

Is your Family Party ready to Jetpack Joyride to Gardenscapes?

Ready to Kinect with Sesame Street a second time?

FFG finally reviews The Elder Scrolls V Skyrim. How does it?

Family Friendly Gaming™

The VOICE of the FAMILY in GAMING



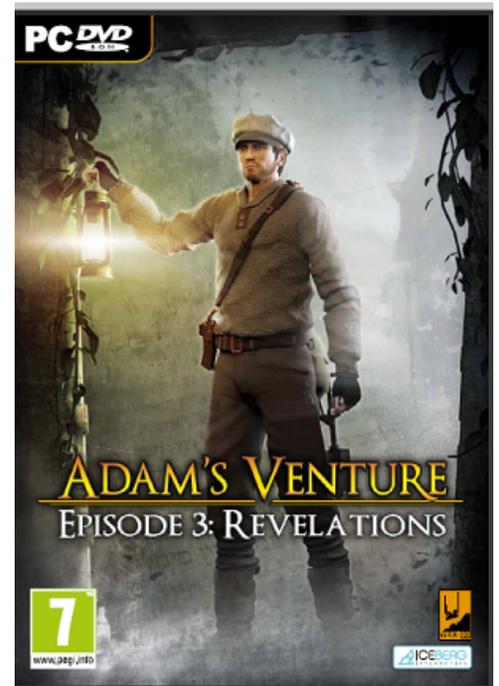
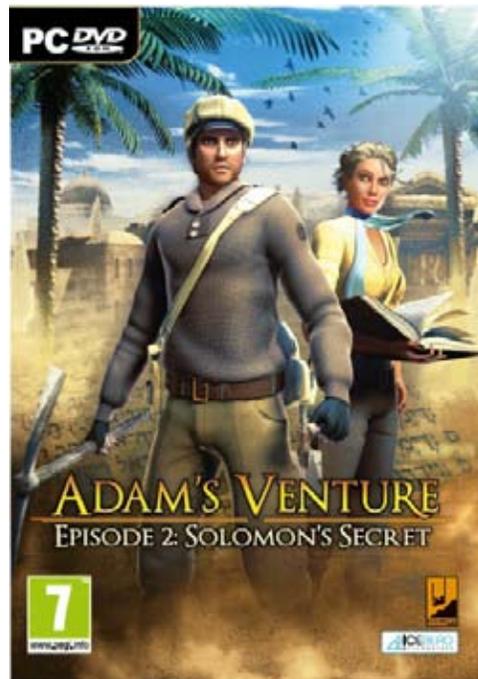
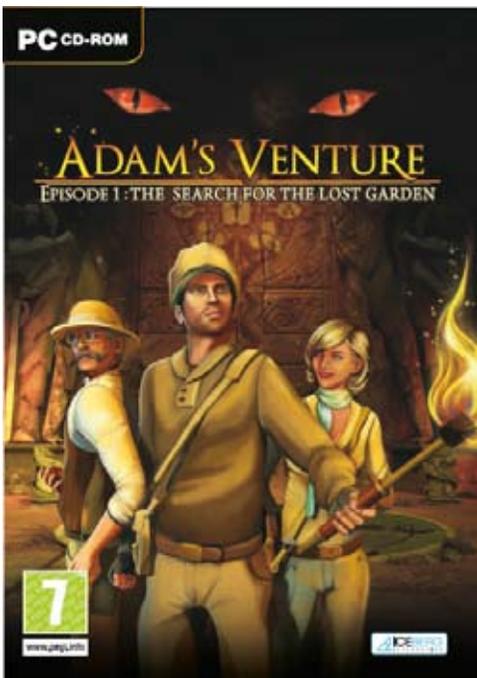
Issue #66

January 2013

ADAM'S VENTURE

Three Episodes

Adventure Fun for ages 7 and up on Windows PCs



All Three Episodes available separately or together
for only \$50 shipped within US at Christian
GamesNOW.com



The best family games of the year appear right here in this Christmas Buying Guide

There is one Lego game to rule them all!

Should your family purchase a Wii U this Christmas?

Family Friendly Gaming

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The VOICE of the FAMILY™

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www.familyfriendlygaming.com



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Editor's Desk

What A YEAR!

I am in awe and amazement at how much has happened this year. In the year of our Lord 2012 has been an astounding year. Some days I am not even sure how we made it through. Then I smile and realize God carried us through. God gave us the strength at the times we needed it. Otherwise we would not have made it.

We saw improvements and major growth in all kinds of areas here at Family Friendly Gaming. I do not feel worthy of the trust that millions put into us. I routinely ask who am I? Really, who am I that so many people read our words. Is it because we are real about who we are? Is it because we admit our weaknesses? Is it because we strive to treat everyone with respect, kindness and love? Is it because it is God's will?

It may be all of those things and more. I may not even know for sure until I am in God's holy presence. For me it does not really matter though. What matters is doing God's will for my life. What matters is following God's commands and precepts to the best of my ability. What matters is to continue to shine as a light for Christ in a dark industry. What matters is accepting the price of doing God's work in this industry. And trust me

there are prices I pay on a daily basis. It would be so much easier to be another one of those me too gaming websites. It would be so easy to repeat what the world says. It would be so easy to accept the lies of the world, and ignore what God says.

God did not call me to do the easy though. He called me to do His will. He called me to be His representative. It is not always easy. Too often I have no clue how to do things. I stand in shock at how God has gotten us through all of those situations. Man may have tried to do some evil things to us this year. Yet God turned it to good. I am so thankful that God can use me in this regard, and in these ways.

Over 2.7 million unique IP addresses have checked out Family Friendly Gaming in a few months under the last five years (we do not have tracking before then). We had two explosive months this year. One month had over 400K in hits, and another month had over 800K in hits. We passed the 3,400 mark in products reviewed this year. Lord willing we will pass the 4,000 mark next year. We had the largest Family Friendly Gaming team at E3 2012 ever. News split out into News and Updated News this year. There were more combined published news stories than ever before. Reviews,

Previews, Images and Videos all increased. Revenues were up this year from advertisements.

I do not know how our small team it able to publish and produce so much content. It is only by the grace of God. He sustains us on a daily basis. There are so many wonderful companies that have provided us so many marvelous products to review. Thank you so much. So many companies and PR firms answer our questions, provide assets and more. Thank you so much. Millions read our clumsy words and opinions. Thank you so much. So many companies listen to our opinions on how to improve. Thank you so much.

God bless you, and yours,
Paul Bury



Female Side

Dark Days

Why is it that we human beings are so quick to think ill of another one? Why is it that negative campaign ads work? Why are so many drawn to negative things? Why are some so quick to scream racism when something does not go their way? Why do so many twists innocent words to try and make them out to be something ugly? Why do so many see ugliness in the hearts of others? Why do so few actually look at their own hearts and deeds? Why do so many people and companies live for themselves? Why do some people dodge questions they do not want to face?

Where is the realism? Where is the honesty? Where is the integrity? Where is the caring? Where is the selflessness? Where is the love? Where is the kindness? Where are those willing to stand up for the truth in spite of the price they will pay from the hate filled political correctness monsters? Where do you stand on all of this?

I know I have started this pretty heavy, and with plenty of mind boggling questions. It all relates to a couple of different issues, people and places Family Friendly Gaming has been dealing with this year. None of us here like to be negative. Maybe our frustration

has built to a point that we have to bring something out in the public forum. I struggled with this for some time now. I prayed fervently for guidance and direction. Paul and I discussed this at length. So here it comes.

I see dark days ahead for Nintendo. I don't know if they are following the Emperor in The Emperor's New Clothes, or if their PR firm has lost touch with reality. Getting responses from them for the littlest questions has been beyond frustrating. We talk to one person who says there are no more copies of a game left for a review. We talk to someone else the same day and they find a copy for us easily. The first person is either being lazy (and not looking) or they are lying. We put in requests for games months (and years) in advance to be first in line - and it never arrives with no explanation. Those both happened on multiple games in 2012.

We have interviewed Nintendo employees on games that are coming out, and then copies of the games did not arrive. When we questioned it - no response. We were good enough to interview and spread the word about their products, but not good enough to review the products. Or they are worried about what we will say.

The Wii U has been a dis-

appointment, and neither Nintendo or their PR firm have done anything to alleviate any of our concerns. They ignore anything they do not want to hear. They ignore anything that is not kissing their behinds. No wonder so many gamers ignore reviews on gaming sites. Too many places look like they are bought out by companies like Nintendo. Those few of us that are honest about their games get treated like dirt. Hopefully they will correct this in 2013.

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

Heart Issue

There are all these people throwing out opinions related to all these different murderers who went on killing sprees. Some are using it as an opportunity to try and push their personal political issues and beliefs on everyone. Analysts are exploring the murderers pasts and all the different dark, violent, and warped entertainment they participated in. Ultimately it comes down to a heart issue. They did not have Jesus, and they did not have love. They were selfish, and did not care for their common man. American society has been working tirelessly to remove all aspects of God and Christianity from the public forum. Then when tragedies like these strike they are looking for a solution. The solution is right there - humble ourselves and turn to God. Including God in the public forum worked wonders for our ancestors. Why would anyone think going the other direction would bring better results? These school and mall massacres should be a wake up call to anyone with half a brain. When a society turns to Satan instead of God, no wonder they act like the devil.

The WMG has suffered persecution for openly expressing a belief in Jesus Christ. It will come from those who want to blame God for everything bad, and ignore Him when everything good happens. In other words, people who have reality completely backwards. To stay silent just welcomes more of these mass murderers. God laid this on the WMG's heart, and obedience is the best course of action. Lord willing, the Holy Spirit will convict you to take action.

Reach out to those who have darkness in their hearts. Encourage them to turn to the light. Do what you can to let them know that there is someone who loves them, and that they are important. They do not need to go out in a blaze of bullets. They do not need to spread pain and misery. They can spread hope and love instead. Sure the new may not cover all of us spreading hope and love. But we do not do it for recognition. We do it for God, and because we have Jesus in our hearts.

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!

putting that together. So it is nice to know we reached at least one person. I hope we reached more.

The Wii U Portal was another way we have been growing here at Family Friendly Gaming. We have done massive E3 coverage, and E3 portals in the past. This was the first time we did one for the launch of a system. Lord willing we will be able to do the same thing for additional systems as they are released. I would love for us to go that direction.

for our kids

- Thomas

{PB}: Your welcome. It is a real honor and pleasure for us to create those. Don't get me wrong, they are a lot of hard work. There are spirited discussions on which games that belong. There are all kinds of companies campaigning for their games. I joke and tell them that a large bag of cash (unmarked bills) goes a long ways. That is just playing around. I would freak if someone actually sent us a large bag of money to get their game included. When I settled down I would send it back to them. That is not how we do business here at Family Friendly Gaming.

We take all the games reviewed this year, and rank them by system, and then by score. Which means if a game or two is not in there, and it looks like it might have made it - well that company did not think highly enough of us to send us a copy for a review. They do not care about the



Wii Thank U

Thank you for the Wii U Website. The reviews helped me pick some games to buy.
- Carly

{PB}: You are so very welcome. We spent tons of hours

It is a way we can provide for families, and be the realistic alternative for the worldly gaming sites.

Christmas Thanks

Thank you for the Christmas Buying Guide. You gave our family many wonderful ideas

OFF



close to three million Family Friendly Gaming Nation members. Or they have a corrupt PR firm who keeps games for themselves and their friends.

We start at the top of

the list for each system. We rotate around which systems we work on because reviews are still going on while we are working on the Christmas Buying Guide. And some late entries make it in.

Dodging Family Friendly Gaming

Is the ESRB still dodging Family Friendly Gaming? Are they still acting like the emperor in the Emperor's New Clothes? Do they only answer questions for those that

kiss their behinds and tell them how great they are? Or can they explain their mistakes to the satisfaction of those of us they lied to?

