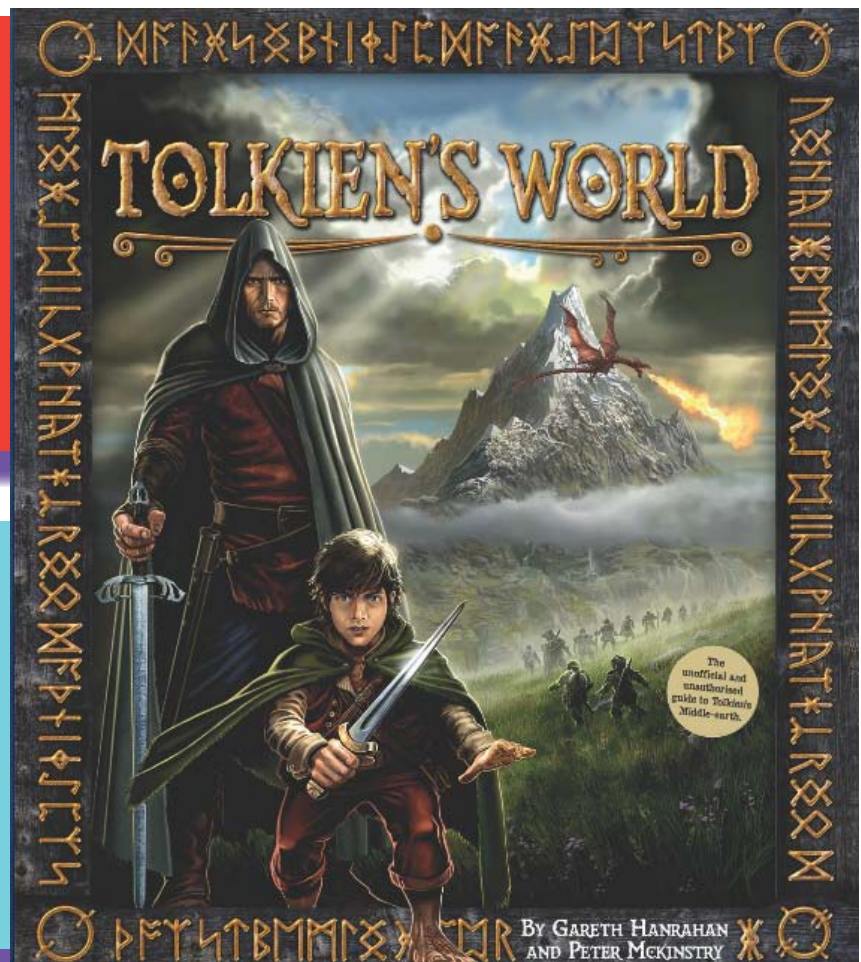
in dark caverns under the mountains. This child-friendly guide re-imagines the places and people of Middle-earth, revealing its rich mythology and huge cast of characters. *Tolkien's World* is ideal for *Hobbit* fans, big and small.

Tolkien's work is timeless, and *Tolkien's World* is the perfect prequel for the upcoming blockbuster *Hobbit* movies, *The Hobbit: An Unexpected Journey* (December 2012) and *The Hobbit: There and Back Again* (December 2013). Legendary director Peter Jackson, whose

internationally successful *Lord of the Rings* trilogy grossed nearly \$3 billion at the global box office, returns to the director's chair for both movies.

Gareth Hanrahan is a writer, editor, and game designer based in Ireland, with a wealth of experience in sci-fi and fantasy properties, including *Doctor Who* and Tolkien's Middle-earth.

Peter McKinstry is an artist, whose talents have been employed on a dazzling variety of book and film projects.



Lagoonia Launches Big Story Revamp

The South Seas of Lagoonia have just been transformed into an all-out telenovela. Main quests in the new browser title now lead players down the path of rescuing a lost love, building up an island paradise, befriending new stranded characters, marriage, family, and a happy ending in the warm, tropical sun. Beautiful new graphics complement the storyline, and a re-designed menu makes it easier than ever to navigate around the game.

The launch also includes faster gameplay and performance. In order for existing users to play the new version of Lagoonia, a reset button has been implemented, which can be pushed to start over and enter into the updated storyline.

The focus of Lagoonia is on relationships - both between characters and players, and players with one another. One can plan and create many things that make the island livable and fun: from a warm fire and a cozy shelter, to useful fish nets, and later in the game lighthouses and water-slides. The game is free and no download is required - the only technical requirements are a browser and an internet connection. The game is currently featured in the Google Chrome Store.



Family Friendly Gaming

Big Win Football Scores a Touchdown

Hut hut! After 200 million games played across the chart-topping Big Win Sports franchise, the long awaited American Football game is now available for FREE for iOS and Android gamers. See the game in action in the trailer.

Kick off the American Football season by creating your own dream team and then sit back and watch them crush your online competition. Use Big Impact cards to throw bombs, make game-changing interceptions, power through impenetrable defenses and much more.

From the opening kick-off to the final whistle Big Win Football is the gridiron game for everyone.

Big Win Football features:

Full team and player customization for the ultimate fantasy football team.

Bronze, Silver and Gold card packs for finding new players and improving skills.

Big Impact cards for boosting player power! Create a game plan with "Iron Curtain" "Can't Catch Me" "The Big Boot" and many more.

Earn coins and Big Bucks by playing games, leveling up, and winning Daily Big Bowls.

Accessible and addictive gameplay for everyone!

Download Big Win Football from iTunes App Store, Google Play and Amazon App Store for FREE and help Hothead Games reach their goal of a quarter billion Big Win games played!





MLB Dream Nine Available for Facebook

Konami Digital Entertainment, Inc., announced on Wednesday, September 26th that the official MLB licensed social network game MLB Dream Nine is now available for Facebook. Featuring player rosters from all 30 MLB teams, gamers can experience the ultimate social baseball game as they collect baseball player profiles, create their favorite teams and win league matches.

KONAMI delivers the excitement of real life Major League Baseball® with MLB Dream Nine. The all-new Facebook title lets users collect and upgrade their favorite baseball players to build their very own dream teams, then go head-to-head against online rivals, interacting with existing MLB team and MLB players.

MLB Dream Nine is available now for free on Facebook at: <http://apps.facebook.com/mlbdreamnine/>

Discover the secrets in “Jennifer Wolf and the Mayan Relics”

Anuman Interactive invites gamers on a new journey in search of legendary Mayan relics with “Jennifer Wolf and the Mayan Relics” for PC, Mac and iOS.

According to the Mayan calendar, 21 December 2012 will usher in great upheaval, as it will mark the end of a great cycle in the history of the universe. While some people believe that the end of the world is nigh, Anuman Interactive remains determined to provide fun and games right to the end. It has announced the release of the hidden objects adventure game “Jennifer Wolf and the Mayan Relics”. Based on an original script the game sends you off on a hunt for Mayan artefacts as you seek to find the vanished fragments of the famous Mayan calendar.

You play the part of Jennifer Wolf who goes to join her father Edgar on an archaeological dig that he is running near Mexico City. When she arrives at the site, Edgar seems to have disappeared. He has, however, left his daughter a 16th century manuscript that tells the story of the Mayans’ last holy calendar which was broken into five pieces and entrusted to guardians for safekeeping. Hoping to find her father safe and sound Jennifer takes up the quest he began and in turn sets off in search of the fragments of the legendary calendar.

You progress through the game in object search phases. Jennifer must, for example, take samples from the dig to carbon date them. The game’s phases are supplemented by a range of mini-games like puzzles, sliding blocks, Match 3, and tap-to-shoot, which require you to think logically and show your skills.

FaithVillage Opens Virtual Doors to 50 Shades of Evangelicals

FaithVillage.com threw open its virtual doors Oct. 8 inviting an increasingly diverse community of evangelical Christians into a unique social media site for individuals, churches and related organizations. FaithVillage wants to be the premiere online home for the Christian community with its relevant, vetted content; resources for spiritual development; trustworthy products; and plenty of room to connect online in public or private groups.

“Quite simply, there is no other web address for Christians like FaithVillage.com,” said Brad Russell, senior editor and COO. “The driving vision is to provide a vibrant online community that expands personal faith, fosters robust sharing of the best ministry resources and deepens collaboration among Christian causes.”

Evangelical Christians comprise the largest group of people who claim a religious affiliation in the United States—about 26 percent of U.S. adults, according to the Pew Forum. But many people—often including the media—see evangelicals as a monolithic bloc of like-minded individuals sharing opinions on politics, science and world affairs. The truth is, as PatrolMag.com editor Jonathan Fitzgerald has said, “It’s more like there

are shades of evangelicalism.”

FaithVillage.com creates the one place online where evangelicals from various backgrounds can meet in a safe environment to share, learn and grow. At the recent Religion Newswriters Association annual conference, Russell led a panel discussion—50 Shades of Evangelicalism—geared toward helping journalists understand the diversity among evangelical Christians. In addition to Fitzgerald, the panel featured Robert Jones, CEO and president of Public Religion Research; Patton Dodd, executive editor of Bondfire Books; and Christianity Today Online Editor Sarah Pulliam Bailey.

