Tiger Woods Final Fantasy is Pokemon X and Pokemon Y

To Disney Infinity and BEYOND!

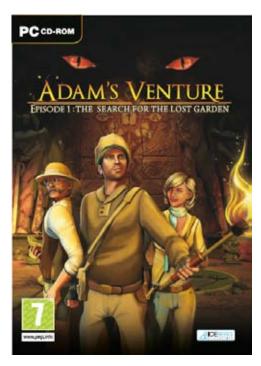
Monster Hunters go on a Dragon Quest while they Tearaway Puppeteer



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# **Editor's**

# Desk

#### Background Checks

The time has come for the video game industry to implement background checks on everyone who wants to purchase a violent video game. We have to keep our children safe. Tools that can be used to save children or kill them require background checks. The same thing must be applied to the murder simulators that are being used to train mentally unstable people. The powerful and money hungry video game lobbyists will probably try and stop any Video Game Control. The time has come, too much blood has been shed. The industry openly claims they want to keep violent video games out of the hands of those who are mentally unhinged. They now have the opportunity to step up to the plate and do the right thing. If they don't they only prove they have been lying all this time.

Some may say that anyone who wants to play a violent video game is mentally unstable. What kind of a psychotic freak wants to fantasize about going around and killing a bunch of people? What kind of mentally unstable people go around trying to destroy things? Those that say that may have a valid point. I believe we need to start with background

checks to keep these violent video games out of the hands of those who have existing documented mental issues. This would save hundreds of lives. It would protect children, and start the video game industry on the path of responsibility.

There needs to be warning labels on these violent video games as well. Before anyone purchases it - via online or retailer. They need to be warned of the potential harmful effects of these violent video games. Science has shown they have an impact, and mental effect on those playing them. The health industry should implement checks on those who purchase multiple violent video games over the span of a year. The public needs to feel safe, and checking the mental stability of those playing all these violent video games is a good start. All it takes is yet another one snapping and going crazy. We really can't have that can we? We have to keep the children safe.

Doctors need to be encouraged to report those that they feel are becoming mentally unstable due to the violent video games. Then the medical community can partner with the mentally unhinged to try and reconnect them with reality. We have way too many incidents of road rage, work rage, air rage, mall rage,

school rage and more in our society. We need to have compassion for those who have lost contact with reality.

The time for the video game industry to act is now. They need to implement background checks before anyone can purchase a violent video game. The cost of inaction is too high in terms of human life. We have already lost too many children because of their lobbyists and greed. We the people need to stand up for what is right. We the people need to demand they implement background checks for violent video games right now. We the people need to feel we are safe. We the people need Video Game Controls. And we need them NOW!

God bless you, and yours, Paul Bury



#### Fermale Side

#### Love

As Valentines Day will be celebrated soon, many are wondering where the loving games are. Where are the chick flick kind of video games? Where are the games where one can selflessly lay down their life for their friends? All these companies have neat little propaganda statements where they claim they provide games for all types of gamers. What about the Christian gamers? The response Family Friendly Gaming usually gets to that question is crickets chirping.

Where are the video games based off of the Love Comes Softly series? Aren't there any intelligent minds out there who can think of a way to do a game based off of those amazingly popular books? Movies have been made on the books and they have done well. So why not some video games? It could even be a Harvest Moon kind of a video game. Where that false goddess garbage is removed, and we can have references to the one true and real God. I would play it, and happily review it.

For all of the things the video game industry has done, it has not broken ground in telling, good, clean stories of love. The chick flick concept is an easy blue print to follow. I am sure there are at least a few

people in these development houses who could figure out how to make video games off of it.

Could you imagine the impact of video games that teach everyone to love one another? For the first time ever video games could actually do some good for our world and society. Imagine the good PR the industry could receive. It would be a win all around for everyone single person involved.

The Christian video game developers consolidation did not turn out too well. It is time for some new believers to step up to the plate and generate some good games for families. The few left need to continue to improve their craft, and find meaningful ways to continue to impact the video game industry for the better.