- Marcus

{PB}: I have some good news and I have some bad news. The good news is we continue to check on this. We are not giving up. We will not go away. We are working with some wonderful people who keep reminding the ESRB of their failure to respond. We can all come up with all kinds of answers as to why they refuse to answer a hard ball question here or there. Are the conclusions we come to accurate? I don't know for certain. I have not met them, and I do not know their hearts. I do know they have a repeated history of not responding to anything that exposes their mistakes. They have a repeated history of only giving one side of any particular issue. Even when

those of us at Family Friendly Gaming have presented them with evidence with the exact opposite scientific facts as they are claiming. They have never thanked us for doing this public service. They have never corrected, modified, or adjusted their propaganda emails to incorporate facts and scientific evidence they disagree with. Instead they keep repeating the same half truths and bold face lies. They refuse to accept responsibility or be held accountable for it.

If we kissed their behinds and told them how great they are, then they respond. Once we bring up the damage they have done, and we represent their victims - well they have nothing else to say.

Printed copy

How can I get a printed copy of Family Friendly Gaming? I love that this magazine is free. Reading online is okay, but I like to hold it in my hand. I read somewhere that Family Friendly Gaming started off as a printed magazine. Is that true?

- Shawn

{PB}: Excellent question. We have partnered with a site issuu.com. On the page where you find an e-magazine (any



recent issue) there will be a link to see it on issue. That website will allow you to print a copy of recent issues. I will warn you, it is pricey.

Yes when we started out we were a print magazine. The magazine industry started to take a hit due to online coverage of things. So after a few years we moved to online only. It was not cost effective to keep the printed copies going. God really blessed the direction we took so no complaints from us.

Skyrim

I have a suggestion for a game review!

The Elder Scrolls V: Skyrim. I wanna play it but before buying it I wanna make sure it's right for me. As do I'm sure many other parents and teens do.

- akbcolumbus

{PB}: The Elder Scrolls V Skyrim is reviewed in this very issue. We normally do

not review 'M' rated titles since they almost always receive failing scores. Most of them are abysmal failures on top of being just a failure. We have also reviewed previous games in this franchise and they did not score well either.

You can read the review on page 34 of this very issue. As you can see Mark was not impressed. In fact The Elder Scrolls V Skyrim has a brand new honor - it is the lowest scoring game ever reviewed by Family Friendly Gaming.

Premiere Gaming Site

Family Friendly Gaming is the premiere gaming site for families. Thank you for all your team does. Our family learns about video games thanks to your site. Your better than a college and your free!

- Veronica

{YB}: Thank you for your kind words of encouragement. We never thought of ourselves as a premiere gaming site so that is something we will cherish in our hearts, and ponder. We work hard to do God's will. It is so wonderful to hear there are so many out there that are thankful for our efforts. Many times we see the areas we need to correct, improve, and upgrade. We will do everything in our power to contin-

ue to do the best we possibly can, and to continue to turn to God for guidance

You Tube

Youtube

The Family Friendly Gaming youtube channel is tight. Our family enjoys the videos. Thank you for creating one. Do you ever promote your Youtube channel?

- Chuck

{YB}: You are very welcome. Thank you for your amazing feedback, and awesome remarks. Thanks to your email we can promote the Youtube channel right here in this very issue. So thank you for helping us out in that regard.

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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Events

Nintendo's Big Brothers Big Sisters Event at Queens Center Mall



In this photo provided by Nintendo of America, Myrna B. with Carla E., and Nicole B. with baby Melody from Queens, NY, poses for a picture with Mario during a holiday event at the Queens Center Mall in New York City on Nov. 30, 2012. With the portable Nintendo 3DS and Nintendo 3DS XL systems, as well as the new Wii U home console, Nintendo has something for everyone this Christmas season.

In this photo provided by Nintendo of America, Irving M. from Big Brothers Big Sisters of New York City with his "Big", Mike O'Connell and his mother, Rahshiela W., play the hottest games for the Nintendo 3DS XL hand-held system during a holiday event at the Queens Center Mall in New York City on Nov. 30, 2012.



In this photo provided by Nintendo of America, Jaden C. from Big Brothers Big Sisters of New York City with his "Big", Billy S., check out the hottest must-have games during a Nintendo holiday event at the Queens Center Mall in New York City on Nov. 30, 2012. With the portable Nintendo 3DS and Nintendo 3DS XL systems, as well as the new Wii U home console, Nintendo has something for everyone this Christmas season.

In this photo provided by Nintendo of America, Vineliz E. with sister Vilinez E. and brother Irving E. from Queens, NY, receive a Nintendo 3DS XL and a copy of New Super Mario Bros. 2 during a Nintendo holiday event for Big Brothers Big Sisters of New York City at the Queens Center Mall on Nov. 30, 2012. With the portable Nintendo 3DS and Nintendo 3DS XL systems, as well as the new Wii U home console, Nintendo has something for everyone this Christmas season.



Talk to me NOW

Vivid Games took some time out of their busy schedules to answer a few questions from Family Friendly Gaming. Even giving their take on the mounting scientific evidence of how violent video games increase the aggression of gamers.

Q. How long did it take to develop Real Boxing?

It took us more or less 5 months, and a team of 25 people.

Q. What are you most proud of in Real Boxing?

The team. - thanks to their motivation and dedication this game looks as good as it does now. As for the game's features - eye popping graphics, control system and fighting mechanics are three major pillars of Real Boxing.

Q. What thing(s) did you really want in there, but could not get?

Due to the time limit we gave ourself for this project, we couldn't add many different fighters' 3D models. Also there is couple of things like the Perks System or localization in more languages that will be added in the first major update - to be released before Christmas!

Q. Any plans to port Real Boxing to a more powerful machine?

The Android porting is already confirmed and coming Q1 2013. We have also want to explore this brand further, bringing it to more powerful platforms such handheld consoles, or even PC. Within the next couple of weeks we'll announce our plans!

Q. Does Real Boxing contain a less violent mode, or a more family friendly mode?

No. Boxing is a brutal sport, therefore game itself will follow the same road.

Q. Any plans for a sequel to Real Boxing?

At the moment we are working on updates to provide the best fighting experience. We are also gathering feedback from the gamers to ensure that each update will meet their expectations. When we feel that our work is done with the current version, then it will be time to think about "Real Boxing 2".

Q. Is anyone at Vivid Games boxing fans?

Yes, there are few boxing fans here at Vivid Games. Some of us have been training boxing or other martial arts in the past. During the production of the game, the whole team was taking classes at local gym to get into a boxing mood.

Q. Can the blood in Real Boxing be turned off?

No, but actually this might be a good idea for one of updates.

Q. Do you think Real Boxing increases or decreases aggression in players?

I think that games in general aren't the problem when it comes to aggression issues. It mainly depends on the way people have been raised by their parents and the education they receive at school.

Q. Does Real Boxing allow any dirty boxing?

Not a chance. We wanted to have only good, clean fights in Real Boxing. We followed all the rules of the noble art.

Family Friendly Gaming is very thankful for their time and willingness to answer these questions.

SPORTS



FEATURE



Game: TrackMania 2 Stadium
Company: Ubisoft
Available: 2013
System: Personal Computer
Rating: 'RP' - Rating Pending

XBOX 360



BETTER WITH KINECT™ SENSOR

NTSC



Arnold Palmer

TIGER WOODS PGA TOUR® 14



Online Interactions
Not Rated by the ESRB

Featuring 20 CHAMPIONSHIP COURSES

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LPGA'S #1 RANK



Blu-ray Disc

PS3

PlayStation Move
Compatible

Only On PlayStation.

EA SPORTS

**TIGER WOODS
PGA TOUR 14**

RATING PENDING
RP
CONTENT RATED BY
ESRB

Online Interactions
Not Rated by the ESRB

Featuring 20 CHAMPIONSHIP COURSES

Game: Tiger Woods PGA TOUR 14
Company: EA Sports
Available: To Be Announced
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending

In the

UNDEFEATED Comes to Blu-ray and DVD 2/9/13

Anchor Bay Entertainment and The Weinstein Company announced today the Blu-ray and DVD release of the uplifting Oscar-winning football documentary, UNDEFEATED, a directorial collaboration from filmmakers Dan Lindsay and TJ Martin. A true story about courage and character, UNDEFEATED follows the Manassas Tigers – a severely underfunded and underprivileged high school football team – as they endeavor to reverse their fortunes with the help of a volunteer coach, Bill Courtney. Heading to retail on February 19, 2013 for an SRP of \$24.99 for the Blu-ray and \$19.98 for the DVD, UNDEFEATED is a one-of-a-kind sports movie that will thrill and inspire – a moving affirmation of all that is best in us and all that is possible.

UNDEFEATED is “Irresistible,” said New York Times film critic, Manohla Dargis. Wrote Marshall Fine

in his STAR Magazine review, “This is a sports movie with heart! You’ll be cheering until the end.” Added Entertainment Weekly’s Owen Gleiberman, “Suffice it to say that the agony of defeat in this movie is every bit as transporting as the thrill of victory.”

No hope. No future... Until a football season united a team and revealed the character that turned them into heroes. UNDEFEATED, an Academy Award®-winning documentary (2011 Best Documentary Feature – Dan Lindsay, TJ Martin and Rich Middlemas), is the inspiring and moving tale of three underprivileged student-athletes from inner-city Memphis and their volunteer coach, Bill Courtney, trying to help them beat the odds on and off the field.

The UNDEFEATED Blu-ray and DVD special features include an Audio Commentary with directors Dan Lindsay and TJ Martin; Deleted Scenes; a Black and White Teaser Trailer; and a “The Making of Unde-feated” featurette. Note: Special features are subject to change.

OneUp Games Gives Players a Chance To Compete In Football Connect

OneUp Games announces their “Play with the Pros” contest for Football Connect. Through the “Play with the Pros” competition, players will have the opportunity to compete in-game and chat with popular athletes including Russell Westbrook, Alex Morgan, and Jason Terry, among others. Starting December 4, users will have three weeks to jump in game and compete against each other to earn the chance to play Football Connect head-to-head with their favorite pro athletes on December 16 and 17, 2012. Pro athletes include:

- Alex Morgan - Olympic gold medalist and forward for the Seattle Sounders
- Hope Solo - Two-time Olympic gold medalist and US Soccer team goalie
- P.K. Subban - NHL player for the Montreal Canadians

News

Jason Terry - Sixth Man Award Winner and NBA player for the Boston Celtics
Russell Westbrook - Olympian and NBA player for the Oklahoma City Thunder

“We strive to enhance user’s sports-viewing experience by joining fans through mobile apps that allow viewers to socialize and take their sports on the go. Through this contest we are also able to connect users with some of their favorite athletes in a unique and fun, yet intimate way,” said Daren Trousdell, founder and CEO of OneUp Games. “Football Connect allows sports fans and star athletes to interact together from all over the nation, taking watching NFL games to an entirely different level.”



“The enthusiasm and energy demonstrated by fans during games is amazing and I’m always looking for new ways to show my appreciation by communicating with them,” said Jason Terry, NBA player for the Boston Celtics. “I love my fans and Football Connect is a great avenue to interact with them on a whole new level.”

Up to 500 lucky winners will have an opportunity to unlock access to a private Football Connect game room where they can chat and compete in the exciting tile-based football app in tandem with a live NFL game in real-time with professional athletes. To qualify for the chance to compete against the stars, players have to win at least 5,000 tokens in Football Connect or be lucky enough to win one of 100 random “Fast Pass” tiles that will appear randomly throughout the contest. The top three winners from all five game rooms will be eligible for prizes, including signed goods, gift cards and tickets to sporting events.

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

Animap Takes Children on a Global Animal Adventure

Chocolapps, announced that Animap, its latest interactive app is available on the Apple App Store with just a single download for the iPad and iPhone. Animap brings children on a global expedition to find and learn about animals in their natural surroundings, educating them on where they live, what they sound like, what they eat and much more. With Animap, children receive a fun, interactive tour to discover 72 animal species on five continents. When children click on an animal five icons will appear, each corresponding to specific information its sound, its class, its habitat, its diet and other fascinating facts. Children can also record their own voices to imitate the sound of the animal. In total, more than 500 facts and questions about the animals of the world have been designed for this app, complete with two quizzes that children can test the knowledge that they’ve learned.