FaithVillage.com leverages emerging social media technologies to provide a safe, encouraging online space for people of faith to connect, collaborate and share ideas. It offers a shared publishing platform where a variety of content producers, book publishers, church resource organizations, causes and churches can work together to create mutual benefit and serve broader faith-related purposes. Beginning in fall 2012, the site will also feature an online bookstore as the first of several e-commerce venues. The result is a sustainable online media model providing free services to users and churches while offering significant value to content partners and sponsors.

“FaithVillage.com fills needs of the faith community unmet by Facebook,” Russell said. “While research indicates Christians enjoy engaging with the general online world, many also seek a faith-friendly online space where like-minded believers can gather and share their Christian experience.”

Designed for Christians active on social media in the 18 to 44 age range, a world-class development staff crafted the site after three years of planning and testing. Its novel “virtual village” design creates simple, visually appealing navigation. Behind the virtual “buildings” awaits a bounty of content and connectivity. A few examples of FaithVillage’s buildings, intersections and gathering places:

Personal Social ‘Loft’ Space—Individuals, groups, churches and organizations, can create a social “loft” where they can post photos, videos and audio, network blogs and feature articles; “like” and share information; share calendars and hosted files; and enjoy a newsfeed of activity from others they follow

FaithVillage Newsstand—Relevant, timely news and information from a variety of sources plus original content.

GSN RENEWS HIT ORIGINAL SERIES 'THE AMERICAN BIBLE CHALLENGE' FOR SECOND SEASON

GSN has ordered a second season of its highest-rated original series of all time, THE AMERICAN BIBLE CHALLENGE, a one-hour game show hosted by comedian Jeff Foxworthy in which contestants compete based on their knowledge of the Bible. The network has ordered nine episodes for season two, which is slated to air in 2013.

“The American Bible Challenge’ is a hit with our viewers both on air and on-line and they have been clamoring for a second season even before the first has ended,” said Amy Introcaso-Davis, GSN’s Executive Vice President, Programming. “With season two, we are honoring this request and promise to bring more Jeff Foxworthy, more heartwarming moments, and more joy and entertainment for the whole family.”

Tom Forman, CEO, RelativityREAL said, “You hear a lot about networks ‘taking risks,’ but so few re-

ally do it. We were thrilled when GSN truly tried something new and exciting with ‘The American Bible Challenge,’ and we couldn’t be happier that viewers responded. It’s going to be a great second season.”

Currently airing Thursdays at 8 PM ET/PT, THE AMERICAN BIBLE CHALLENGE garnered the network’s highest

delivery in its 17-year history with 1.7 million total viewers for its August 23rd series premiere. Factoring in the encore airing, the premiere episode was watched by over 2 million viewers. Since its debut, the series continues to grow and has now been seen by over 12 million total viewers.

The success of the show has extended to digital and social platforms with the launch of THE AMERICAN BIBLE CHALLENGE GAME for iPhone, iPad, Android, Kindle and Facebook, which currently has over 5 million gameplays, close to 400,000 users and ranks as the #1 Bible trivia game. The game is also among the top 10 free trivia games on the iPhone.



ToeJam & Earl Bring the Funk(otron) Back to PSN and XBLA

SEGA® of America Inc. and SEGA® Europe Ltd. announced that alien duo ToeJam and Earl will be returning to consoles next month thanks to the SEGA Vintage Collection series. Genesis classics ToeJam & Earl™ and ToeJam & Earl in Panic on Funkotron™ will be available to purchase separately on PlayStation®Network starting November 6 for \$4.99 each, and will be available packaged together as the SEGA Vintage Collection: ToeJam & Earl for 800 MSP starting November 7 on Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft.

In the original ToeJam & Earl, players have to help the alien duo explore the craziest planet they've ever visited: Earth! After a rough crash landing, pieces of their spaceship have been scattered across a giant, constantly-changing landscape. Help them avoid hazards and collect all the pieces so they can get home to planet Funkotron.

Genesis sequel ToeJam & Earl in Panic on Funkotron, meanwhile, has our alien heroes return safely to their home planet only to discover that their ship had stowaways! Funkotron is now infested with wild Earthlings who need to be put into jars and shipped back home. Both titles have been updated with support for achievements and trophies, as well as full online co-op support.



Natsume to Bring Carnage Hearts EXA To PSP Fans

Natsume Inc. continues to cater to enthusiast gamers with their newest unveiling of Carnage Heart EXA, due out on the PlayStation Network in 2013. Mixing high levels of customization via programming with a hardcore strategy RPG system, players control their army of robots and win a wide-reaching war. Commander, your mechanical troops require orders!

“We’re very proud to be partnering with Artdink to bring the Carnage Heart series back to North America,” said Hiro Maekawa, President and CEO at Natsume. Carnage Heart is a challenging strategy title that gives players amazing customization options,” Mr. Maekawa continued. “As we promised at E3, digital distribution has become a preeminent way to play Natsume games, and we’ll be continuing that trend with our portfolio of titles.”

The centerpiece of Carnage Heart EXA is the design and implementation of giant robots called Overkill Engines (OKE). By themselves, these robots are unimpressive; only by hardware and software modifications do they become truly terrifying machines. Players will have a multitude of hardware and software options to add to their OKEs including weapons, fuel tanks, armor thickness, and more.

Software designed by the players is stored on virtual cards that can be slotted into any OKE. These commands dictate how a unit performs. Chips on the software card are laid out in a programming chart, where players must choose which actions within the chip are to be prioritized. Combine together a variety of chips to create complex instructions for your OKEs to use while on the field of battle!



Mobile Remaster of Dreamcast Classic Crazy Taxi Now Available for iOS

SEGA® of America Inc. and SEGA® Europe Ltd. announced that a remastered mobile edition of Dreamcast classic Crazy Taxi™ is now available on the App Store for iPhone®, iPad® and iPod touch®. Start picking up fares and racking up crazy combos while rocking out to seven tracks from The Offspring and Bad Religion today for \$4.99 on the iTunes App Store at <http://itunes.apple.com/app/id553921725!>

Originally released for the Dreamcast in 1999 and recently re-released in HD for consoles, Crazy Taxi asks players to take to the streets of a bustling city and put their cabbie skills to the test. You'll have to blast through traffic to pick up and drop off fares while earning extra money for performing crazy techniques and stunts. Keep the fares high and travel times low to really rake in the cash!

This new edition of Crazy Taxi, remastered specially for iOS devices, features both Arcade and Original modes alongside 16 mini games, as well as the full soundtrack fans know and love from the Dreamcast version. Crazy Taxi on iOS also includes full Game Center leaderboard and Achievement support as a universal App.

The Puzzle Society Re-launch

The Puzzle Society, hosted by Universal Uclick, is a community for puzzle and gaming enthusiasts who enjoy mental challenges. The new site features notable games and puzzles, including Sudoku, and USA Today Crossword. Diverse content is a focus for the website, which includes starter-level challenges for those who are new to puzzling or rediscovering an old passion for crosswords, word puzzles or number games.

Before the site's design overhaul, over 2,000 current site members were surveyed on the convenience and functionality of The Puzzle Society. They provided their feedback on the site's positives and opportunities for improvement. This information was taken into great consideration in the redesign process. The website re-launched last month.

Based on the user engagement, there were numerous additions to the site: the ability to rate games or puzzles, a social sharing feature, and more. "A lot of what we did was based off of user feedback," said The Puzzle Society redesign team member Joel Friday, Universal Uclick creative director. "We didn't want to throw off current users too much, but we did want it to be easier to read and navigate. Overall, the layout and design is way better. The newly developed landing page is a great place for the user to start, and now we have space to promote new games."

For \$19.95 per year, users can have full access to The Puzzle Society and all of its exciting features. Monthly subscriptions are also available for the low cost of \$3.95 per month. Subscribers get the ability to bookmark favorite puzzles, access to hundreds of puzzles and have access to new content that is added throughout the year. There is also a free 10-day trial membership available. Members using the trial subscription can play as many games as they want at no cost.

State of Gaming



CHRISTMAS

Everyone at Family Friendly Gaming takes one day at a time. We have to at this time of year. The massive amounts of products coming in can feel like an insurmountable mountain. It never feels that way when we take it one day at a time. We play all the games we can get through. We watch all of the movies and shows we can. We do not worry about what is sitting there waiting on someone to get to. We process each item one at a time.

Work on the Christmas Buying Guide has been underway. What games will be in-

cluded? Patience dear friends. That question will be answered when it appears. Just know we are working through our process to include the best games, movies and more.

Plenty of games are making it to the Kinect on the Xbox 360. Families are being given all kinds of choices on that system. We expect to see a few choices for families on the Playstation 3. The Wii will have many games from the past. The wild card this Christmas is the Wii U. Will families embrace this upcoming system? What about the hardcore gamers?