When we talk Valentines we need to make sure we focus on the right thing. We need to focus on giving, and not getting. Our society has fallen off the deep end in an unhealthy obsession over what you will receive. Instead of focusing on what you will give. Take a few moments to think about helping out others, and giving instead of receiving. I love to focus on how thankful I am for things I have received. I realize that others made me feel really good. So

I should have the same

desire in my heart to make them feel good as well. That really gets me in the mood to do things for my hubby, children, parents, sister, niece, neighbors, teachers and more.

I want to leave all our wonderful readers with a challenge. What will you do this Valentines Day to spread love? What will you do to show someone out there you care? Pray about it if you are having trouble getting ideas.

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

#### Valentines

Have you ever thought about holidays? Not that long ago some people were saying: "Happy Holidays." They did that because they did not want to offend a small percentage of the population by saying: "Merry Christmas!" Why does that only happen for Christmas? February is the month this issue is a part of. Look at the holidays in February. We have Groundhogs Day, The Super Bowl (its a holiday to some people), Mardis Gras (Fat Tuesday), Ash Wednesday, Valentines Day, Lincoln's Birthday, Washington's Birthday, and Presidents Day. Every four years there is Leap Day - that does not come up again until 2016. The point is we have all of those holidays in February and people say what the name of the holiday is.

Why did some try to be such hypocrites and censor Christmas? They like to use that Swiss Cheese logic that they don't want to offend. Can't they offend fat people by calling it Fat Tuesday? What about those sensitive to ash? What about all the people who did not like President Lincoln? Maybe they are offending our furry friends on Groundhogs Day. Mardis Gras offends quite a few people, yet they don't care when they go on and on about it. Do they actually think this issue will go away when they have such double standards?

If the love of Jesus Christ coming down to earth and paying the price for our sins is so bad; why not Valentine's Day. After all Saint Valentine is all about love as well. What do most do on Valentine's Day? They give candy and flowers to someone they love. There are even cards that kids are trained to give away to their classmates. Never mind the commercialism problem with it. It is all about love.

The WMG is issuing a challenge to all of our readers out there. Research the origins of these holidays yourself. Treat all holidays the same. Say: "Happy Holiday" all year long, or reference every single holiday you are happy for. Whether its the cavity creating Halloween, or the spiritually uplifting Christmas.

# 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!

#### Video Games 101

Thank you for Video Games 101. I am embarrassed when my kids are talking about video games because I know little to nothing about them. So your free online course in your magazine is awesome. Can you explain FPS, and RTS? My kids talk about that, and RPG. What are those? – Jav

{PB}: God pressed that upon my heart for a few months. Once there was an opening, I prayed about how to do it. What to do with it. I always seek God's guidance on which way to go with anything in my life. I am a firm believer in including God in all that we do. Too many of my fellow gamers are arro-

gant, and don't care about others. Too many of them have their own little hidden language they use. It came down to dissect-

ing it, and explaining it.

I am so pleased that Video Games 101 is being received so well. I have added your request to the future topics to touch on. We will try to get it included in this issue. At the time of writing this, that page has not been built yet.

#### Television

Family Friendly Gaming should be on television. There is so much filth on TV, we need some good stuff like ya'll. Would you be willing to do television?

- David

{PB}: It is kinda funny you emailed us. It was not that long ago that an exciting and upcoming television channel was looking to do a video game related segment. They looked around and decided

Family Friendly Gaming was the trusted source for this. Unfortunately this never materialized into the real thing.

I was honored that we were even considered for inclusion on a television station in any capacity. I always pray for God's will in these kinds of things. I also was very concerned an ego would become a problem. I want to remain humble when/if God opens a door to television.

When that television channel asked if we would be willing to do a segment on a show, I prayed fervently. God gave me a peace about it, so I was willing to move forward. If another opportunity comes up I will pray about it again. There are faith based channels out there. We are willing to assist them in any video game related coverage, segments, and television shows they may want to produce.

# **OFF**

#### OVER and OVER

Why does Family Friendly
Gaming keep covering the
same games over and over? I
see these same games getting
news stories week after week.
Some of them even more than
one time in a week. I hate
reading about the same games
all the time.