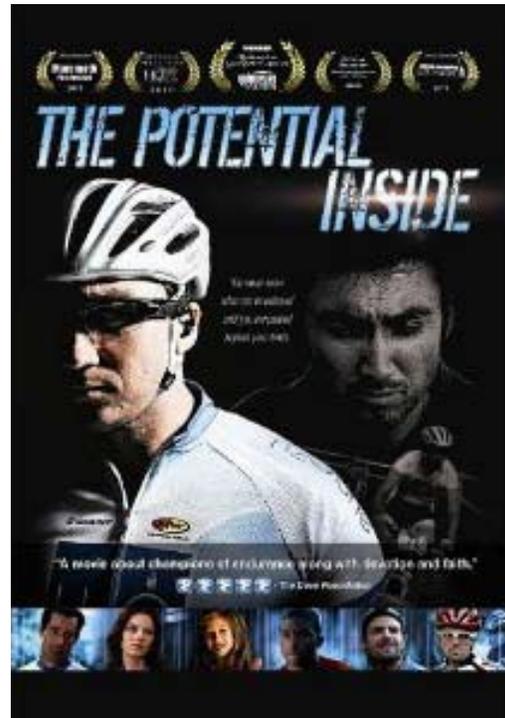
The Potential Inside Debuts Jan. 15

Get ready for a wild ride with **THE POTENTIAL INSIDE**, an exhilarating faith film set in the hyper-competitive world of professional mountain bike racing. From director Scotty Curlee, a former competitive bike racer himself, comes a story of conquering life's toughest courses with faith in God that unleashes our true "max potential." **THE POTENTIAL INSIDE** launches DVD sales nationwide Jan. 15, 2013.

"God created each of us for a purpose, and he wants us to live our life and live it more abundantly," said Curlee, who also wrote and stars in the film. "**THE POTENTIAL INSIDE** is about discovering that your true life's potential comes through Christ and service to others."

An Official Selection of Italy's International Festival of Cinema and Religion and the Transforming Stories International Film Festival in South Africa, **THE POTENTIAL INSIDE** takes audiences on a physical and emotional thrill ride. It features edge-of-your-seat racing scenes alongside the touching story of a man whose "win at all costs" attitude costs him more than he bargained for.

In **THE POTENTIAL INSIDE** pro cycling champion Chris Carmik (Curlee) won't settle for anything but being the best, even when chasing personal glory means neglecting his duties as husband and father. Then, an unexpected tragedy takes the life of his young daughter and changes Chris' life in an instant. After years of climbing rugged trails, he hits rock bottom. Now, estranged from his grieving wife and consumed with guilt, Chris struggles beneath the weight of his selfish past. But when he surrenders everything to Christ and begins



living for others, Chris finds peace where once there was only pain—and resolves to rebuild his life and serve his family as God intended.

THE POTENTIAL INSIDE marks Curlee's filmmaking debut. Born and raised in Korea to a Korean mom and an American dad, Curlee came to the United States to pursue his passion for competitive bike racing. Eventually finding success in the pharmaceutical industry, Curlee wanted to do more.

"I wanted to have a life work that could have an impact on people on a global platform," he said, and filmmaking was it, combining his passion for bike racing and his desire to make a difference.

Also starring Michael Cuddire, Ransford Doherty and Kera O'Bryon, **THE POTENTIAL INSIDE** features an appearance by renowned cycling champion Jeremiah Bishop. From Red Cloud Productions, **THE POTENTIAL INSIDE** is distributed by EchoLight Studios.

"This movie encourages men to be who God made them to be . . . a dad, a husband, a friend," said Christopher Morrow, EchoLight's chief global strategist. "Scotty Curlee has made a film that hits home for us guys on so many levels and is wonderfully inspirational for the whole family."

THE POTENTIAL INSIDE launches DVD sales Jan. 15, 2013, through major online and retail outlets nationwide.

Pokedex for iOS Launches

The Pokémon Company International announced that the official Pokédex application, an illustrated encyclopedia of more than 640 Pokémon characters, has arrived for the iPhone, iPad, iPad mini, and iPod touch[1], providing fans in North America and Europe[2] with a new and extremely helpful way to access comprehensive data about their favorite Pokémon. Fans can now download Pokédex for iOS from the Apple App Store and take an in-depth look into the world of Pokémon straight from their iOS device.

The wide range of data in the Pokédex for iOS application is conveniently accessible for each Pokémon character, giving fans invaluable information such as how to evolve a Pokémon, locations where specific Pokémon are found, and which types of attacks an individual Pokémon is weak against. The Pokédex for iOS is a must-have companion when playing Pokémon video games, including the recently launched Pokémon Black 2 and Pokémon White 2.

After downloading the official Pokédex for iOS [\$1.99 USD], fans have immediate access to the Unova Pokédex and can quickly browse Pokémon either by name or by Pokédex number, move, Ability, or type. The application's intuitive interface allows users to sort Pokémon in numerous ways based on their distinctive characteristics. Once a user chooses a particular Pokémon, a detailed and dynamic 360-degree image of the Pokémon appears with a full encyclopedia entry, including its name, height and weight, type, Ability, and moves it can learn. Each Pokémon's entry includes the locations where the Pokémon can be found in Pokémon Black, Pokémon White, Pokémon Black 2, and Pokémon White 2.

Futuristic Thriller Torn From Today's Headlines

Set in the future but torn from today's headlines comes *Fatherless* (FaithWords/Hachette Book Group, Jan. 15, 2013), a relentlessly-paced, faith-based, dystopian thriller from Dr. James Dobson and Kurt Bruner. Launching Jan. 15, the first in a three-book series, *Fatherless* weaves characters readers will care about into colliding plotlines drawn from key issues facing America now.

Fatherless marks the first fiction work from noted psychologist and radio host Dr. James Dobson. Author of the groundbreaking works *The Strong-Willed Child*, *Bringing Up Boys* and *Bringing Up Girls*, Dobson's books have sold more than 25 million copies worldwide.

"Often the best way to communicate vital truths is to weave them into a story," Dobson said. "The New Testament parables offer a great example of that. *Fatherless* takes the demographic realities of today, combines them with our nation's economic, moral and ethical drift and imagines a future 30 years from now that's at once familiar and frightening."

In the page-turning *Fatherless*, it's 2042, and a long-predicted tipping point has arrived: For the first time, the elderly outnumber the vigorous young creating an untenable economic and moral situation. How will a debt-crippled nation pay for the health care needs of a growing number of seniors living longer? As laws change allowing the elderly to end their lives, they become viewed as financial liabilities, as do the disabled. Jaundiced eyes turn toward any couple with more than two children, making monetary problems worse. Caught in an intensifying battle between competing cultural agendas is reporter Julia David-

son—a journalist seeking to revive a flagging career; influential young Congressman Kevin Tolbert, a Christian facing his own dilemmas; and a supporting cast of engaging characters who find themselves deep in an ominous conspiracy. In the dystopian tradition of 1984, Brave New World and The Hunger Games, Fatherless projects the headlines of today into the desperate choices of tomorrow.

“What happens in a world where growing up with the protective love of a father becomes the exception rather than the norm? What happens when the very old outnumber the very young?” Dr. Dobson asks. “Demographers tell us the decline in marriage and parenthood is fueling an unprecedented drop in fertility. The global population soon will begin to decline. We already see, in places such as Japan and Russia, that economic turmoil always accompanies dwindling population as the few young and healthy are burdened with the ballooning aging and feeble. The best projections show America on a trajectory to tip downward in a few short decades. This book is a fictional account of what current demographic, sociological and cultural shadows portend. But it’s also a celebration of God’s design for families.”

With a Jan. 15, 2013, publication date, Fatherless is available for pre-order now, and it will be followed by additional books in the series, Childless (summer 2013) and Godless (2014).

Wheel of Fortune Launches New Mobile Game

Sony Pictures Television has launched its new Wheel of Fortune game in celebration of the Emmy-Award winning show’s 30th season. Now available worldwide for iPhone, iPad, iPod touch, Android and Kindle Fire, Wheel of Fortune expands on the gameplay fans know and love with the addition of Pat Sajak as host, a story mode that takes players through 30 years of Wheel of Fortune’s rich, iconic history, and a “Pass & Play” mode to instantly play against family and friends.

Players feel like real contestants on America’s most popular game show as Pat Sajak guides gamers through a true-to-show experience. Featuring customizable avatars, themed content and numerous puzzles crafted by the show staff, Wheel of Fortune provides hours of captivating gameplay. Key Features:

Meet Pat Sajak – For the first time, 3D Pat Sajak will guide players through an authentic Wheel of Fortune experience - watch his style change as he travels back through time in story mode

Single Player Solo Mode – A new story-based career mode takes players on a journey through the sets of

Wheel of Fortune’s rich 30-year history

Pass & Play – Challenge family and friends in person to step up to the wheel and take a spin in this head-to-head multiplayer mode

Avatar Personalization – Players can customize their in-game avatars with a full set of features – from hairstyles and eyewear to clothing items and other accessories

Achievements –Unlock achievements by completing various actions in the game, such as progressing through Solo Mode or winning the Jackpot

Universal App – Download the game once and play on other compatible devices

Themed Content – Themed puzzles and avatar items are now available for purchase for even more Wheel of Fortune fun (e.g. Monster Pack, School Time, Night on the Town, etc.)

Celebrate 30 years of America’s Game with Wheel of Fortune’s new mobile experience. Wheel of Fortune is now available for \$2.99, with additional content available via in-game purchase.

SEGA ANNOUNCES VIRTUA FIGHTER 5 TOURNAMENT

SEGA of America, Inc. announced the SEGA Cup: Virtua Fighter Tournament 2013. The tournament, in partnership with Level|Up, will take place in Los Angeles at the Super Arcade on April 20, 2013. Cash prizes will be awarded to the top 16 players. The version for the PlayStation®3 computer entertainment system will be used for the competition.

Based on the latest arcade version of the celebrated Virtua Fighter series, Virtua Fighter 5 Final Showdown launched in June 2012 for PlayStation®Network (PSN) and for Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft (XBLA). It was a critical and commercial success and maintained the Virtua Fighter series' reputation of being the "fighting game fan's fighter."

The SEGA Cup: Virtua Fighter Tournament will be an annual competition and will be open to all Virtua Fighter fans. To assist fans in training for the event, SEGA will launch the official Virtua Fighter 5 Final Showdown Guide on the App Store today for \$0.99.

MumboJumbo Announces 7 Wonders: Ancient Alien Makeover for IOS

MumboJumbo Mobile, LLC announced the release of 7 Wonders: Ancient Alien Makeover for the iPhone (3GS and later) and iPod touch (3rd generation or later) at a special \$.99 launch price. The fifth title in the popular series is also available in HD on the iTunes Store for the iPad/iPad Mini and for PC download on Big Fish Games, GameHouse, Steam and other leading portals.

You've always wondered if aliens played a part in the construction of those ancient wonders. In 7 Wonders: Ancient Alien Makeover, first contact with aliens not only manifests some phenomenal structures, but also provides Workers Guild 7 the ability to build their own futuristic village. In exchange for gold and precious gems to repair their craft, ancient aliens share their technology and expertise in architectural construction. But building these megalithic structures takes the workers away from their families for far too long, so the aliens agreed to designate a village plateau for workers' families and transport it from Wonder to Wonder.

7 Wonders: Ancient Alien Makeover whisks you away to the Temple of Solomon, Göbekli Tepe, Puma

Punku, Ancient Dwarka and other ancient alien theorist proposed visitation sites. Enjoy hours of rune-matching fun on a new playfield size that allows for different board configurations. These configurations provide more opportunities for strategic decisions on matches and use of power-ups, which are easier to access in the redesigned display.