The hand held wars continue. The Nintendo 3DS is growing in leaps and bounds. The Vita is also growing but at a much slower

pace. We encourage competition here at Family Friendly Gaming, and hope to see more family friendly titles on the PS Vita.

The industry marches towards Christmas. All of companies want your money. They want you to spend money on their products. We might as well be honest about that. Even if some companies refuse to acknowledge that truth.

Family Friendly Gaming thinks about the celebrations of the birth of Jesus Christ. It can be easy to lose connection with that with all of these products. So we love reminders of the sacrifice God made for each and everyone one of us.

Ecclesiastes 7:14

When times are good, be happy;
but when times are bad, consider this:

God has made the one
as well as the other.

Therefore, no one can discover
anything about their future.

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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Inertia Escape Velocity	71	39
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DVD	Score	Page
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Madden NFL 12



SCORE: 89

Sports video games have been my passion and hobby for decades now. I enjoy finding sports games on clearance, purchasing them, and running them through the wringer.

I even find games with no instructions and figure out how to play them. Madden NFL 12 on the PSP is one such clearance game I ran across recently. A hand held sports game brand new for five dollars (and a few cents) is pretty hard to beat.

Graphically Madden NFL 12 is a tough bird. I can't compare it to the home consoles because it is nowhere near them. It is better than anything on the Nintendo DS, but that is not a fair comparison either. So it can be difficult to find any frame of reference. I noticed areas that Madden NFL 12 looks great - like the players, and their animations. I saw areas that need improvements - like the fans in the stands. Many of the fields are similar (in a lesser degree of course) to their real world counterparts.

Madden NFL 12 has one of the worst default audio settings I have ever seen. The announcers



are way too quiet. Then at times we are waiting for the game disc to load for them to finish what they are saying. I actually sat on screens locked up waiting for them to finish their sentence before Madden NFL 12 would bring me to the play calling screen. Once I turned up their volume, and turned off the songs I found offensive Madden NFL 12 sounded

better. They generally had on topic comments.

Madden NFL 12 gives the player all kinds of choices in the play calling. And there are a long list of different game play modes. For a hand held game this is very impressive. Controlling the running back, quarterback, receivers, and defensive players is a snap. The ball does get batted around a lot which leads to too many interceptions. But then in other instances where the cornerback could easily pick off an out route for an easy touchdown - well they just bat it down. This is lacking in realism in this part of the game.

Football is a violent sport. So much so there is a movement to have it banned. Yet with all the hitting in Madden NFL 12 the ESRB could not find any words to describe the violence. I am against the ban on football personally.

It is responsible of me as a reviewer to mention it, and point out where the ESRB has missed the boat again. I want this franchise to continue to improve on the hand holds. - Frank



Publisher: EA Sports
System: Playstation Portable
Rating: 'E' - Everyone

Graphics: 84%
Sounds: 76%
Replay/Extras: 100%
Gameplay: 95%
Family Friendly Factor: 90%



Professor Pym and the Secret of Steam

SCORE: 65



I read that Professor Pym and the Secret of Steam was a free app, and that they were doing drawings to give a way money. So I downloaded it and got to playing. Professor Pym and the Secret of Steam is free for the first ten levels. Then you have to pay to play the next forty levels. That is not the only major flaw with this app. It also advertises to you all the time. You win some power up. Give Skittles your email address and you will not be spammed. Guess what? I was spammed. Professor Pym and the Secret of Steam is the classic bait and switch strategy that consumers shunned decades ago.

The graphics in Professor Pym and the Secret of Steam are small and bland. The poisonous gas is coming up so we have to progress to the top as quickly as possible. Or at least stay ahead of the green gas. It helps to contribute to the bland looking graphics. There is a female character who could have



chosen her clothing a little bit better. The animations in Professor Pym and the Secret of Steam are stiff.

The music in Professor Pym and the Secret of Steam is okay. I did get tired of certain special effect sounds and the constant advertisements. The professor looks like Spider-Man sticking to things.

Unless he is sliding down a slick wall. Which we can still jump off of.

We tap on the screen in Professor Pym and the Secret of Steam to have the professor jump to the next destination. At least we hope we time it right on the spinning orbs. Initially Professor Pym and the Secret of Steam is pretty easy. Time your leaps, collect all of the buttons, and get to the finish line in front of the green ooze. Spiked orbs, moving orbs, and sticky walls can increase the challenge geo-



metrically. When I heard the name of this app I thought of the puzzle games on the Nintendo DS and Nintendo 3DS. I thought Professor Pym and the Secret of Steam would include all kinds of cool puzzles while I played along in a story. Sadly this game is nothing like those games. The name chosen can really add to confusion. Something naoplay may want to consider in the future. Unless they purposely

tried to deceive consumers.

There are plenty of other apps out there that play like Professor Pym and the Secret of Steam. Many of them charge ninety-nine cents, and do not deluge the owner with a barrage of advertisements. Plus many of them include many more levels than Professor Pym and the Secret of Steam.

All in all Professor Pym and the Secret of Steam was a huge disappointment to me. I am not interested in sequels.
- Mark

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

Graphics: 70%
Sounds: 73%
Replay/Extras: 57%
Gameplay: 60%
Family Friendly Factor: 66%





Lumines Electronic Symphony



SCORE: 90

I love to see franchises improve. I love it when companies decide to make their products family friendly. I love it when companies decide they want to be

inclusive of the family, instead of exclusionary. I love to see games that bring us together instead of divide us. Lumines Electronic Symphony is one such hand held video game. Before Lumines Electronic Symphony this franchise had been going in the wrong direction.

Ubisoft turned this ship around, and Q? Entertainment has now reached their potential with the Lumines brand. I am so glad that I purchased Lumines Electronic Symphony for this review. It is a wonderful game that anyone in the family can pick up and enjoy.

We still drop colored blocks down into a rectangle area. We still need to match four or more in a cube. We still get all the wild outlandish col-



ors, and mesmerizing music to keep us entertained. All of the pluses are present in Lumines Electronic Symphony. All of the minuses from previous games are gone.

Lumines Electronic Symphony is a wonderful first generation Playstation Vita title. If you have been looking for reasons to purchase a PS Vita, let me point you right to

Lumines Electronic Symphony. This hand held title lets you challenge your friends, unlock a variety of content, new skins, and new music. I got my moneys worth out of Lumines Electronic Symphony. And I will continue to do so for some time to come. There are enough modes and unlockables to keep family members engaged for some time.

The wild colors and techno music are extremely captivating in Lumines Electronic Symphony. The action can get going fast so I was not always able to sit back and smell the roses. Lumines Electronic Symphony captures the Tetris kind of action, but is different enough to keep us coming back for me.

The one concern families may have with Lumines Electronic Symphony is addiction. I found myself wanting to do better next time. Or try out a different mode. Players can survive in games for some time as well. - Paul



Publisher: Ubisoft
System: PS Vita
Rating: 'E' - Everyone

Graphics: 93%
Sounds: 90%
Replay/Extras: 88%
Gameplay: 90%
Family Friendly Factor: 89%

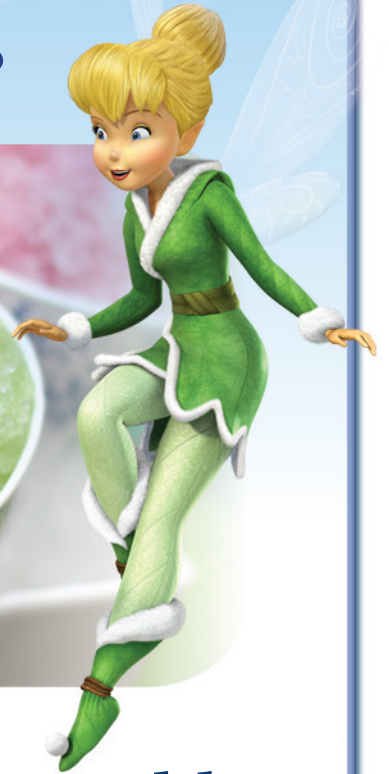


Disney SECRET of the WINGS

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



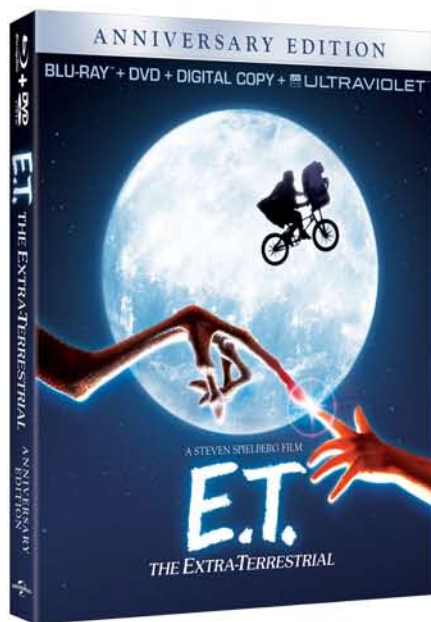
Periwinkle's Blueberry Pixie Frost

- 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

Disney.com/SecretoftheWings
Facebook.com/DisneyFairies





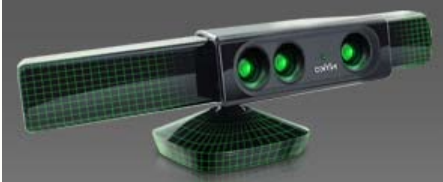
OWN IT 10/9!