- Thomas

{PB}: First and foremost I want to apologize for that. There are a couple of things going on there. Some PR firms are following a piece meal philosophy. They throw a few tidbits out to the media once a month, every two weeks, once a week, etc. I know how aggravating it is. What you don't see is all the times we drop these stories. There have been companies that resend the exact same thing every single day in a week. I remember one that sent the same information every day for two weeks. I don't know if they are trying to brainwash people into purchasing their product or what. I do know it gets old to deal with companies that think all we do all day long is their stuff and their stuff only. It gets worse when you realize they are not paying us, and they want to go in front of paving advertisers. Another

issue is we have no idea what is coming down the pipeline. I fuss all the time about fifty companies sending press releases in the same hour. Its like everyone wants to be covered at that exact second. And then no one has anything the next day.

We work on shifting our coverage around as much as possible. So lets say a certain game has screenshots that go into the e-magazine. Then before that issue is released, they send us more pictures. Well we look at putting them online directly. Another example is a company that sends two press releases in the same day. One goes online and one goes into the next issue of the e-magazine. And if they send a third it will wait a day or two before going online.

We have a desire to do more of our very own news stories. That is something we work in as often as we can. Lord willing the right things will happen in the year of our Lord 2013 to grow that part of Family Friendly Gaming. This is something that is on my heart and mind. I go around from time to time to different gaming sites and no one is expressing the Family Friendly Gaming Nation concepts or ideas. So I know

it is needed out there.

#### COVER ME

I thought I read somewhere that if Family Friendly Gaming covers something they will review it. Is that true? If you cover a game you are willing to review it.

- John

{PB}: Generally that is true. There are a few exceptions here and there. Bear in mind when we cover a product we have limited information on it. So we may have some screenshots, or a video, or a news story on it. Sometimes we have sell sheets, and FAQs that we are not allowed to share with the public. They are there to provided important information to the media. Other times we get to play a level or two.

Why bring all that up? We generally avoid anything above a 'T' for Teen rating. We have also limited how many free apps we cover due to the public backlash and outrage over them. So we may cover a game and then find out its going to be rated macabre or morbid. At that point we will back off. Or its a free app that is not really free, and just another bait and switch app.

Outside of those that

is an accurate statement. If we are covering other products then companies can be confident that we will review it once they provide a reviewable copy.

#### BAD Leroy Brown

Family Friendly Gaming sucks. Its horrible. Get a real iob.

Leroy

{YB}: I am sorry you do not like Family Friendly Gaming. Anything specific we can

work on? Any helpful suggestions you can offer? Any ideas for how we can improve Family Friendly Gaming? NOTE: No responses to my questions in two weeks. I can only assume they have nothing constructive to say, and only want to try and tear down instead of build up.

#### Thank you

Thank you for your review of Nike+ Kinect Training. I went out and bought it and love it. My husband and I both have our own profile

and Nike+ gives us different work outs. Its AWESOME!! Family Friendly Gaming is the most trusted voice for video game reviews.

Martha

**(BOX** 360

REQUIRES

KINECT SENSOR

{PB}: WOW! Thank you for your kind words. Thank you for your encouraging words. You have no idea how much they were needed right now. I am so pleased to hear you and your husband love Nike+ Kinect Training. I am still playing it myself, and loving

KINECT

NTSC

it. Well the game is seriously slamming me, but my health has improved, and my athleticism is returning. So I am pleased as punch. It is great to hear that we could help your family.

#### **Animal Crossing**

Any new news on Animal Crossing New Leaf? Tabitha

{PB}: We have sent in an nterview to Nintendo, as well as expressed an interest in

receiving new assets related to this Nintendo 3DS game. Like you, we would like more information. Thus far we have not been provided anything new. As soon as Nintendo provides it we will pass it along. We will also happily review it once we are provided a copy for review.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, etc? Log on to the internet and go to our Comments

http://www.familyfriendlygaming.com/comments. html, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive

KINECT TRAINING Cordova, TN 38018



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# Talk to me NOW

There are thousands of websites out there. Ever wonder what some of the good ones are? Ever wonder if you are missing an interesting site on the Internet? Family Friendly Gaming is pleased to provide this interview with NarniaFans.com

#### Q. Can you please tell the Family Friendly Gaming Nation about NarniaFans.com?

A. NarniaFans.com is a fan site that brings fans together, and reports on all of the latest news on Narnia movies and books, as well as related topics such as C.S. Lewis.