"The best part of 7 Wonders: Ancient Alien Makeover is taking part in the construction of the worker village. As you get further into the game and acquire more buildings and decorations, the village transforms into a metropolis of your own design." – John Newcomer, Director of Game Design at MumboJumbo

Key Features:

77+ addictive and challenging levels

10 mystical locations to create, plus a bonus 11th to unlock

Brain teasing mini-games

All new creation mode where you build your own village

Includes 3 extra Wonders: Angkor Wat, Baalbek and Nineveh, craftsmen bios and before & after sketches

10 Strategies to Tackle Entitlement at Home in 2013

A Dallas mother of five kids who worked in the White House and earned an MBA in international finance has tackled a really tough task--the “entitlement mentality” she helped to develop in her children. In her book *Cleaning House A Mom’s Twelve-Month Experiment to Rid Her Home of Youth Entitlement* Kay details her yearlong effort to help her kids learn the joy of accomplishment and capability. Following are 10 strategies for parents resolving that 2013 will be the “Year Entitlement Ended”.

10. Be honest . . . with yourself and with your kids. The first step to change is admitting, “I have a problem.” Welcome to Enablers Anonymous. It might not be pretty, but we’ve all driven here on the road paved with good intentions.

9. Have a family meeting. Announce the plan and involve the participants. If everyone owns it, the seeds sprout and grow.

8. Gather like-minded friends. It’s lonely doing anything seemingly alone, especially when swimming upstream. So grab some friends and do it together.

7. Keep your eyes on the goal by looking back. George Washington at 16 was surveying Culpepper County, Va. – without his parents!; at age 12, Blaise Pascal worked out the first 23 propositions of Euclid by himself; at age 15 Louis Braille invented the Braille system; at age 14 my friend Jackie worked at her local dry cleaner—responsible for daily deposits and closing up the store. The point is . . . kids are more than capable.

6. Set the bar high. Kids, like all of us, thrive on high expectations. Seriously, who likes to work for someone who takes your stuff and does it over or steps in and

completes it for you? Our kids don’t like it either.

5. Think teflon. Don’t be fooled by the whines; let the “noooooo” and “why me?!” barrage hit and slide right off. Those kids are only feigning disdain. They actually crave feeling useful and needed.

4. Pack any baggage and park it outside—forever. Whatever fears buckle a parent’s knees (“my kid will be left out,” “their feelings will be hurt,” “they will never get into college,” “they will fail if I don’t – or pay someone to – do it for them”) can and should be disregarded. Kids can do so much more than we or they think. Teach them how to do a task. Train them by getting out of the way. Then watch mountains formerly seen as obstacles morph into opportunities.

3. Welcome and keep your hands off a kid’s failure. There are few prouder moments than witnessing your child fall, get up, fall, get up, stay up and capitalize on newfound strength, determination and real self-esteem.

2. Learn to use and mean the words, “I’m happy for you.” Despite our best efforts to make it a competition, parenting isn’t about one-upping each other. It’s about loving our kids and celebrating their unique gifts and talents. It’s OK to celebrate our friends’ talents and teach our kids to do the same. More than OK . . . dare we admit, liberating.

1. Get ready to catch yourself saying: “Who knew?!” “Who knew my kids could do so much?” “Who knew they could serve their sibling?” (I mean how else can you describe a boy folding his sister’s underwear, or a girl cleaning her brother’s bathroom!) “Who knew they could be so happy?” “Who knew gaming, texting and social media could take a back seat?” “Who knew they just wanted someone to believe in them . . . and that family responsibilities were just the ticket?”

Test Your Arithmetic Aptitude with Math QuizUp

Plain Vanilla, developers of the QuizUp mobile platform, announced the launch of Math QuizUp. The mobile app, available on iOS devices, is the perfect tool for students or adults who want to hone up on their mental math. With questions involving addition, subtraction, multiplication and division, Math QuizUp challenges players to speedily answer basic mathematical equations in order to move up in ranks and be crowned the top mathlete for their country. Math QuizUp will be coming soon to Android devices.

Math QuizUp lets players compete in real time against people around the world. Each game consists of two players going head to head for a total of ten rounds. The faster players answer each question correctly, the more points they win.

QuizUp is a first of its kind real time social trivia platform developed by Plain Vanilla. With QuizUp, Plain Vanilla can produce customized and high quality apps where users compete against each other

around the world, and on any mobile device. Math QuizUp joins the official Twilight Saga QuizUp, Batman QuizUp and Eurovision QuizUp in Plain Vanilla's collection of apps, with additional categories coming soon.



Kevin Sorbo Stars in Abel's Field - coming to DVD

An inspiring story of faith, friendship and finding hope in unlikely places, ABEL'S FIELD debuts on DVD Jan. 22 from Sony Pictures Home Entertainment and AFFIRM Films/Provident Films. In a dry, dusty oil patch of West Texas, a young man on life's journey of trials and tribulations is aided by the friendship of a mentor. The film stars MovieGuide Awards winner Kevin Sorbo, Samuel Davis and Richard Dillard. The DVD comes with the bonus featurette "From the Sidelines: The Making of Abel's Field," which provides a behind-the-scenes look at the story and characters, as well as what it was like to shoot in Texas.

Synopsis:

Left motherless by tragedy and abandoned by his father, high school senior Seth McArdle (Samuel Davis) faces enormous pressure as he strives to support his little sisters. At school, he endures the daily bullying of the football team. But fighting back only finds him singled out for punishment and assigned to an after-school work detail under the supervision of the reserved groundskeeper, Abel (Soul Surfer's Kevin Sorbo). Much to his surprise, Seth discovers that Abel may be the only one who truly understands his struggles. As dark times lure Seth toward desperate measures, the reluctant Abel may be the one person who can point him back toward the light.

Directed by Gordie Haakstad from a screenplay by Aron Flasher, ABEL'S FIELD was produced by Tore Knos.

With a running time of approximately 108 minutes, ABEL'S FIELD is rated PG for thematic elements, brief violence and a smoking image. Bonus Feature: "From the Sidelines: The Making of Abel's Field" Featurette.

State of Gaming



BEGIN AGAIN

Christmas and New Years come so closely together that it can make heads swim. Family Friendly Gaming had another wonderful year. Almost every single region, section, and area improved and grew in the year of our Lord 2012. As we look to 2013 we wonder what God will allow this year. We expect news on the Playstation 4, and Xbox 720. The Playstation Vita was a wonderful launch for Sony. Hopefully Nintendo can recover from their Wii U stumbling. The Nintendo 3DS continues to do well. Apple continues to grow the iPad, iPhone, and

iPod Touch markets. Open source reached new consoles this year as well.

Plenty of wonderful games for families were released in 2012. We hope and pray that trend continues in 2013. Family Friendly Gaming has a pile of games to try and catch up on. We will do our best to get caught up on them as soon as we can.

New projects continue to be worked on in 2013. Some of the unfinished ones from 2012 will continue across. The amount of finished projects from 2012 is near astounding. We pledge to continue to work hard year after year for our millions and millions of readers.

Everyone at Family

Friendly Gaming is so thankful that God has allowed us to see another year. We are also thankful for all of our wonderful readers. For all of the wonderful PR firms and companies that provide hundreds upon hundreds of products for review coverage. For all of our wonderful advertisers.

One more year is down. The Mayans were wrong about the end of the world - maybe they just ran out of space on that rock, and talking heads interpreted in wrong. We begin it all over again in 2013. Things reset to zero. Keep it turned here as we strive to improve in a variety of ways this year.

Galatians 6:1-2

Brothers and sisters, if someone is caught in a sin, you who live by the Spirit should restore that person gently. But watch yourselves, or you also may be tempted.

2 Carry each other's burdens, and in this way you will fulfill the law of Christ.

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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Pokemon Conquest

SCORE: 68



Long time readers know I enjoy playing the Shining Force kind of video games. I patiently await a new game in that franchise from Sega. I also look for anyone to get into the same league as Shining Force. Family Friendly Gaming massively covered Pokemon Conquest. It was our hope that this game would at least enter the Shining Force arena. Pokemon Conquest finally entered a price zone I was willing to pay for, and risk that it would be worth the entry fee. Sadly after playing Pokemon Conquest I still feel like my money was wasted.



Pokemon Conquest limits how many Pokemon can go into a battle. There is one warlord per Pokemon so we wind up with a rather large cast of characters strewn across a variety of territories and cities. We conquer them and then some will join us. This is how new characters are added. There are also side quest like areas where we can find Pokemon and warlords to join us.

Pokemon Conquest suffers from the trying to be too tricky. There are few meat and

potato levels in Pokemon Conquest. There is always some lame condition or conditions that have to be met to win. And we have to win in a certain amount of rounds. This ham strings so many different strategies. What is the point of doing that in a strategy game?

The graphics in Pokemon Conquest are tiny, and the music

is okay. There is an aggravating sound when a new level is started. The Pokemon type concept is carried along in Pokemon Conquest which means we have to change up the dynamics of the team all of the time. Only Pokemon used in battle gain experience points. So that lame tradition from Pokemon was brought across to Pokemon Conquest as well.

Pokemon is shown as a religion in Pokemon Conquest. One of the legendary Pokemon creatures is shown as the creator of the world. Was all of this spiritual content really needed? It does nothing to reinforce the teachings of Christ, instead it tries to lead people astray. And yes I know it is a fantasy world and in the entertainment sphere. That does not excuse the lessons it teaches.

Trying to conquer areas while keeping all of our existing territories is where the real strategy is in Pokemon Conquest. That does not take too long to master. You will have to replay levels over and over again to level up your characters so they are strong enough to actually defeat it. Pokemon Conquest is a major disappointment. - Paul



Publisher: Nintendo
System: Nintendo DS
Rating: 'E' - Everyone {Mild Cartoon Violence, Mild Suggestive Themes}

Graphics: 66%
Sounds: 72%
Replay/Extras: 79%
Gameplay: 63%
Family Friendly Factor: 60%





Dragonball GT Season 2



SCORE: 60

I have finished Dragonball GT finally with Season 2. It is a shame this show only lasted two seasons, but it is blatantly obvious this show needed to die. They were running out of ideas, and of ways to make things even more extreme, more dangers, and give the characters more powers. Dragonball GT Season 2 shows they should have stopped with Dragonball Z.

Dragonball GT Season 2 finally finishes off Baby, and then we get an all new problem thanks to the dragonballs being used too often. We now have to deal with evil dragons. The anti-climatic ending of Dragonball GT Season 2 leaves fans wanting for more. But most of us are wondering how or why.

The characters in Dragonball GT Season 2 have all aged. Well except for Goku who gets

to be a little kid again. He is still married, and that seems odd. Since his wife is an old lady. His granddaughter looks older than he does.

I hate to spoil things, but I expect most of our readers will not watch Dragonball GT Season 2. It took me months to trudge through this show. It is that painful. Goku bonding with the dragon is really odd. Seeing his great-great grandson is also weird. As is an almost reboot of the show being shown in Goku junior, and Vegeta junior. Dragonball GT Season 2 teases these things. I do not know if it continued on in a new series or not. I hope not.

The level of violence, blood, gore, and dismemberment continues to be high in Dragonball GT Season 2. We also have to deal with things like nudity. Lets be real here, why was that even included? It does nothing to enhance Dragonball GT Season 2, and it only takes away. I guess it is



some odd Japanese cultural thing that they are obsessed with stuff like that.

Hunting the evil dragons is an interesting diversion in Dragonball GT Season 2. I really just wanted to get it finished. The final dragon was the most annoying in my opinion. He was definitely evil, so Goku trying to reason with him made no sense to me. I guess Goku has to try with everyone, even those who will never listen.

Hell merging with earth was one of the oddest things I have seen in any of the Dragonball series shows. I shook my head as that storyline droned on. It was an annoying way of bringing back all those old enemies who have been dead for some time now. Save your money and pass on Dragonball GT Season 2.

- Sam



Publisher: Funimation
System: DVD
Rating: 'TV-PG' for Parental Guidance Suggested

Graphics: 51%
Sounds: 63%
Replay/Extras: 70%
Gameplay: 66%
Family Friendly Factor: 50%





Sports Champions 2



SCORE: 76

Sports Champions 2 is an improvement over the original game. With that said the franchise still has a few issues.

This time we have Skiing, Tennis, Boxing, Bowling, Golf, and Archery to play in this PS3 Move home console video game.

Archery is the only "sport" that makes a return in Sports Champions 2. Although Table Tennis and Tennis are pretty close.