EXTRA-TERRESTRIAL SNACK MIX

4 cups bite-size crispy wheat squares cereal
1/3 cup butter, melted
2 teaspoons sugar
**3 cups dry roasted salted peanuts or
sunflower kernels**
1 cup dried sweetened cranberries
1 cup REESE'S PIECES Candy

- 1. Stir together cereal and butter in large bowl. Sprinkle sugar evenly over cereal.**
- 2. Stir in all remaining ingredients. Store in tightly covered container. About eight 1-cup servings.**





Nyko Kinect Zoom

SCORE: 60

Take a little trip in time with me to E3 in the year of our Lord 2011. One of the stand out items was the Nyko Kinect Zoom. We realized early this year that a reviewable copy had not made it. By the time we checked they were all gone. So we put it on our purchase request listing, and picked one up.

I was personally excited to finally get to use the Nyko Kinect Zoom outside of E3. My excitement quickly turned to disappointment. The Nyko Kinect Zoom does not work as advertised. It is glitchy, flawed, and fails around half of the time.

We tried different games,

re-applying the device, going through tech support, and more.

The general consensus is the Nyko Kinect Zoom product is falsely advertised. Maybe

that is why we did not receive a reviewable copy. We can not be bought off like another well known gaming site. We also do our due diligence in reviews. We use products for many, many hours to determine how durable they are.

I personally had high hopes for the Nyko Kinect Zoom. I planned on using it in a narrow room on the Xbox 360 Kinect all the time. As it stands now the Nyko Kinect Zoom has been boxed up and is going into the vault.

The look of this little add on is its one saving grace. The Nyko Kinect Zoom looks really good. It looks like it belongs on the Kinect sensor. The Nyko label is to be expected since it is one of their

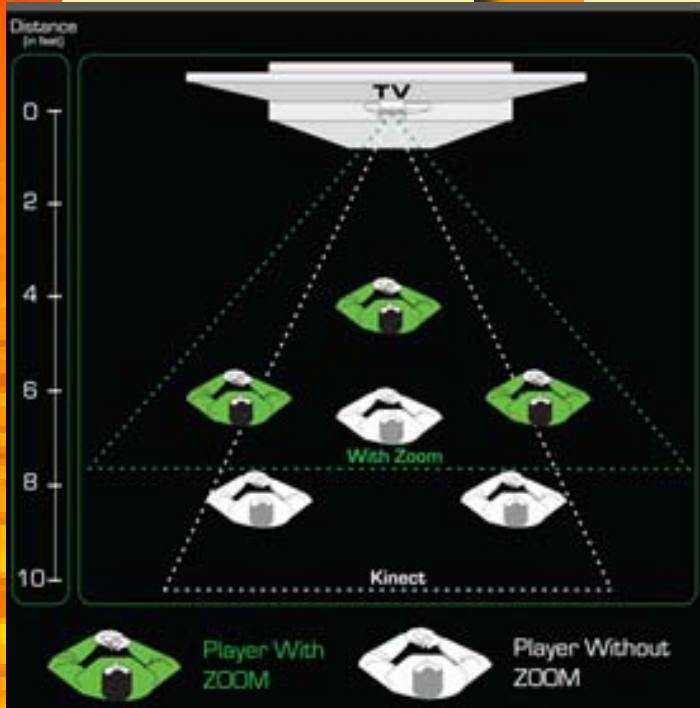


products.

The biggest issue we had with the Nyko Kinect Zoom is it would lose us, and then re-acquire us. Our on screen hand (or icon) would not always move with us, flash in and out, and generally be a complete pain. Thing is this did not happen with every game. Some games worked okay with the Nyko Kinect Zoom, and many others were total flops.

It is never fun to have to take the device off for certain games, especially when there are deadlines for reviews of those products. Ultimately we lost our trust in the Nyko Kinect Zoom. It proved to be very unreliable. It may have earned our Bronze E3 2011 medal, but upon careful inspection it has turned out to be a complete and total flop. Nyko Kinect Zoom fails miserably. I still like the idea behind the product, just not the implementation of the Nyko Kinect Zoom.

- Paul



Publisher: Nyko
System: Xbox 360
Rating: 'NR' for Not Rated

Graphics: 80%
Sounds: 60%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 60%





Lara Croft and the Guardian of Light



SCORE: 54

Lara Croft and the Guardian of Light is a mix between Diablo and Lara Croft. Like taking Lara Croft and putting her into the Diablo style of game.



This is in game play and visual acuity. The controls are not nearly as good.

Lara Croft and the Guardian of Light is a checklist of what video games should not include. There is blood, gore, violence, bad language, and enticement to lust. The graphics are small, and on the dark side. The gore is disgusting in Lara Croft and the Guardian of Light. These creatures explode into a wealth of body parts.

The controls are the second worst part about Lara Croft and the Guardian

of Light. The screen will explain what to do in terms of controls. Which is not always what needs to be done. I finally figured out how to get the guns out, and then using them was extremely painful. It was easier to plant explosives and to set them off.

Lara Croft and the Guardian of Light is a violent game. The language issues were not needed in this game, but they were put in there. Lara Croft and the Guardian of Light also has a variety of worshipping of false gods.

Lara Croft has been known as a fictional female character who dresses in a way to entice men to lust. Too many men are enslaved to this, and wind up causing detrimental problems to their families. This issue has caused too many divorces in our culture. Real men are strong and stand up against it.

The storyline in Lara Croft and the Guardian of Light is forgettable. The controls are annoying beyond belief. I really wish they had been better. Most of the puzzles in Lara Croft and the Guardian of Light are easy to figure out. - Luke



Publisher: Eidos
System: Xbox 360/PS3/PC
Rating: 'T' for Teen
{Animated Blood, Violence}

Graphics: 46%
Sounds: 59%
Replay/Extras: 66%
Gameplay: 45%
Family Friendly Factor: 52%





Batman The Dark Knight Returns Part 1



SCORE: 59

First and foremost I have to get something off my chest as it relates to Batman The Dark Knight Returns Part 1. Why did they split this into two movies? Are these millionaires really that strapped for cash that they have to milk consumers? Batman The Dark Knight Returns Part 1 is only 76 minutes long. Yeah barely over an hour. They should have made one two and a half to three hour movie, and not split it into two parts.

I had to get that out of the way because it irritates me that these companies make one hour animated films, and other films are two hours. Animation needs to hit that two hour mark. And that is my opinion. If you disagree with me - fine.

Batman The Dark Knight Returns Part 1 is a definite adult version of Batman. Frank Miller is celebrated in worldly circles for making Batman more macabre

and morbid. I don't celebrate that. I prefer a family friendly Batman. I also notice that he wrote this during one of the best presidents of the United States. And it is very anti-government.

Blood flows freely in Batman The Dark Knight Returns Part 1. At times I wondered how much blood some of their characters could lose without dying. Very unrealistic. The violent scene drone on in Batman The Dark Knight Returns Part 1.

Do not expect any humor in Batman The Dark Knight Returns Part 1 either. An old grim Bruce Wayne is in retirement. He decides to come out to take on the Mutant gangs. No X-Men kind of stuff either. Just street punks that have taken over the streets. He inspires the Sons of Batman to rise up and take back the city. A female Robin is introduced, to the shock of many viewers.

I enjoyed the talented voice actors in



Batman The Dark Knight Returns Part 1. I wish they could have kept their language a bit cleaner. This is an area where Part 2 can improve. Batman The Dark Knight Returns Part 1 debates vigilantes and following the rules. It is typical bleeding heart liberalism that lets criminals back on the streets to murder and rape again and again.

Batman gets his arm broken, but is quickly back into the fight. This is another area I found completely unrealistic. The future in Batman The Dark Knight Returns Part 1 has very little technology in it. Which shows how limited Frank Miller's vision of the future really was. Batman The Dark Knight Returns Part 1 is cleaner than most of Bruce Timm's recent movies, but still has plenty of disappointments. I hope and pray the next one is better.

- Paul



Publisher: Warner Bros
System: DVD
Rating: 'PG-13' for Parents Strongly Cautioned {For Intense Sequences of Violence and Action}

Graphics: 60%
Sounds: 64%
Replay/Extras: 61%
Gameplay: 60%
Family Friendly Factor: 50%





NCIS Los Angeles The Second Season



SCORE: 55

I continue my exploration of the NCIS universe with NCIS Los Angeles The Second Season. We were left with an interesting cliff hanger in Season One. Unfortunately NCIS Los Angeles The Second Season teases us with answers, and holds that over until maybe season three. Things are hinted at in the final episode of NCIS Los Angeles The Second Season. Spies, and lies are the main theme of NCIS Los Angeles The Second Season. We actually get one episode where they actually do some police work - which is neat to see for a change.