#### Q. What got you started with NarniaFans.com?

A. I had run a very large fan site for about four years, surrounding the Matrix Trilogy, called MatrixFans.net. In the fall of 2003, I learned that there was going to be a Narnia film franchise, and there was no website that was following it. Not many knew it was going to happen, at that time. So I built the site over a few weeks, and launched it that same year. I had been a fan of Narnia from childhood, when I'd watch the animated version of The Lion, the Witch and the Wardrobe. It wasn't until much later that I finally read the Chronicles.

#### Q. When can we expect the next Narnia movie to hit theaters?

A. In short, I have no idea. If they started today, it would be 2015 at the earliest. Currently there is a moratorium on any release of a Narnia film without Walden Media attached as a production company. That moratorium is up on December 10, 2015. From the time that they decide to move forward, to the release of any future film, it will take a minimum of three years. They do want to move forward, but there appears to be an impasse at the moment. Personally, I think that they should either compromise and make The Horse and His Boy next, or they should work out an arrangement that allows all sides to win, with promises to move forward with each of the remaining books, rather than skipping any of them. And, if there is a reboot, I think that the next best way to make Narnia come to life would be were great animated versions of them. I feel that voice acting is easier to cast / re-cast without losing time as an actor grows up. Just look at how Disney is able to consistently cast voice actors that match voices with characters from decades old movies. Another great example for how an animated

Narnia series could look, which I think would be breathtaking, is 20th Century Fox's new movie Epic, which is coming out in May. (http://www.epicthemovie.com/)

#### Q. Any thoughts on a Lego Narnia video game?

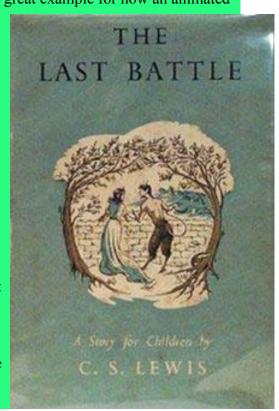
A. I would love a Lego Narnia game. I feel like that world of Narnia is large enough that exploring it would be a magical experience. It would be interesting if it followed the books as well as the films. I love the looks of the characters and locations from the Narnia films, and would also love to have the characters from other books that have been unfilmed so far. (By the time the other Narnia films are released, if they get that far, a rebooted Lego Narnia game would be possible.)

#### Q. Which Narnia book is your favorite?

A. My personal favorite is The Last Battle. I don't know if we'll ever see it on the big screen, but that is a dream of mine.

#### Q. What do you think of the existing Narnia video games on the market?

A. I have really enjoyed the ones available so far. They reminded me of the Lord of the Rings games that were released surrounding that film trilogy. I was very disappointed that the Dawn Treader game was cancelled, though.



## Talk to me NOW



I would have loved to sail that ship.

Q. What can you tell us about the direction the Lewis Estate is taking with Narnia merchandising?

A. They're refocusing on marketing the books at the moment. Narnia has never been very popular on the toy shelves, for some reason. I'm not an expert in toy marketing, but I have a feeling that a successful toy line has to have adult collectors clamoring for it, as well as children. That's something that Narnia did not have enough of. There were some adult collector items, like small statues, but it never really caught on the way that they were hoping.

#### Q. How does the Lewis Estate feel about the Narnia video games?

A. I've never asked them directly, but I have a feeling that they're indifferent. It's likely very much the same as the Tolkien Estate. As long as it's in the spirit of the author's intent, they'd likely approve it.

#### Q. Are there any plans of any new Narnia books?

A. About 12 years ago or so, I read an article about something like this. There was a plan to hire some writers to expand Narnia with some new stories. Nothing was announced regarding what time period these stories would cover, however. Shortly after the plans were announced, the groundswell of protest was loud and clear, and plans were cancelled.

#### Q. CS Lewis impressed me with his ability to get such descriptive images in so few words. What impresses you most about his works?

A. I think it's his ability to write with such varied styles, for various audiences, from children to adults, and speak to all of them without a patronising tone. He doesn't talk down to children at all, but makes heroes of them.