Boxing in Sports Champions 2 is the most vicious of any of the activities. Boxing is less vicious than the Gladiator Duel in the first game. So that is a neat little baby step in the right direction. The activities in Sports Champions 2 are better than the first one in my humble opinion.

The same wonderful gloss and shine is seen in the graphics of Sports Champions 2. There are still female characters dressed with very little clothing that is ultra skin



tight. Can't our industry mature past using women as objects of lust? I hope to see that improved in a sequel. Since I expect Sony to continue on this franchise.

The audio department has been improved in Sports Champions 2, and that is great to see. The instructions always make sense, even if they can be difficult to implement. More to come on that very soon. The



music in Sports Champions 2 got me pumped up for the different activities.

Expect a work out if you play Sports Champions 2 for a few hours. The Archery frustrated me beyond belief so often. I get the reach back and hit a button. But the game did not always recognize this. Which means I had to do it a second time. The controls in Skiing are just messed up. I'm sorry not being able to turn and crouch at the same time is just wrong. Bowling and Golf felt off by just a bit. Tennis controls masterfully - the best of the bunch.

Sports Champions 2 is more traditional sports than the first one. I picked this game up on a Black Friday sale for review in the e-magazine. Multiple family members have gotten some exercise and entertainment thanks to Sports Champions 2 on the PS3. I hope to see continued improvement in next years installment.
- Paul

Publisher: Sony
System: Playstation 3
Rating: 'E10+' - Everyone 10+
{Mild Violence}

Graphics: 74%
Sounds: 70%
Replay/Extras: 85%
Gameplay: 80%
Family Friendly Factor: 70%



Disney • PIXAR
BRAVE

Family Dinner

Practical tips on shopping preparing and planning a family dinner.



MARK THE CALENDAR » Invite family well in advance for your gathering.

THE MENU » Divide preparing traditional holiday dishes with family members. Establish a headcount and plan for lucky last-minute guests.

PLANNING » Ongoing lists for shopping, duties and decorating save time and keep things running smoothly.

INCLUDE THE KIDS » Stir up a signature drink for both adults and children to enjoy. Fun and simple recipes can be found easily online.

SHOPPING » Shop early with a list you stick to. Ask an experienced host to review your list to insure you have everything you need.



PUT THE CHILDREN IN CHARGE » Print the attached place cards and napkin ring holders and let the children experience the joy of decorating with their own crafts.

CLEAN UP » An ice chest filled with warm soapy water is ideal for large dishes to soak in for an easy clean up later on.

CONNECTING » Accessible photo albums make for great fun and storytelling.

SHARING THANKS » Create the opportunity for all at the table to share what they are thankful for during this season of bounty and harvest.

ENJOY YOURSELF » The beauty of your loved ones and this shared celebration is meant to be cherished. Remember to mingle.



Go to the next page for printable files and learn how to make your own place cards and napkin holders »



ON BLU-RAY™ COMBO PACK AND
HD DIGITAL NOVEMBER 13TH

Disney THE ODD LIFE OF TIMOTHY GREEN

Just like trees, families have roots too! Family roots represent where you came from and are made up of all the people who preceded you. For instance, your parents, your grandparents, your great-grandparents, and so forth. And just like trees, families continue to grow all the time. See how far you can go in building your family tree. Instructions are below.



Building Your ODD LIFE Family Tree



WHAT YOU NEED:

- Paper
- Pencil/Pen
- Headshots/Photos of your family members
- Printer
- Scissors
- Ribbon (green if you have it)

WHAT YOU HAVE BEEN PROVIDED:

- 8 Frame ornaments to build your family tree
- 1 Tabletop Christmas tree

FOLLOW THESE SIMPLE STEPS TO BUILD YOUR HOLIDAY TREE:

- **MAKE A LIST OF YOUR FAMILY MEMBERS** - Start by writing your own name and then add additional family members from there. Try organizing your list like this:
- **Gather and Print Photos of Your Relatives For Your Family Tree** - Find close-up photos or headshots of all your family members listed on your piece of paper. Size and print photos as 2" in width x 3" in height.
- **Insert Photos in the Ornament Frames** - Print 2" x 3" photos and cut and fit them inside the ornament frames provided.
- **Set Up the Tree** - Remove the tree from its packaging and select a place to host your tree.
- **Decorate The Family Tree** - Now hang/build your family tree! Hang the ornaments in a similar order to how you built your family tree on paper - positioning yourself at the top and then working your way down by level/relative accordingly.

On Disney Blu-ray Combo Pack
and HD Digital December 4th





Rooms the Main Building



SCORE: 85

I really hate it when good games are not given the time of day by my fellow gamers. I hate it because it winds up putting these companies out of business. And it means others with creative ideas are not as interested in bringing fun games to the market place. We liked Rooms The Main Building on the Nintendo DS. Once we had the financial resources I picked it up on the Wii.

The Wii version of Rooms The Main Building is definitely better than the Nintendo DS version in most areas. The graphics look better, the sounds are better, and the controls are around the same. I love playing Rooms The Main Building on the larger screen. The one downside is the hand held and the home console are essen-

tially the same game. We meet the same characters and have to do the same tasks.

Rooms The Main Building borrows from the Matrix movies in the television teleportation, and the long coat. Rooms The Main Building has a bit of a dark look to it, and the details are not that great on the Wii version either. This is one of the things that stops Rooms The Main Building from entering the upper eschelon. We can blow some things up to break past barriers put in our way. This is very light in my personal opinion.

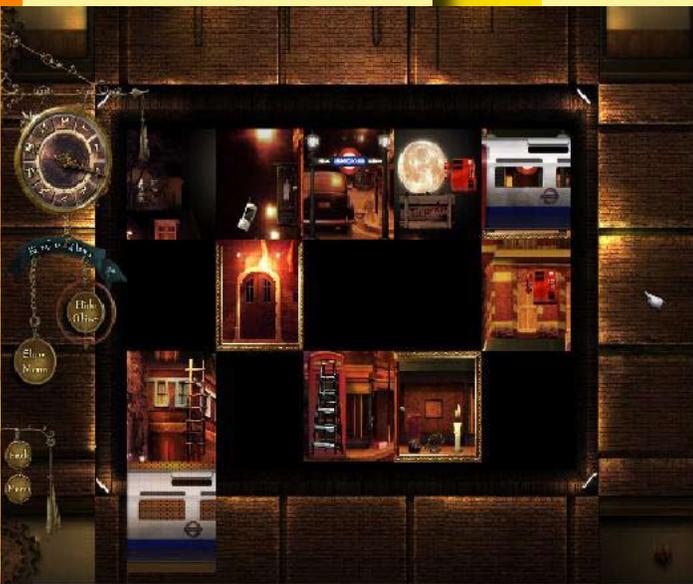


of the Matrix. This Wii game borrows heavily from multiple other franchises.

The game play in Rooms The Main Building is fun. We move rooms around until we can walk to the exit. Every so many levels a new concept is brought to our attention. Things likely keys, teleportation, blowing up obstacles and more. Special items are collected to unlock new areas. Our book guide is always helpful in every situation we run into.

I hope for sequels to Rooms The Main Building in the coming year. I know there is a low chance of that though. Which is a shame because Rooms The Main Building would work masterfully on the Nintendo 3DS. Maybe another publisher will pick it up. I can hope can't I?

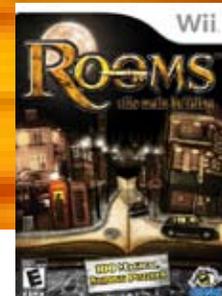
- Paul



The music in Rooms The Main Building is phenomenal. I love listening to it. The quirky humor in Rooms The Main Building brings a smile to my face. It really has to be seen and heard to be understood. Rooms The Main Building is a mixture between Chronicles of Narnia and modern day England. With a bit of a mix

Publisher: Hudson Entertainment
System: Wii
Rating: 'E' for Everyone {Mild Violence}

Graphics: 74%
Sounds: 88%
Replay/Extras: 93%
Gameplay: 86%
Family Friendly Factor: 84%





The Elder Scrolls V Skyrim



SCORE: 24

A reader request came in for The Elder Scrolls V Skyrim. Our editor in chief purchased the game and I drew the shortest straw. Thus I am reviewing it. The Elder Scrolls V Skyrim is a role playing game



told in the first person perspective. It is medieval times where magic and dragons are dangers. The Elder Scrolls V Skyrim has an ethical system to it. Criminals can be attacked on sight. Players can behave, or go around murdering as they see fit. Let us be honest, what sane person finds that fun?

The blood and gore in The Elder Scrolls V Skyrim are so over the top it hurts the image of the entire video game industry. The camera is a constant pain since the player is in control of it. The level design loves to give all kinds of U-turns in tunnels. Expect to get motion sickness from The Elder Scrolls V Skyrim. Women are not very modest, and after killing them the player can

undress them down to their underwear.

The language in The Elder Scrolls V Skyrim is just as nauseous as the grainy and dark graphics. It is like The Elder Scrolls V Skyrim does everything possible to be as offensive as possible. A wide array of false gods are worshiped in The Elder Scrolls V Skyrim. The music is generally moody and dark. This game feels more

like a horror film than a role playing experience.

The glitches are what chops this bloody gore off at the knees. Players have to go back to a previous save, or start the game completely over because quests can't be completed. Imagine getting an item for a character from bandits and that character does not recognize you did it. You also have no way of handing the key misc item over to them. There are visual glitches, and audio glitches. The Elder Scrolls V Skyrim tries to do a lot but fails way too often.

The combat in The Elder Scrolls V Skyrim is boring and unrealistic. A wide array of sexual deviancy is allowed. The best way to describe The Elder Scrolls

V Skyrim is if someone imagined going down into hell and then they tried to portray it as a good thing. That sums up my painful experience with this game.

- Mark



Publisher: Bethesda

System: PC/PS3/Xbox 360

Rating: 'M' for Mature
{Blood and Gore, Intense Violence, Sexual Themes, Use of Alcohol}

Family Friendly Gaming

Graphics: 0%
Sounds: 30%
Replay/Extras: 45%
Gameplay: 35%
Family Friendly Factor: 10%





The King of Fighters XIII



SCORE: 54

The King of the Fighters made it to thirteen. This series of video games may be one of the least known fighting games out there. Hardcore gamers know The King of the Fighters for one thing - bouncing breasts. Definitely not something a franchise wants to be known for. I find it very odd that Atlus is the one who published The King of the Fighters XIII in the United States. They are not ones to shy away from ultra controversial franchises.

There are two main visual themes in The King of the Fighters XIII. Women are treated as sexual objects to be lusted after. Violence is the solution to problems. Teams of three are invited to fight in a tournament. In story mode players find out what is going on behind the scenes. There are a variety of evil characters using the tournament to their benefit.

The animation and details

In The King of the Fighters XIII are amazing. The special effect attacks are bright colorful, and explosive. Certain aspects of the human body are exaggerated in The King of the Fighters XIII for both women and men.

The King of the Fighters XIII reminds me of an 'R' rated movie when it comes to the language. Thing is the language issues in The King of the Fighters XIII is so un-necessary. The music in The King of the Fighters XIII is energetic and upbeat. The lengthy dialogue in the story mode is boring to read.



and have different ranges. Finding what fits your style is an important part of this game.

The three on three battles extends the game play aspects, and keeps things fresh and different. The King of the Fighters XIII is a game designed for hardcore gamers. Newbies will find The King of the Fighters XIII a frustrating, aggravating, and irritating experience. This home console game could humble you.

The King of the Fighters XIII is not a good game for families. In fact I suggest families avoid The King of the Fighters XIII on the Playstation 3, and Xbox 360. The way women are treated in The King of the Fighters XIII is shameful, and dishonors all gamers. The fighting in The King of the Fighters XIII feels pointless after enough fights.