The characters are what saves NCIS Los Angeles The Second Season from being a dismal failure. They have wonderful interactions. Unfortunately the team dynamics constantly feel like they are in flux. Which is disappointing for me personally. I just start to like a character and the show



decides to send them away for too many episodes. Only to be relegated to guest star status.

NCIS Los Angeles The Second Season loves to indulge in the darkest side of humanity. Blood, gore, death, explosions, enticement to lust, and more

is paraded across the screen in episodes of NCIS Los Angeles The Second Season.

The language is another huge issue in NCIS Los Angeles The Second Season. I really wish there had been less bad language in NCIS Los Angeles The Second Season. My kids like the characters in this show, but the language is not nearly appropriate for them. I seem to preaching to the deaf though on this because Hollywood refuses to be sensitive to children.

I was shocked to hear the characters in NCIS Los Angeles The Second Season try to defend their constant lies. Lying in NCIS Los Angeles The Second Season is second nature, and that is a horrible lesson.

The good side of NCIS Los Angeles The Second Season is the characters are loyal to one another. They go off the reservation to save one of their own - one more than one episode. I hope for improvements in future seasons but doubt they will come.
- Paul



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

Graphics: 48%
Sounds: 49%
Replay/Extras: 69%
Gameplay: 59%
Family Friendly Factor: 49%



Justice League Chronicles

SCORE: 63

Ever wonder why some companies go bankrupt? Midway went belly up, and I can not help but look at Justice League Chronicles through that lens. Was this GBA game a part of their demise? It did not break the company all by itself, but it may have been part of a pattern. Justice League Chronicles is one of the worst uses to an awesome license I have ever seen. This Gameboy Advance game is boring beyond belief. We pick two super heroes, and go into a level. We punch and kick around one hundred of the same looking guys. Then we go to the next level. Guess what we do in the next level of Justice League Chronicles? The same thing.

The characters have large models for this hand held. The music is not very memorable. The game play puts intelligent players to sleep in half of a level. The super heroes do not feel that different to me. The lesson in Justice League Chronicles is to get all of them before they can get you. And then you can go and get some more people after that. Not something you want to teach in the public schools if you know what I mean.

In my opinion Justice League Chronicles is part of the reason Midway became such a fail-

ure. They ignored families with games that they should have provided for them with. Others can learn from this mistake.
- Sam



Vectorman

SCORE: 66

Near the end of the life cycle of the Genesis came the Vectorman franchise. Sega was trying to match the Donkey Kong Country series that Nintendo had released. Unfortunately Vectorman fell flat on a couple of fronts. Vectorman has a Wall-E kind of storyline. Humans have polluted the planet to the point they have to leave it. Robots are left behind to clean up the mess. You know that odd belief that humans are always passing their problems off onto machines, and completely destroying the environment. Yes we had whack job out of touch with reality environmentalists back then too.

There are two things that stick out about Vectorman to me. First off it is extremely difficult. The character can easily run right into on coming fire. The second is the violent nature of this game. We are constantly shooting things. And they don't look too good to me either. I can go back and appreciate the graphics in Donkey Kong Country. But Vectorman is just a sad knock off.

Many of the enemies look the same. This may have flown back in the day, but in this age we expect some diversity to the enemies. Blowing up all of the same things over and over again gets old. Vectorman is very cheap in terms of hitting the player. Decades ago this game may have caused me to break a controller or two. Now I can control my frustration much better.
- Paul



Publisher: Midway
System: Gameboy Advance
Rating: 'E' - Everyone
{Mild Violence}

Graphics: 64%
Sounds: 70%
Replay/Extras: 63%
Gameplay: 58%
Family Friendly Factor: 61%

Publisher: Sega
System: Genesis
Rating: 'E' - Everyone
{Animated Violence}

Graphics: 54%
Sounds: 79%
Replay/Extras: 78%
Gameplay: 60%
Family Friendly Factor: 60%

Babel Rising Cataclysm

SCORE: 64

Babel Rising was a shocking title that offended a great many. There was another camp of people who enjoyed playing it. BulkyPix has released a free sequel in the form of Babel Rising Cataclysm. I understand many of our readers being cynical and asking how free is this app. You can play every single level without paying any money.

There are ads that constantly appear. So you have to stomach that.

Babel Rising Cataclysm lets players take on the role of God. Yes God! We have to smite down humanity as they try to build the Tower of Babel. We take on the role of a wrathful God who does not show any mercy. Humans in Babel Rising Cataclysm are stubborn, and have extremely high numbers. They keep coming, over and over again. It can get tiring to have to kill off all these people



at such a high volume.

Graphically Babel Rising Cataclysm earns its rating. In fact I can see this game easily earning the 12+ Apple rating instead. I grew tired of all the violence and death in Babel Rising Cataclysm. The humans should get a clue and obey

God instead of constantly being disobedient. But then look around our world and see how many people are constantly disobeying God. Many of them are doing it openly, and others are celebrating their descent into destruction.

The music in Babel Rising Cataclysm is okay. The encouragement to murder off all of the people is one

aspect of Babel Rising Cataclysm that I am not very thrilled about. The natural disasters we send out as well as the death can be un-nerving.

I had problems with the controls in Babel Rising Cataclysm. Things were not always working. And since the people march forward like an army of ants - it could mean failing one of the forty levels. Yes there are only forty levels in Babel Rising Cataclysm. So it is a little light on the replay value.

If you want to learn all about other BulkyPix games, then Babel Rising Cataclysm is perfect. Why? Because of all the advertisements that are streaming at us while we are using this app. I understand companies are looking for different

ways to reach audiences. I would have gladly paid ninety-nine cents for the ads to go away. But I was not provided that choice. I feel the pace of Babel Rising Cataclysm is a little too fast for many families. I would like that slowed down.

- Yolanda



Publisher: BulkyPix
System: iPhone/iPod Touch
Rating: '9+' - 9+
{Frequent/Intense Cartoon or Fantasy Violence}

Graphics: 60%
Sounds: 70%
Replay/Extras: 73%
Gameplay: 60%
Family Friendly Factor: 58%





Inertia Escape Velocity



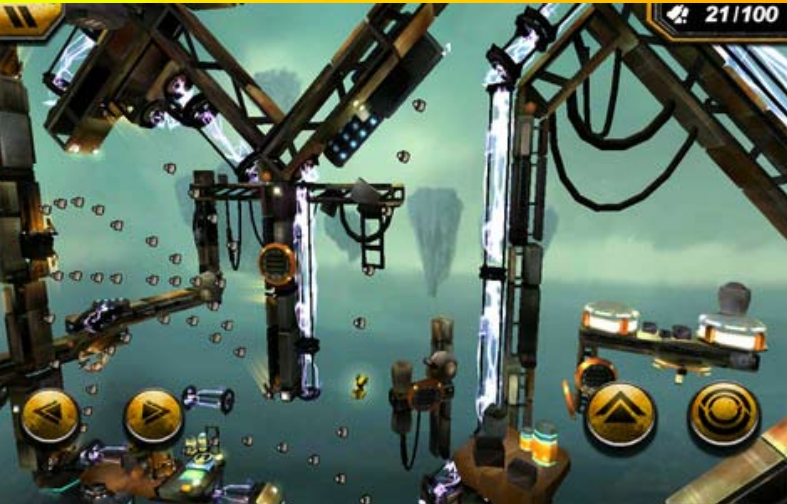
SCORE: 71

Inertia Escape Velocity is one of the most unique apps on the Apple iTunes store. It is part platformer, and part puzzle game. There is a little guy in armor that can run around the levels. He can also jump, and then float through as if there was no gravity. My initial reactions to Inertia Escape Velocity were very positive. The more I played this app the more of my nose dive my opinion took of this game.

There are a few colorful areas and screens in Inertia Escape Velocity. Most of them are dark and have this technological feel to it. I think they may have been going for a Borg look. Portions of levels can look exactly the same too. I was in one level, beat it, and the next level started the same. I thought I was repeating the level. Until later on it changed.

The sounds in Inertia Escape Velocity also have a technological feel to it. Due to the control issues expect to hear certain special effect sounds over and over again. I wound up getting a headache from the frustration. Inertia Escape Velocity is also really light on what is going on and why we are traversing these levels.

The controls in Inertia Escape Velocity work marvelously in some instances and frustrated me to no end in others. I wound up just trying to get through the levels, and gave up on collecting all the items. The whole floating aspect is an awesome idea. The implementation is not so awesome though.



There are thirty-five levels. Comparing it to other apps Inertia Escape Velocity is really light on content for the price. I may not be out a lot of money but I felt like Inertia Escape Velocity is over-priced. If you feel like struggling with the controls then you can try and collect all the items and get the highest score on every level.