#### Q. Any word on a Narnia open world MMORPG?

A. Back when Disney was making the Narnia movies, they announced a pair of MMORPGs that were going to come out. One of those was released: Pirates of the Caribbean Online. It was announced at the same time as the Chronicles of Narnia Online, at the San Diego Comic-Con in 2007. That was before Prince Caspian was released, and then Disney cancelled the Narnia series. At that point, Narnia Online was cancelled as well.

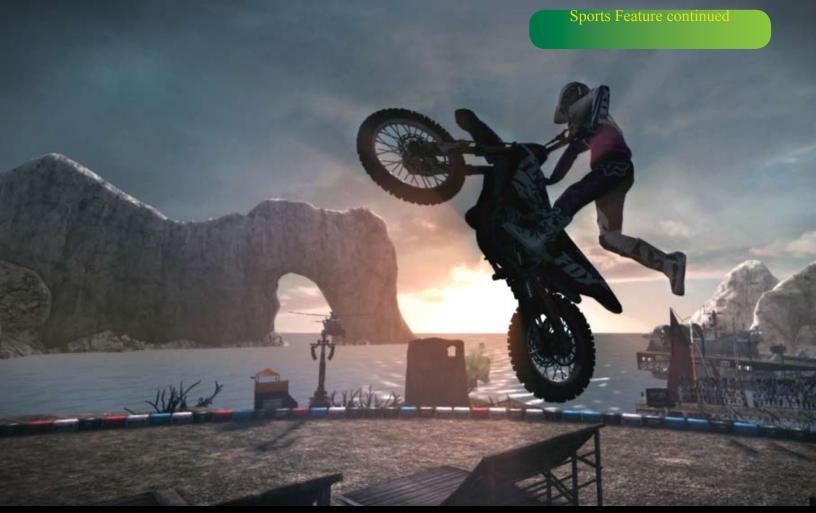
#### Q. What is the coolest thing about NarniaFans.com?

A. The community. We've got an incredible community of Narnia fans, some of which have been there since the site was started. I can't believe it's been nearly 10 years, and that we've only gotten three films out of the seven that were planned.

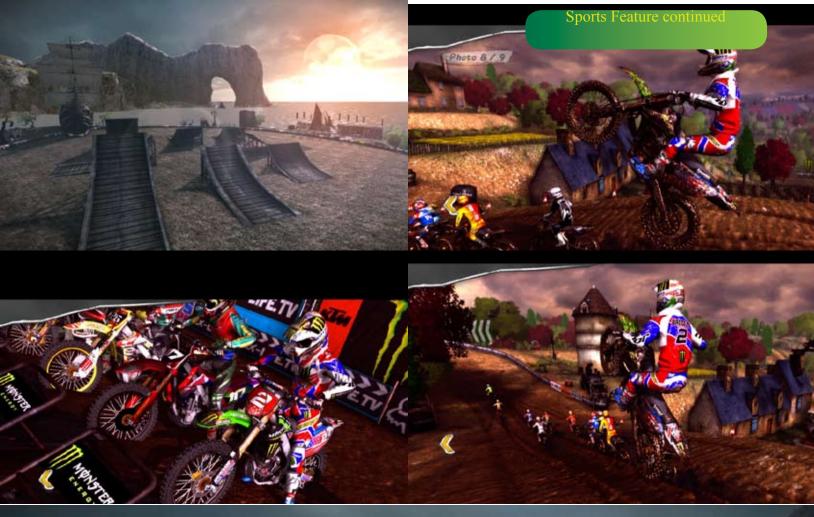


# FEATURE

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









# In the

#### FORMER ABORTION ADVOCATE TELLS STORY OF CHANGED LIVES, HOPE AND HEALING

As the 40th anniversary approaches of the Supreme Court's Roe vs. Wade decision legalizing abortion, author, speaker and post-abortion trauma and recovery expert Pat Layton offers practical help for affected women and men in her new book, A Surrendered Life—Finding Freedom, Healing and Hope After Abortion.

"I know firsthand the destructive effects of abortion on women, men and families," said Layton, who has been helping people deal with abortion since 1986. "A Surrendered Life shows, through my own story and God's story in the Bible, that help and hope is available to everyone."