- Mark

The violent fighting action in The King of the Fighters XIII is difficult to master. It is recommended to go through the tutorial mode first. Different characters in The King of the Fighters XIII play different styles,



Publisher: Atlus
System: PS3/Xbox 360
Rating: 'T' for Teen {Mild Language, Suggestive Themes, Use of Alcohol, Violence}

Graphics: 45%
Sounds: 55%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 40%





NCIS Los Angeles Season Three



SCORE: 53

I have finished watching NCIS Los Angeles Season Three and have to admit it was a major let down. The shows continues to have all kinds of moral, ethical, and spiritual issues in it. Beyond that there was not anything



spectacular to talk about. They create characters like the Chameleon but the season finale was not much of a cliff hanger. How many times can we see the same things being brought up over and over again? How many times can Hetty quit?

Visually we are treated to all of the same violent, bloody, and gory images in NCIS Los Angeles Season Three. There is also enticement to lust, and other forms of sexual deviation that are promoted by this television show. No wonder other countries think America is so immoral. Shows like this promote that false belief.

Characters say things all the time that promote that

same false image of the country. They continue to trample on the rights of the citizens to catch the bad guys. They almost always succeed as well. Bad language continues to dominate this show meaning children are excluded.

NCIS Los Angeles Season Three is now completely accepting of characters lying to do their jobs. In fact regret

is not even shown for bearing false witness against your neighbor. They lie so much in this show that they make it seem natural to be a liar. They also kill off people all the time. I am amazed at how many times they murder people in NCIS Los Angeles Season Three. It gets the point that it numbs the viewer, and that really saddens my heart.

Partnerships is heavily promoted in NCIS Los Angeles Season Three. Partners would do anything for one another, even if one of them was dirty or a murderer. Granger is an interesting new character in NCIS Los Angeles Season Three. His loyalties are up in the air at first, but later we learn he is actually one of the good guys. He takes the place of Vance intervening at needed moments.

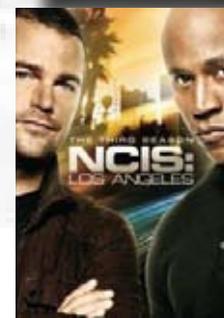
The terrorists plots in NCIS Los Angeles Season Three get more outrageous. Maybe they are actually trying those kinds of things, but it seems far fetched to me personally. Of course they may now try those things thanks to NCIS Los Angeles Season Three. Which does not increase our safety.

- Paul



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

Graphics: 47%
Sounds: 48%
Replay/Extras: 70%
Gameplay: 56%
Family Friendly Factor: 45%



Fatal Labyrinth

SCORE: 77

World Series Baseball 2K2

SCORE: 89

I am of two minds when it comes to Fatal Labyrinth. One side loves how this retro exploratory role playing game reveals itself over time. Another part hates how easy it is to get stuck in this game. Since each of the thirty levels are randomly generated, it can be annoying. One mis-step and you may have to go back to your last save. So save early, and save often in Fatal Labyrinth.

Fatal Labyrinth is done in the same style as say the Pokemon Mystery Dungeon. Except Fatal Labyrinth pre-dates that series by many years. Equip the hero and walk up to the enemies. Trying to walk into them initiates an attack. There are also scrolls that appear which will do a variety of different things.

Players start Fatal Labyrinth in a small town. Talk to everyone and then the old man will let you pass. From there we go through level after level. Killing monsters finding armor, weapons, food, and scrolls. The goal of each level is to find the stairs up. Then players must fight the end boss to fly away. At that point players can go back to the town to be commended for their bravery.

Fatal Labyrinth looks decent for its place in time. The sounds are the same way. I enjoyed the retro music while I was playing this home console Genesis title.

Fatal Labyrinth has a certain old school role playing game charm to it. It can be difficult to get stuck and frustrated in Fatal Labyrinth though. - Paul



It has been some time since we have done a review of a Dreamcast game. With the economy continuing to sag we know there are even more families exploring retro gaming. I was able to find World Series Baseball 2K2 for one dollar, and four dollars to ship it. That is an awesome deal, and I know I got my moneys worth. This baseball game brings back all kinds of nostalgia. It also shows me what has improved over the last ten plus years.

World Series Baseball 2K2 looks amazing. Great looking huge players, wonderful parks, awesome animations, and more. The players look sort of like their real world counter parts. Sega obviously worked diligently on this aspect. The graphics still look decent today.

Fielding is one area that could use improvement in my opinion. It is difficult to field. I also had some issues with batting. Pitching I could do no problem at all. Although the pitch selection is cumbersome at best. World Series Baseball 2K2 is playable but it could have been a lot better in the controls.

The announcer has plenty of neat comments to make. He is obviously just throwing out something here and there. But it was good for this era in video game history. I hope Sega brings this franchise back someday. On-line was even an option in this Dreamcast game. - Paul



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

Graphics: 70%
Sounds: 79%
Replay/Extras: 83%
Gameplay: 74%
Family Friendly Factor: 79%

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

Graphics: 90%
Sounds: 87%
Replay/Extras: 100%
Gameplay: 80%
Family Friendly Factor: 87%



Uncharted Golden Abyss



SCORE: 37

Family Friendly Gaming has never sounded off on Nathan Drake before. I got permission to purchase, and play Un-



charted Golden Abyss on the Playstation Vita. So Nathan is a treasure hunter who wears dirty pants, has a dirty mouth, and has horrible taste in friends. He climbs these ruins like a Spider-monkey.

The level of violence in Uncharted Golden Abyss is above a 'R' rated movie. The blood flies as players murder thousands. All of these characters can be shot, thrown off ledges, have their necks broken, and other despicable deeds. Uncharted Golden Abyss includes some enticement to lust as well.

The language in Uncharted Golden Abyss is also in the same region as a 'R' rated

movie. How did the ESRB put this down as a thirteen and older, instead of seventeen and older? The bad language flows freely, and repeatedly. It gets really bad in parts of this hand held game. The bad attitudes and innuendo drag Uncharted Golden Abyss further down.

The music is epic, which is neat.

The touch screen con-

trols feel tacked on in Uncharted Golden Abyss. We do charcoal rubbings, clean items, and rotate items. The main game play elements are climbing around, and murdering people. They get old very fast. Certain battles involve swiping on the touch screen in certain directions.

The thirty-four chapters in Uncharted Golden Abyss are a real chore to complete. Especially when this game is so repetitive and boring. The price tag of Uncharted Golden Abyss is pretty high too. This is not a game for families, and the rating is deceptively low. I feel like my money was wasted on Uncharted Golden Abyss.

There are games that give me nightmares, and Uncharted Golden Abyss is one of those games. Nathan Drake is



not much of a hero in my encyclopedia. The storyline is predictable, and extremely violent. The language made me ill. The attitudes in Uncharted Golden Abyss spread a warped view.

- Mark

Publisher: Sony
System: PS Vita
Rating: 'T' - Teen {Blood, Drug Reference, Language, Mild Suggestive Themes, Violence}

Family Friendly Gaming

Graphics: 30%
Sounds: 20%
Replay/Extras: 64%
Gameplay: 45%
Family Friendly Factor: 25%





Neon Blitz

SCORE: 84



I really liked Neon Mania. There was so much for families in it. Neon Blitz is a shadow of the original game which makes me sad. Neon Blitz is a free app that only lets us play so many levels at once. We must earn stars by playing levels to unlock things. There are eight hundred levels in Neon Blitz but it will take forever to play them all.

The same neon look and feel is in Neon Blitz. I enjoy the various colors, shapes, and things we draw. Like the first game, the goal in Neon Blitz is to draw the smallest lines to the largest lines. That will provide the most points. There is a speed factor in Neon Blitz. The faster you can complete a level the more levels you can play.



I do not like the whole speed factor thing in Neon Blitz. I was never allowed to smell the roses, and enjoy what I was doing while I was doing it. I always felt rushed while playing Neon Blitz.

The music in Neon Blitz is good. I enjoyed it while I was playing

this hand held app. The production value of the sounds continue in Neon Blitz. I don't know, maybe I was expecting more after the first game dominated so much. Neon Blitz also reinforces the rushed feel in terms of the music.

The game play in Neon Blitz is pretty simple to understand. We trace lines with our fingers. At the end we have created a neon image. It can be



all kinds of different things. I know I may be obsessing here but the whole do levels as fast as possible is not the kind of thing I encourage. I also know many of our readers hate the free apps, with their in-app purchases. I have no clue why Vivid Games went from the normal model to the one that irritates our read-

ers. The game play issue in terms of not being able to see where we trace persists in Neon Blitz. There really is no way for this franchise to fix that since it is a control issue on the machine itself. Lord willing someone will come up with a solution in the future. I may have been down on this game a lot in my review, but it does have its good points. I prefer the first game in this series. Maybe you like to rush through a few levels at a time.

- Yolanda

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

Graphics: 90%
Sounds: 85%
Replay/Extras: 83%
Gameplay: 80%
Family Friendly Factor: 83%



DEVELOPING GAMES



Game: Kinect Sesame Street TV Season Two
Release Date: January 7, 2013



© Sesame Workshop 2012. All Rights Reserved

Company: Microsoft
System: Xbox 360 (Kinect)

Rating: 'EC' - Early Childhood



Game: Kinect Sesame Street TV Season Two
Release Date: January 7, 2013



© Sesame Workshop 2012. All Rights Reserved.

Company: Microsoft
System: Xbox 360 (Kinect)

Rating: 'EC' - Early Childhood



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Game: Kinect Sesame Street TV Season Two

Release Date: January 7, 2013



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Company: Microsoft
System: Xbox 360(Kinect)

Rating: 'EC' - Early Childhood



Game: Kinect Nat Geo TV Season Two
Company: Microsoft
Release Date: January 7, 2013
System: Xbox 360 (Kinect)
Rating: 'E10+' - E10+ (Mild Violence)







Game: Ni no Kuni: Wrath of the White Witch
Company: Namco Bandai
Release Date: January 22, 2012
System: Playstation 3
Rating: RP - Rating Pending



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







Game: Rayman Legends
Company: Ubisoft
Release Date: March 5, 2013
System: Wii U
Rating: 'RP' - Rating Pending



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





THE CAVE



THE CAVE

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







15 September, 1086

Most Serene Republic of Venice

Campaign Fund: 80

Vinalo Faliero
Serene Doge

Domenico Momina
Expected Successor

Faliero	Dandolo	Contarini	Momina	Ziani
Respect: 3944	Respect: 1691	Respect: 971	Respect: 3146	Respect: 2126

Venice: 10.7%

Faliero

5.00 203 66
0.0 205 19
70
38 10

Mansion	400.0%	1387 Days
Guard Barracks	400.0%	1387 Days
Bowyer	400.0%	1387 Days
Map Room	400.0%	1387 Days
Small Stable	300.0%	1040 Days
Military Warehouse	300.0%	1040 Days
Palace Garden	300.0%	1040 Days
Wine Cellar	300.0%	1040 Days
Secluded Shrine	300.0%	1040 Days
Fortified Vault	300.0%	1040 Days

Council

Chancellor	14
Patrician Oberto of Embriaco Genoa	Appoint
Marshal	16
Oberto Pallavicini Genoa	Appoint
Steward	12
Patrician Bebo of Spinola Genoa	Appoint
Spymaster	11
Battista di Fondinovo Genoa	Appoint
Court Chaplain	15
Bishop Anastasio of Rapallo Genoa	Appoint



162 62 21 1/4 7 0
18 November, 1086

23 September, 1096
At age 20, Oberto Adlo of Palestrina died of Pneumonia.



Product: Crusader Kings II: The Republic
Company: Paradox Interactive
Release Date: Q1 2013
System: Personal Computer
Rating: 'RP' - Rating Pending



Product: Might & Magic VI
Company: Ubisoft
Release Date: February 28, 2013
System: Personal Computer
Rating: 'RP' - Rating Pending



RECENT RELEASES



Product: Family Party 30 Great Games Obstacle Arcade

Release Date: Out Now

Rating: 'E' - Everyone



Company: D3 Publisher

System: Wii U

{Mild Cartoon Violence}



Product: Family Party 30 Great Games Obstacle Arcade
Release Date: Out Now
Rating: 'E' - Everyone

Company: D3 Publisher
System: Wii U
{Mild Cartoon Violence}

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MONEY & GOALS \$15,252,150
WORKERS 41 (41 available)
MATERIALS 6,450
TECHNICIANS 52 (52 available)

Bakery
 Shop Value: \$1,250,000
 The Bakery creates delicious treats on a daily basis.