The lesson Inertia Escape Velocity taught me is to get from point A to point B. Avoid the obstacles and arrive alive. Inertia Escape Velocity has potential to be a wonderful and fantastic game. It fell a little short in my opinion.

I hope to see interesting and innovative ideas from Red Fly Studios in the future. A sequel to Inertia Escape Velocity would be welcome especially if the controls are tightened up.

- Luke

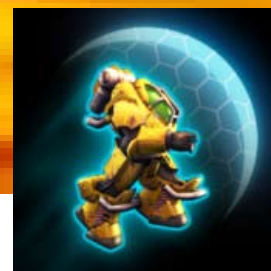
up just trying to get through the levels, and gave up on collecting all the items. The whole floating aspect is an awesome idea. The implementation is not so awesome though.

Inertia Escape Velocity cost \$1.99.



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

Graphics: 77%
Sounds: 80%
Replay/Extras: 65%
Gameplay: 65%
Family Friendly Factor: 70%



DEVELOPING GAMES



Over 30 Fun, Addictive Games for the Whole Family – Combines all the fun of the Wii U™ system with over 30 all-new party games featuring hysterical obstacle courses, popular sporting events, and arcade and brain challenges that deliver an unmatched combination of variety and value.



Game: Family Party 30 Great Games
 Obstacle Arcade
Company: D3 Publisher
Release Date: Christmas 2012
System: Wii U
Rating: 'RP' - Rating Pending

The Ultimate Extreme Obstacle Course Showdown – Tons of obstacle course and extreme challenges from jumping alligators, ramming through obstacles, fully-fueled rocket launchers, high-flying jet packs, and more!



Game: Dragon Collection
Company: Konami
Release Date: Fall 2012
System: iPhone/Android
Rating: 'RP' - Rating Pending

5 21/31 36/36 25/25 7/80 3/12 1600 1313

10 more



NEW

[Monster] Orthrus
[Rarity] R (Cost 13)

42 114/133 135/135 130/130 53/100 28/30 201 103738

38 more

Leader

ATK 33902 (↑ +780)

Leader

DEF (↑ +???) ??????

44 47/178 108/108 108/108 21/100 27/31 30 11527

658 more

LEVEL UP



38 66/73 82/82 58/58 24/80 15/28 1537 16404

1 more

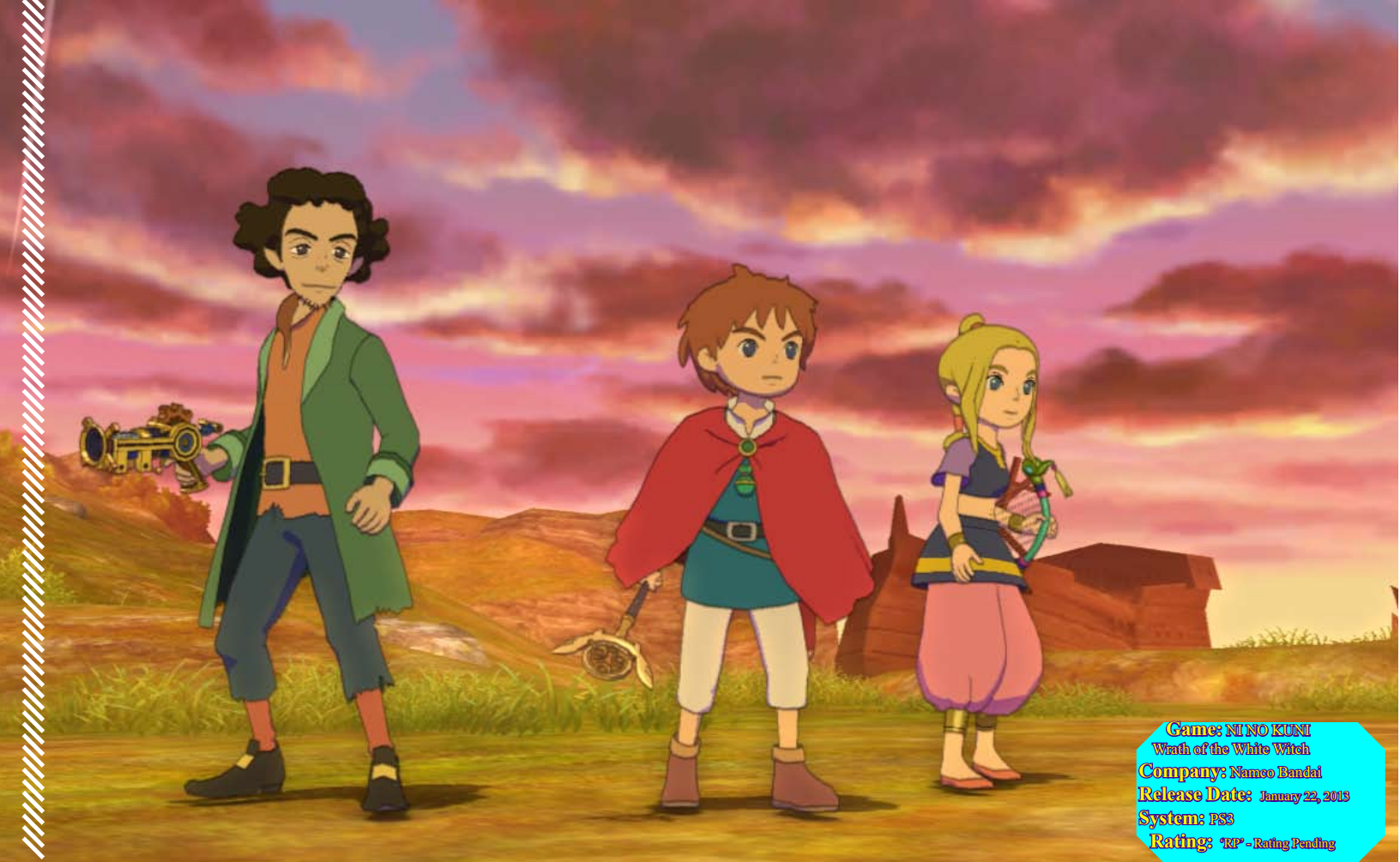
BOSS : Midnight Oliver







Game: NI NO KUNI
Wrath of the White Witch
Company: Namco Bandai
Release Date: January 22, 2013
System: PS3
Rating: 'RP' - Rating Pending



Game: NI NO KUNI
Wrath of the White Witch
Company: Namco Bandai
Release Date: January 23, 2010
System: PS3
Rating: 'RP' - Rating Pending





Interact with TRANSFORMERS characters like never before – Designed for the unique interactivity of the Wii U™, the game allows fans to tilt their gamepad to steer BUMBLEBEE through a collapsing canyon, upgrade OPTIMUS PRIME's combat abilities through their gamepad touchscreens, and more. Explore a Brand New Storyline to Continue the Saga – The game centers



around an epic campaign with original story set directly within the TRANSFORMERS PRIME universe, allowing players to forge close relationships with the humans Jack, Miko and Raf and embark on a journey to exotic locales such as Greece, South America and even outer space..

Family Friendly Gaming

Game: Transformers Prime
Company: Activision
Release Date: November 13, 2012
System: Wii U
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}



Game: Tales of Xillia
Company: Namco Bandai
Release Date: 2013
System: Playstation 3
Rating: 'RP' - Rating Pending







Nothing on me. It's not like I was planning for this misadventure. ✨



Game: Tales of Xillia
Company: Namco Bandai
Release Date: 2013
System: Playstation 3
Rating: 'RP' - Rating Pending



Product Features

“Disney Epic Mickey: Power Of Illusion” offers a special drawing and painting function that will allow players to create an interactive world by using the stylus to draw objects in the bottom screen that magically transform into classic Disney-style 2D illustrations. Utilizing the game’s unparalleled dual screen integration, players will then move their creations to the top screen where they are further transformed into beautiful, fully realized objects that pop off the screen in stunning 3D.

Players will utilize the core “Disney Epic Mickey” gameplay mechanic of paint and thinner while playing as Mickey Mouse in an attempt to save classic Disney Toon characters.

Players will engage in epic boss battles with familiar Disney villains using attacks involving the power of illusions to surprise players.

Players will adventure through game levels based on animated Disney films such as “Peter Pan” and “Aladdin,” as well as interact with beloved Disney characters.

In between adventures, players can develop their own fortress by taking a small fort and expanding it into a thriving castle.

Disney

EPIC MICK

POWER OF ILLUS



In “Disney Epic Mickey: Power Of Illusion,” gamers will play as Mickey Mouse as he infiltrates the Castle of Illusion on a quest to put an end to the evil witch Mizrabel’s diabolical intentions. Players will be taken on an all-new adventure made specifically for the Nintendo 3DS where, “Reality Is What You Paint Of It.”

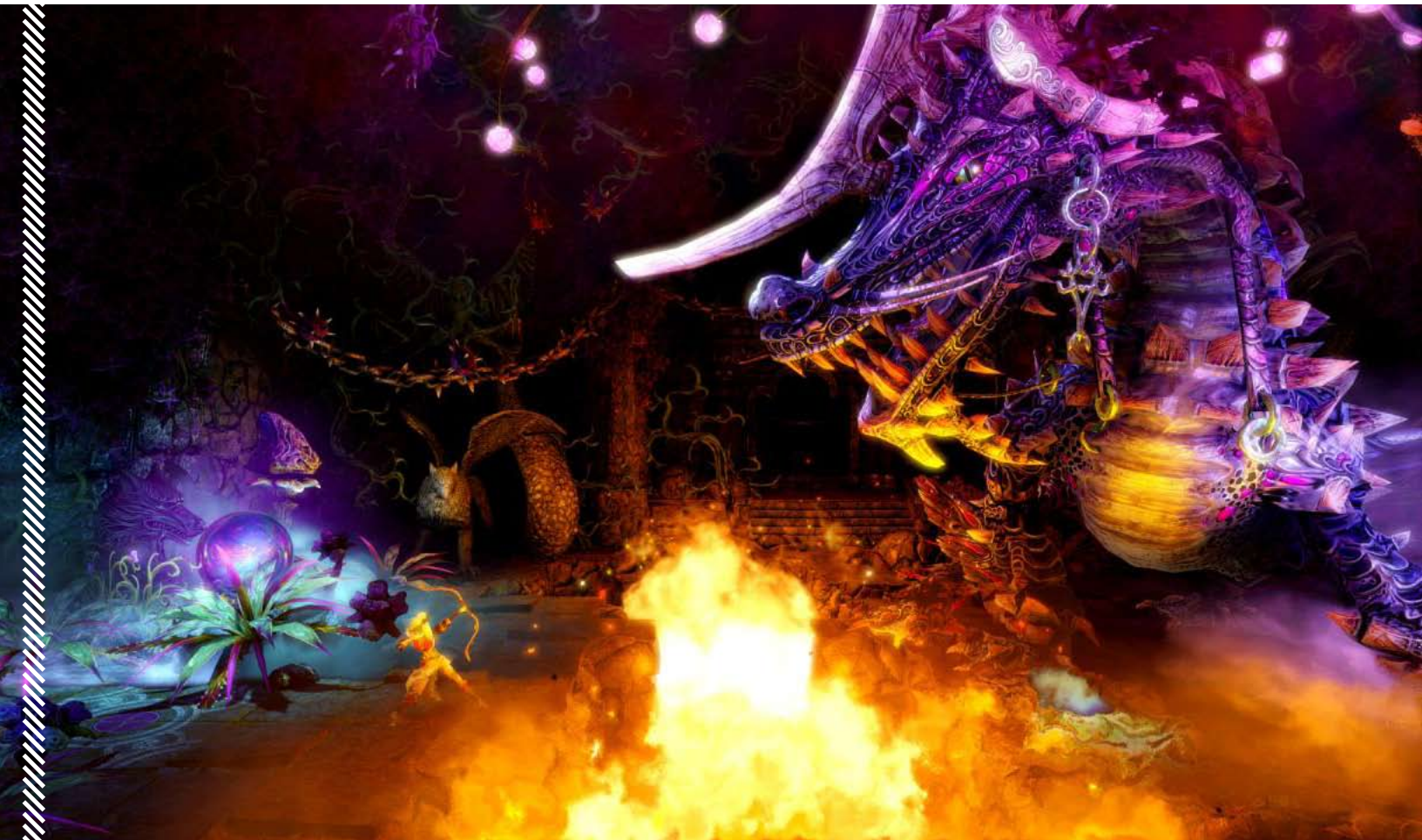
Created by critically acclaimed video game developer DreamRift, under the direction of Disney Interactive’s Junction Point, “Disney Epic Mickey: Power Of Illusion” furthers the Wasteland saga by taking players on a completely new story and adventure.



KEY SION

Game: Disney Epic Mickey: Power Of Illusion
Company: Disney Interactive Studios
Release Date: November 18, 2012
System: Nintendo 3DS
Rating: 'E' - Everyone
 (Mild Cartoon Violence)





Trine 2: Director's Cut, exclusively for the Wii U, features the critically acclaimed original Trine 2 game, with a number of enhancements and gameplay polish, and a brand-new exclusive level called the "Dwarven Caverns", created exclusively for the Wii U. The Director's Cut will also include the new expansion Trine 2: Goblin Menace in one big Wii U exclusive package.



Trine 2: Director's Cut has been designed for the Wii U and takes advantage of its powerful features, ranging from improved console graphics to new, more intuitive controls using the Touch Screen.

Game: Trine 2 Directors Cut
Company: Frozenbyte
Release Date: December 2012
System: Wii U
Rating: 'RP' - Rating Pending





TEKKEN TAG TOURNAMENT 2 Wii U EDITION



Product: TEKKEN TAG TOURNAMENT 2
Wii U Edition

Company: Namco Bandai

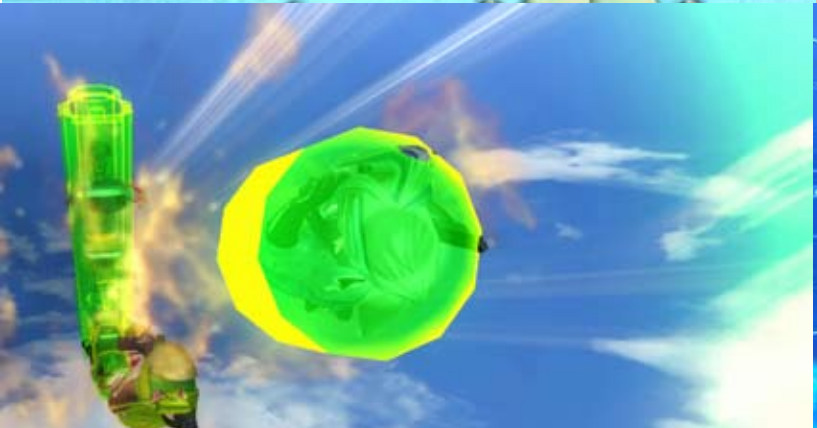
Release Date: November 20, 2012

System: Wii U

Rating: 'RP' - Rating Pending



Game: The Wonderful 101
Company: Nintendo
Available: TBA
System: Wii U
Rating: 'RP' - Rating Pending



RECENT RELEASES





Game: Zumba Fitness Core
Company: Majesco Entertainment
Release Date: October 2012
System: Xbox 360
Rating: 'E10+' - Everyone 10+
 (Mild Lyrics, Mild Suggestive Themes)



Game: Zumba Fitness Core
Company: Majesco Entertainment
Release Date: October 2012
System: Wii
Rating: "E10+" - Everyone 10+
(Mild Lyrics, Mild Suggestive Themes)





Game: Jumpster
Company: G5 Entertainment
Release Date: Out Now
System: iPhone/iPod Touch
Rating: 4+ = 4+



SKYLANDERS GIANTS

© 2012 Activision. All rights reserved. Skylanders, Skylanders Giants, and the Skylanders logo are trademarks of Activision. Nintendo 3DS is a trademark of Nintendo. ESRB Rating: E10+ - Everyone 10+ (Mild Cartoon Violence).

Product: Skylanders Giants
Company: Activision
Release Date: October 21, 2012
System: Nintendo 3DS
Rating: E10+ - Everyone 10+
{Mild Cartoon Violence}





Pet and feed dolphins



Perform in shows



DOLPHIN Paradise

WILD FRIENDS

Pet and feed dolphins

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Bond with Dolphins & Orcas

DOLPHIN Paradise

WILD FRIENDS

Product: Dolphin Paradise: Wild Friends
Company: HappyGiant
Release Date: Out Now
System: iPhone
Rating: '4+' -4+

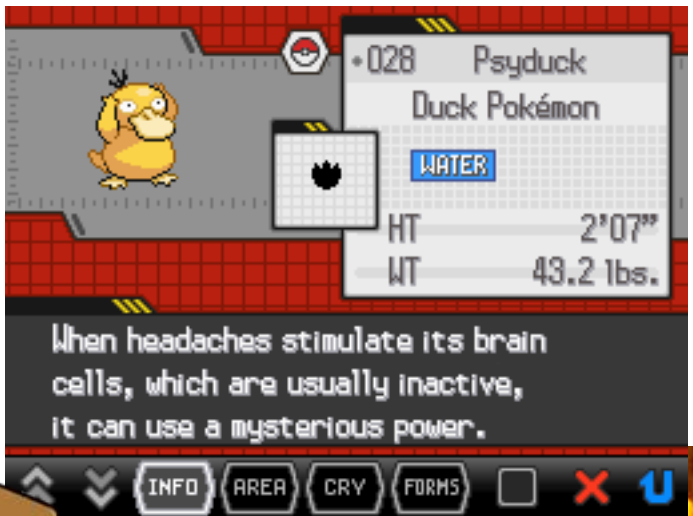


The Unova region has changed and grown in the two years since the original Pokémon Black Version and Pokémon White Version games. The first towns players travel through are completely new, and some characters from the previous games have grown and moved into different roles.