DEMOLISH

MENU HELP

Deadline Power Appeal
 +10
 6 Triple Energy Saver A Frames 3 Empty lots

MONEY & GOALS \$12,574,100
WORKERS 88 (88 available)
MATERIALS 1,400
TECHNICIANS 89 (89 available)

TECHNICIANS
 Technicians are needed for energy efficiency related projects and to run Power Generators.

\$1 \$50,000 \$2 \$90,000 \$3 \$120,000

MENU HELP

MONEY & GOALS \$12,574,100
WORKERS 88 (88 available)
MATERIALS 1,400
TECHNICIANS 89 (89 available)

TECHNICIANS
 Technicians are needed for energy efficiency related projects and to run Power Generators.

\$1 \$50,000 \$2 \$90,000 \$3 \$120,000

MENU HELP

Game: Build-a-Lot 4
 Company: G5 Entertainment
 Release Date: Out Now
 System: iPad
 Ratings: '4+' = 4+



Game: Jetpack Joyride
Company: Halfbrick Studios
Release Date: Out Now
System: PS3/PSP
Rating: 'E10+' - Everyone 10+ {Fantasy Violence, Simulated Gambling}



1271M
132



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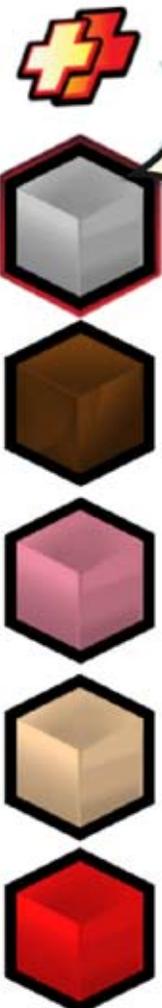
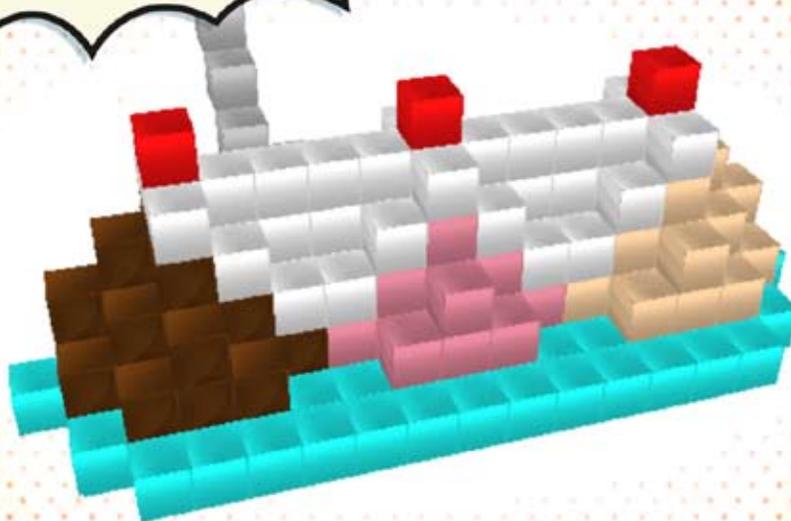
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1758M
305



Create levels and share them with friends



303

T-Rex

Clear all blocks to reveal awesome images

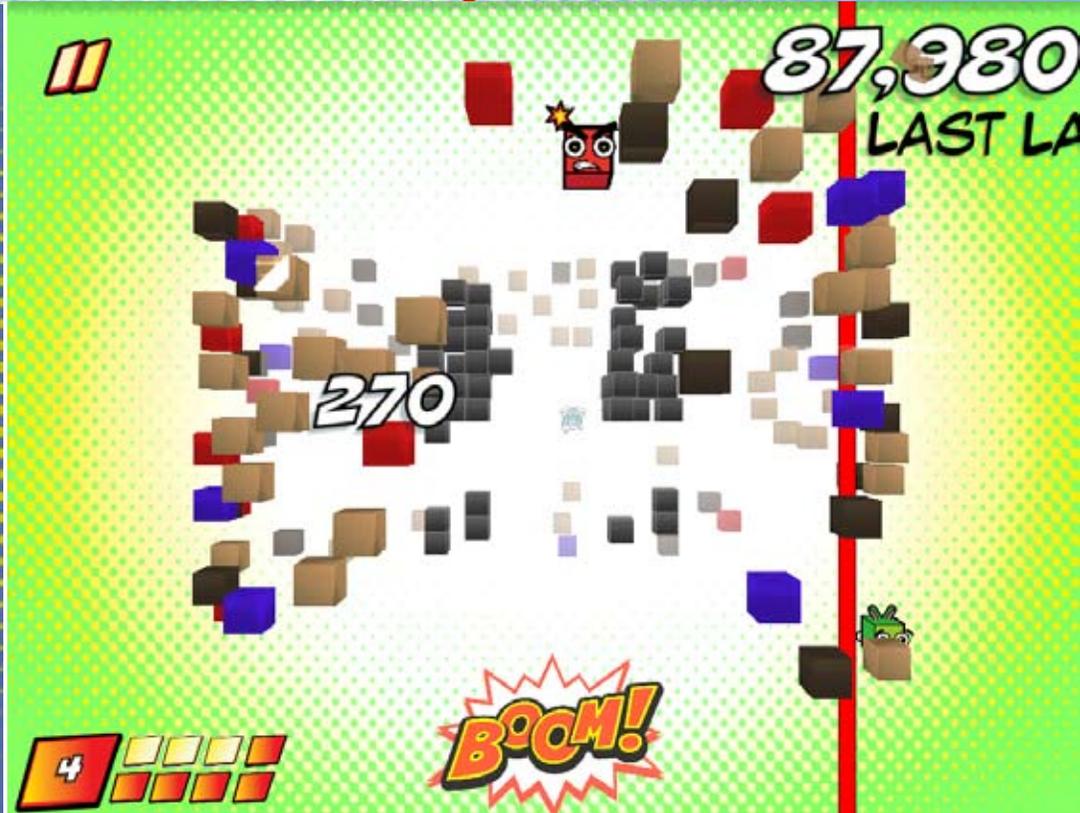
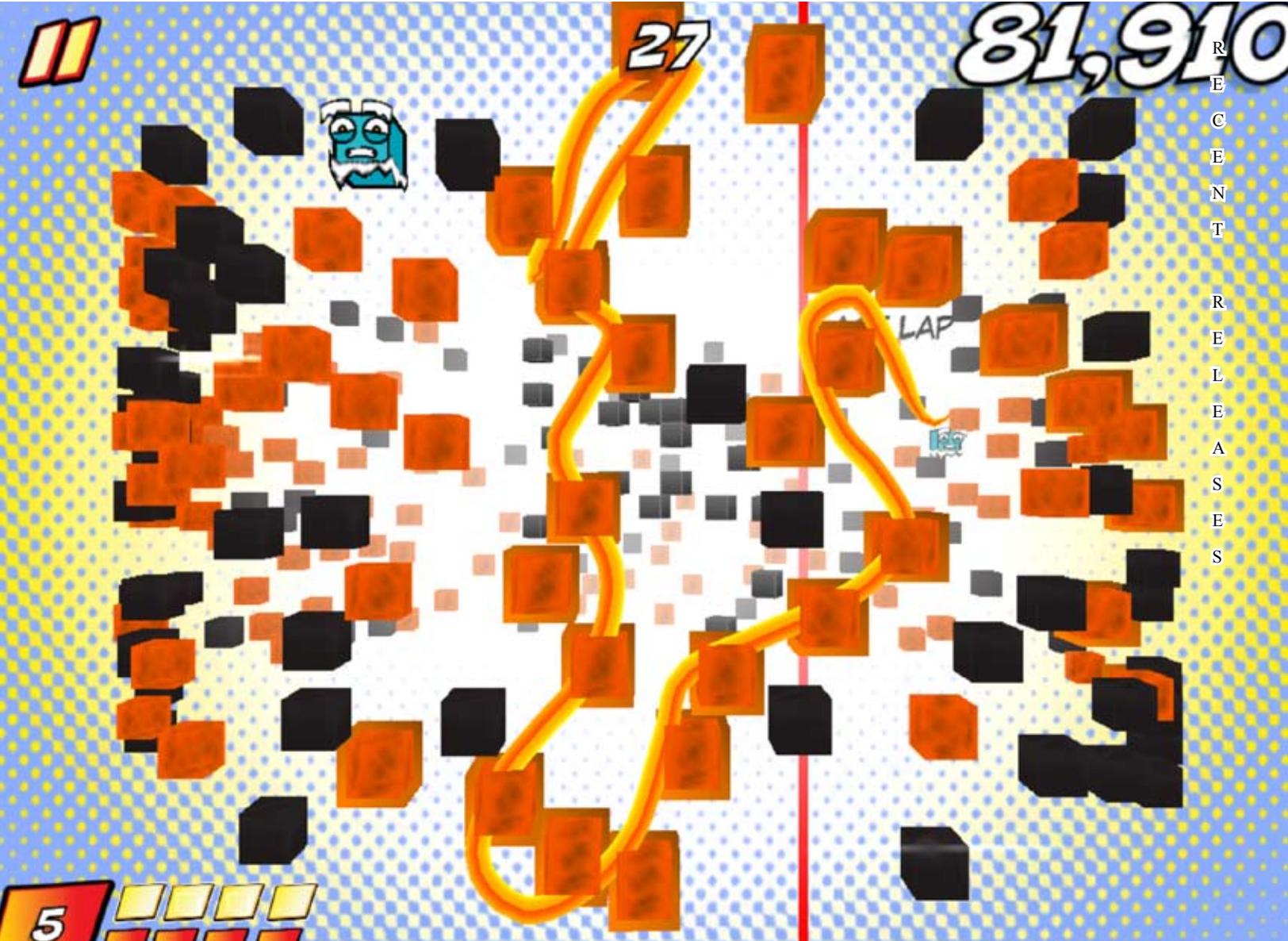


1396

Score:	27,711,000
Longest chain:	79
Rank:	7
Power-ups used:	11
Earned	500

AWESOME





Product: Motley Blocks
Company: Square Enix
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: 4+ - 4+



EXIT

SCORE 000948950



SHOP

GROOVE



271 CHAIN



GROOVE BEAT

X2
X3

Beats
Retro Sumo

yle Beats



Take

MENU



PLAY

Product: Groove Coaster Zero
Company: Taito
Release Date: Out Now
System: iPhone/iPod Touch
Rating: '4+' - 4+

PLAY

9315



Dreamer

Dreamer

haru Ishimoto/Yuriko Kaida (2:22) *

DIFFICULTY 6 - 5 -



RANK



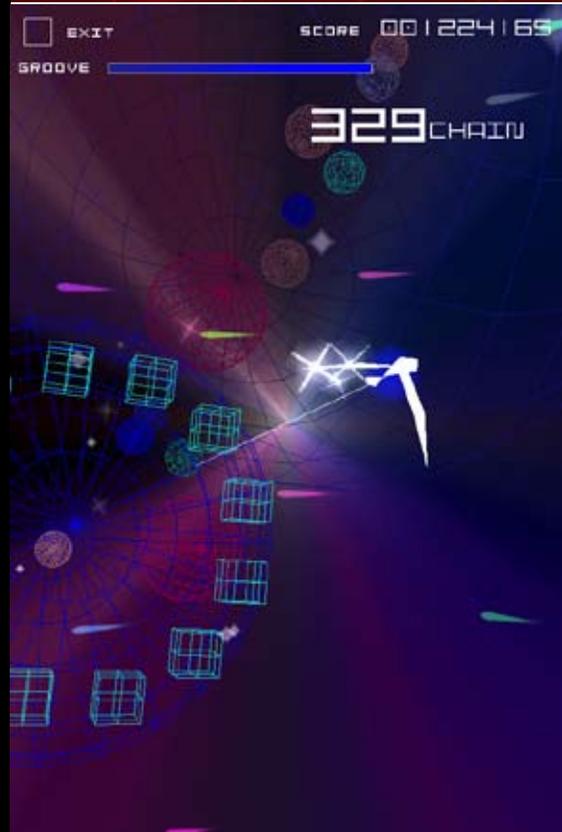
STATUS



HELP



SHOP





Of course, it's no good. Oh, what am I saying! It's excellent!