- In Pokémon Black Version 2 and Pokémon White Version 2, players will also be able to catch some of the Pokémon from outside the Unova region, such as Eevee, Riolu, Tyranitar, Arcanine and Mareep, right from the start of the game.



The Riolu Girl! Bring it on!



In addition to this new series installment, the downloadable Pokédex 3D Pro and Pokémon Dream Radar will both be coming to the Nintendo eShop, giving Nintendo 3DS players new ways to catch and learn about their favorite Pokémon.



Pokédex 3D Pro is a fully enhanced and upgraded version of the original Pokédex 3D application that includes detailed information about the more than 640 Pokémon featured in the history of the Pokémon video game series. Pokédex 3D Pro will include in-depth sorting, comparison and ranking tools, as well as comprehensive details on what abilities each Pokémon can learn



Pokémon Black Version 2 and Pokémon White Version 2 feature the Pokémon World Tournament, an exciting battle arena where players will be able to take on numerous Gym Leaders and Champions from previous Pokémon video games. Fans of the series will be able to battle trainers like Lance, Champion from the Johto Region, and Volkner, Gym Leader from the Sinnoh Region. Players can also use a variety of battle styles and moves found in Pokémon Black Version 2 and Pokémon White Version 2 against these classic opponents.

Game: Pokemon White/Black 2
Company: Nintendo
Available: October 7, 2012
System: Nintendo DS
Rating: 'E' - Everyone
 (Comic Mischief, Mild Cartoon Violence)



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Product: Nights into Dreams
Company: Sega
Release Date: Out Now
System: Xbox 360/PS3
Rating: 'E' - Everyone (Comic Mischief)

Devotional

One Day At A Time

We humans have a horrible habit of worrying about the future. Not only that, but also planning. I know people freaking out about the economy, and their stocks (or mutual funds). Most people look at the future eager for retirement. They want to finish working so they can do what they want to do. Yes there is selfishness attached to that. Why can't more people look at life as they are doing exactly what they are supposed to be doing? Approaching each and every day with that attitude of the heart and mind will make all of us happier. **Matthew 6:31-34** *So do not worry, saying, 'What shall we eat?' or 'What shall we drink?' or 'What shall we wear?' 32 For the pagans run after all these things, and your heavenly Father knows that you need them. 33 But seek first his kingdom and his righteousness, and all these things will be given to you as well. 34 Therefore do not worry about tomorrow, for tomorrow will worry*

about itself. Each day has enough trouble of its own. Too many focus on what they want, and ignore what God wants.

We need to take each day as it comes, and deal with each thing we can in that day. **Matthew 6:25-27** *"Therefore I tell you, do not worry about your life, what you will eat or drink; or about your body, what you will wear. Is not life more than food, and the body more than clothes? 26 Look at the birds of the air; they do not sow or reap or store away in barns, and yet your heavenly Father feeds them. Are you not much more valuable than they? 27 Can any one of you by worrying add a single hour to your life? Well can you? Freaking out because your five year, ten year or twenty year plan was thrown out the window does not help today. In fact it hurts today, which can hurt tomorrow, and many tomorrows after that. So just take it one day at a time. Enjoy life as God meant you to do. Seek His will for your life. Seek what He wants you to do. Trust me, you will be a whole lot happier. That is not saying problems will all disappear.*

Certainly some problems will go away. Realistically you will face different challenges. I have seen this myself. At times others will not comprehend where you are coming from. Especially when they are only used to worldly wisdom, and worldly directions. It can be turned into a teachable moment just like this column.

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: Women are respected in video games.

Defense: They are made to look good.

Exposure: Ever ask a woman what she thinks of the way women are portrayed in most video games, especially the ones

The video game industry needs to progress

with 'M' or 'AO' rating. I have actually taken the time to show a diverse group of women pictures, and video of how their gender is shown. The response was a universal disgust, and they were all offended. The video game industry needs to progress, grow, and mature to start including women in our industry. If I can take the time to consult women, why can't these gaming companies? Plenty of them pay for the services of PR firms, and many of their employees are women. Put the content to them and see what they say. This is an area where real change is needed in the industry, and soon.

At Family Friendly Gaming we rate games lower that include enticement to lust. There are a lot of teenage boys, and men who find themselves enslaved to lust. They wind up unable to live normal, healthy lives because of this compulsive

If I can take the time to consult women...

obsessive problem. Anyone who cares about men to women relationships should be demanding major changes in the video game industry. Women are way more than sexual objects. Too many couples have wound up in therapy because the man only sees his wife as there for his sexual gratification. Men and women think differently. The men in positions of power inside the video game industry need to start recognizing that. Creating video games that show women only in that manner are causing problems in society.

Last Minute

Tidbits



Jump



30/30

PAPER MARIO



Sticker Star





NINTENDO 3DS

Product: Paper Mario Sticker Star
Company: Nintendo
Release Date: November 11, 2012
System: Nintendo 3DS
Rating: *RP* - Rating Pending

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

Nintendo



Product: Ben 10 Omniverse
Company: D3Publisher
Release Date: Fall 2012



System: Wii U/Wii/PS3/Xbox 360
Rating: 'RP' - Rating Pending

Wordsearch

SSHHH

~~QUIET~~

~~RELAX~~

~~REPOSE~~

~~REST~~

SETTLE

SILENT

~~SLEEP~~

Last Minute Tidbits
continued



Hints: 10 Time: 00:42

Hints



Jigsaw

16

Hints: 35

Time: 00:25

Challenge Mode



Sudoku

Puzzle No. 11

Personal Best 0%

Completed 1/105

Challenge Status

Hint Tokens 989

Progress 0.6%



Back

Play

Across

1. Baby's footwear
3. One who accepts bets
5. Cracker
7. Pen name
9. Army officer

Hints: 45 Time: 00:06

Hints

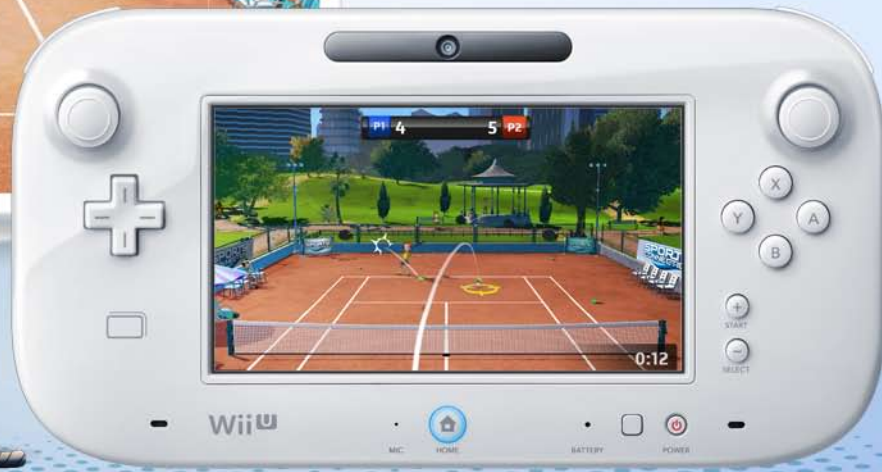


Product: Puzzle World XL
Company: UFO Interactive
System: Nintendo DSi/Nintendo 3DS
Release Date: October 18, 2012
Rating: 'E' - Everyone

Last Minute Tidbits
continued



SPORTS CONNECTION



SPORTS CONNECTION



Product: Sports Connection
Company: Ubisoft
System: Wii U
Release Date: Wii U Launch Window
Rating: 'RP' -Rating Pending

SPORTS CONNECTION

Family Friendly Gaming



Product: Sonic & All-Stars Racing Transformed
Company: Sega
System: Wii U
Release Date: Nov. 30, 2012
Rating: 'RP' - Rating Pending





Product: Monster Hunter 3 Ultimate
Company: Capcom
Release Date: March 2013
System: Wii U/3DS
Rating: *RP* - Rating Pending

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.



TANK! TANK! TANK! (tentative title) is an over-the-top battle party game where players will feel the thrill of driving and shooting with tanks. With support for up to 4 players, family and friends can battle giant monsters or compete in Free-for-All and Team Versus modes. An exciting story mission mode allows you to level up your tanks while battling a variety of giant enemies. Wii U™ specific features make **TANK! TANK! TANK!** the best battle party game for the whole family!

Product: Tank! Tank! Tank!
Company: Namco Bandai
Release Date: Launch Window
System: Wii U
Rating: 'NR' - Rating Pending



Product:
Civil War
Company:
Zen Studios
Release Date:
TBA
System:
PS3/PC/Xbox 360
Rating:
'E10+' - Everyone
10+ {Comic Mischief,
Fantasy Violence, Mild
Language}



Product: Crashmo
Company: Nintendo
Release Date: 11/22/12
System: Nintendo 3DS
Rating: 'NR' - Rating Pending