Product: Gardenscapes
Company: Joindots
Release Date: Out Now
System: Nintendo 3DS
Rating: 'E' - Everyone
 {Alcohol and Tobacco Reference}



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Product: Monster Hospital
Company: Capcom
Release Date: Out Now
System: iPhone/iPod Touch
Rating: '9+' - 9+ (Infrequent/Mild Mature/Suggestive Themes)

Devotional

Paying the Price

Our family was at a Christmas Eve service and the pastor referenced the price we pay for following Christ. It was in reference to the price the virgin Mary had to pay to be the mother of Jesus. I had not thought about it for a long time. All of us at Family Friendly Gaming have paid a price over the years. We have received death threats, had people lie about us, and to us, we have been falsely accused of things, the victims of smear campaigns, vicious verbal attacks, and more.

Facing that kind of persecution why would we do it? Why would we continue the path knowing that some want us dead? Because we follow God. We obey God. God called us to do this. The honors of man are meaningless compared to being faithful and obedient to God. We believe in pleasing God over the servants of Satan. So we willingly pay the price knowing not everyone will embrace our viewpoint. Knowing that some

do not want to hear about humbling themselves to God. Knowing that some want to ignore God instead of hear - turn to Him.

Luke 14:27-28;33 *And whoever does not carry their cross and follow me cannot be my disciple.*

28 *“Suppose one of you wants to build a tower. Won't you first sit down and estimate the cost to see if you have enough money to complete it? 33 In the same way, those of you who do not give up everything you have cannot be my disciples.* Being an ambassador for Christ in the video game industry was not a part of my plan. Teaching at a local church would have been easier in many regards. But that is not where God called me. Would it be easier to act like the world? Yup. Would it be right? Nope.

Once a year at E3 I am reminded of the price we pay. The kind of diversity our team brings to that show. I have heard the snide little comments some have made. I have seen the looks, and their reactions when I introduce myself before asking a question. I

have also heard the hate filled whispers as the biblical perspective is shined in the question. Their unprofessionalism, ignorance, and hatred will never stop us. We follow a great and mighty God. On judgement day I would rather say I followed God over arrogant small minded men. Men who were wrong and will pay a different price.

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 Games 101

Conversations we have in the public at a variety of venues shows us one important fact. What is that fact? There are many people who do not understand the phrases used in the video game industry. No one cared enough to teach them what they stand for. Family Friendly Gaming has decided to right that wrong. We refuse to act arrogantly like so many others in the gaming media. Instead we will humble ourselves and go back to basics.

PS3 - Playstation 3 - Home console machine created by Sony. Sequel to the Playstation 2. More powerful. Early machines were backwards compatible - that means played both PS2 and PS games. Later models removed that feature.

PS2 - Playstation 2 - Home console machine created by Sony. Sequel to the Playstation. More

powerful. Backwards compatible with the Playstation games. Sony won the console in this generation.

PS - Playstation - Home console machine created by Sony. Original machine they created. Sony won the console in this generation.

Wii - Home console from Nintendo. Introduced motion based gaming with a sensor and Remote. Nintendo won the console war in this generation.

GCN - Gamecube - Home console from Nintendo. Played mini game discs and was cube shaped.

N64 - Nintendo 64. 64-bit home console. Nintendo stayed with cartridges while the rest of the industry moved to discs.

SNES - Super Nintendo Entertainment System - home console system

from Nintendo. This was a 16-bit system that competed against the Sega Genesis, and the Turbo-grafx-16.

NES - Nintendo Entertainment System (8-bit) - first major home console system from Nintendo. Nintendo won the console in this generation.

DS - Nintendo DS - hand held video game system from Nintendo. Two screens are on this system.

3DS - Nintendo 3DS - hand held system from Nintendo. Two screens are a part of this machine. The top screen includes 3D imagery without glasses.

PS Vita - Playstation Vita - hand held system from Sony. The front screen and the back of the machine are both touch screens.

PSP - Playstation Portable - hand held machine from Sony.

Last Minute

Tidbits





STORE

MIKE & SULLEY

LEVEL
13

NEW!

LEVEL
24

Product: Monsters, Inc. Run
Company: Disney
Release Date: Out Now
System: iPhone/iPod Touch
Rating: 4+ - 4+



Key Features

Exciting horse sport mini games: Show Jumping, Horseback Archery, and many more!

Appealing story with 30 different quests.

More than 15 characters giving the player tasks to fulfill and helping to become a horse expert.

Including realistic motion and gyro sensor controls.

Show jumping mini games with first person view.

Extensive StreetPass mode: The player is able to compare results of show jumping mini games with horses of her friends and other players

Augmented Reality feature: The horse magically appears in front of the player.



Product: Riding Stables 3D
Company: TREVA Entertainment
Release Date: December 20, 2012
System: Nintendo 3DS
Rating: 'E' - Everyone

Last Minute Tidbits
Continued



Key Features

Seven different worlds and over 80 levels in conquer mode.

Quick Play mode with 90 puzzles playable in easy, normal and hard modes.

Beautiful 3D scenes as backgrounds.

Cool special effects in real 3D: The titles are really jumping out at you!

Level editor: The player can create his own Mahjong board and formation.

Debate level: Who will finish first? Play against your enemies on the same Mahjong board.

Exchange of high scores, unlockables and character progress through StreetPass mode.

Product: Mahjong 3D
Company: TREVA Entertainment
Release Date: December 27, 2012
System: Nintendo 3DS
Rating: 'E' - Everyone





6/8



Product: Chulip
Release Date: Out Now
Rating: *T* - Teen

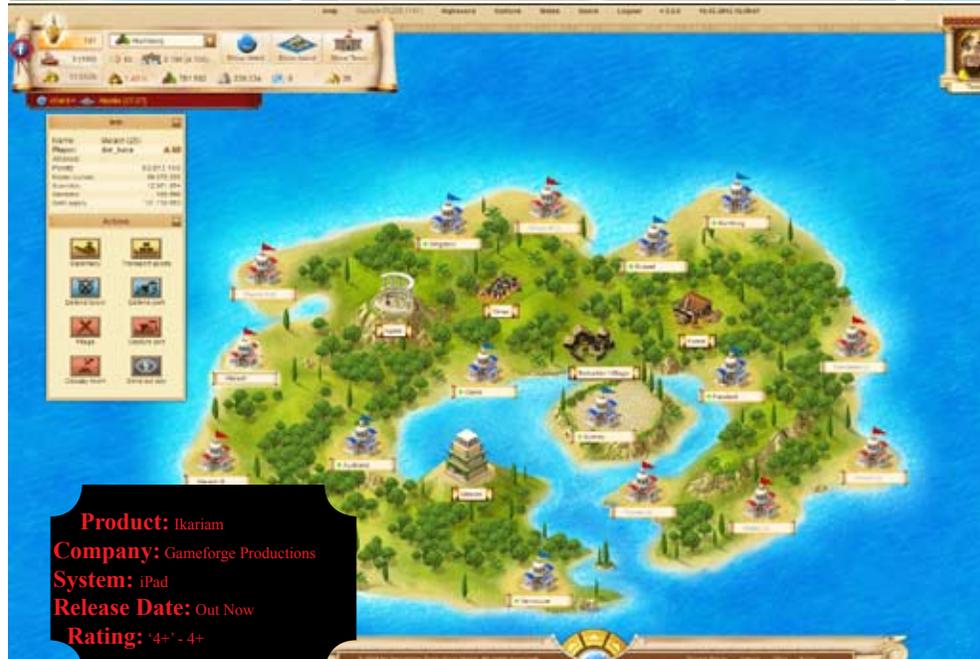
Last Minute Tidbits
Continued



Company: Natsume

System: PS3

{Crude Humor, Suggestive Themes, Use of Alcohol and Tobacco}

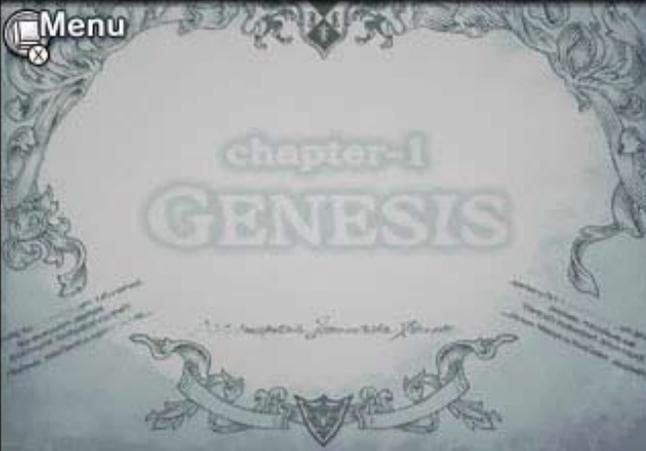


Product: Ikariam
Company: Gameforge Productions
System: iPad
Release Date: Out Now
Rating: 4+ - 4+

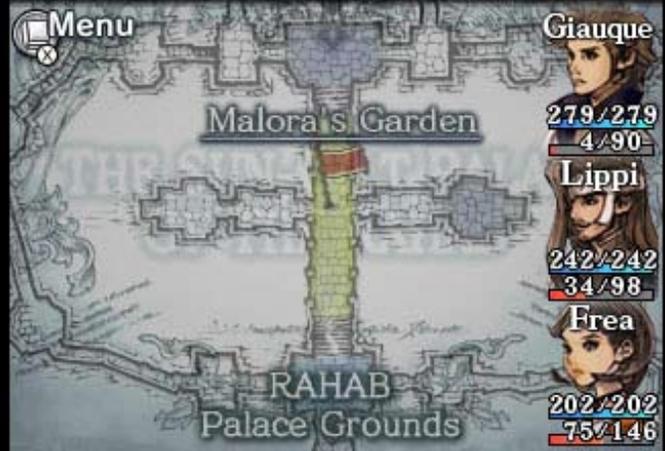
I told her there was nothing she could do. One little Qish girl against that! And what good are the barber-surgeons if they won't mend who and what I say? The Dark take their oaths!

The Sun-Gilt Palace of the Rahab. It is said the king built this palace for his queen, though that was more than one thousand years ago.

Touch the Menu Icon or press the X button to open



or press the A button to display the next message



Cursing your lack of caution once again, you prepare to meet the attack as you see another goblin further away—the blighter that put feathers in your guide's gut—stand and let loose another arrow at you.



Touch the desired option or press the A button to



While holding the A button, use the Circle Pad to



Product: Crimson Shroud
Company: Level-5
System: Nintendo 3DS
Release Date: Out Now
Rating: 'T' - Teen (Blood, Suggestive Themes, Violence)



Product: Toejam & Earl Collection
Company: Sega
System: PS3/Xbox 360
Release Date: Out Now
Rating: 'E+' - Everyone
{Comic Mischief}



The Slaying of the Hydra



Hanbei Takenaka

Although we may have little hope of victory, there is no other choice. We must fight to reclaim our future...



Product: WARRIORS OROCHI 3 Hyper
Company: Tecmo Koei America Corp
System: Wii U
Release Date: Out Now
Rating: 'T' - Teen
{Mild Language, Suggestive Themes, Use of Alcohol and Tobacco, Violence}



Last Minute Tidbits
Continued

Play for free!

12 Exclusive Levels!

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

Last Minute Tidbits
Continued



Product: Nemo's Reef
Company: Disney Mobile
Release Date: Out Now
System: iPhone/iPod Touch/Android
Rating: 4+ - 4+





Product: Luigi's Mansion: Dark Moon
Company: Nintendo
Release Date: Spring 2013
System: Nintendo 3DS
Rating: "RP" - Rating Pending



Billowing banshees!
The clock hands are missing!

A