Layton's eight, biblically based steps for dealing with emotional, physical and spiritual post-abortion

trauma come from personal experience. Since the 1973, Roe vs. Wade decision an estimated 55 million unborn children's lives have been claimed by abortion . . . one of those unborn children was Pat Layton's. A 23-year-old, soon-to-be-married single mom found herself pregnant, underwent an abortion, suffered immediate life-threatening physical complications and later life-devastating emotional effects. At age 30, and a new Christian, Layton found help, hope and healing through the Bible, through sharing her secret and finding forgiveness.

From CrossBooks, a division of LifeWay, A Surrendered Life adds a vivid personal dimension to Layton's exploration of practical biblical principles dealing with abortion. It forms a companion to her Bible study guide Surrendering the Secret also from LIfeWay. The works are timely and vital. Consider the following facts on the wide effects of abortion:

Since Jan. 22, 1973, and the Roe vs. Wade decision, an estimated 55 million abortions have taken place, now averaging almost 1.5 million abortions a year.

It's estimated that 43 percent of women under age 45 in the U.S. have had an abortion.

SOURCE: Abortion Data from Reports of the Alan Guttmacher Institute: www.religioustolerance.org/abo\_fact3. htm

92 percent of woman experience emotional deadening after an abortion.

86 percent of women deal with post-abortion rage.

Over half suffer from nightmares or feel suicidal.

SOURCE: Medical Report/Women's Health/Abortion ... Is There a Connection?

There have been more than 100 million parents of aborted children since 1973, many suffering silently with emotional pain and shame. Layton is an experienced voice on the subject of abortion and its effects. In speaking, interviews and A Surrendered Life, she brings a compassionate, knowledgeable perspective to a powder-keg issue, and offers understanding, hope and help.

# Mews

#### GAMESTICK REACHES KICKSTARTER FUNDING GOAL IN ONLY 30 HOURS

"The response from the Kickstarter community has been truly overwhelming. We are confident in our product and what we hope it will mean for gaming but we were taken aback at how quickly the message was adopted," says Anthony Johnson, CMO, PlayJam. "There is no better feeling than having hundreds if not thousands of people endorse your idea."

The team has been busy keeping up with the hundreds of questions and requests that continue to come through the Kickstarter message boards and in response have today announced support for XBMC & DNLA, two of the most sought after features.

"While we are shipping as a dedicated games console, we are keen to ensure that users have the ability to hack the device if they so wish and will be providing support for XBMC & DNLA via an optional firmware update in September. We encourage users to hack the device - the time for closed, proprietary systems is ending which bodes well for true innovation", concluded Johnson.

GameStick is described as 'The Most Portable TV games Console Ever Created'. The team behind the project are passionate about accelerating the race to change the face of big screen gaming with a product that will now, as promised, launch in April of this Year.

Supporters flooded to the Kickstarter page just moments after the campaign launched and began pledging. The 'Early Bird' pledge tier, giving backers the chance to grab themselves a GameStick at a discounted rate, proved so popular that it sold out in a matter of hours resulting in people moving in droves to the next tier. At the time of writing, the average pledge towards GameStick was \$98.

Interest from the developer community has been extremely strong with over 300 registrations on the www. gamestick.tv website and a new tier offering early access to the SDK and 30 days premium positioning within the games store having been added for \$500.

GameStick will feature a purpose-built game store through which users will be able to browse and download content. The proposition will be powered by PlayJam's existing Games Network for Smart TV which currently supports developers such as Relentless Software, First Star Software, and Disney.



#### Her Interactive Donates Historic Archives to the International Center for the History of Electronic Games

What do female teenage gamers want? Her Interactive has donated to the International Center of the History of Electronic Games (ICHEG) at The Strong® a collection of archival materials that sheds light on the video game company's pioneering efforts to understand and appeal to female gamers, a frequently overlooked audience in the maledominated world of video games.

Since it began in 1995, Her Interactive has sold more than nine million units and garnered 26 Parent's Choice awards for its Nancy Drew adventure-mystery roleplaying game series featuring the smart, independent, gutsy, and resourceful teen detective. Included in the Her Interactive Collection are more than 30 games (including Nancy Drew: Secrets Can Kill and Nancy Drew: Tomb of the Lost Queen) and archival materials such as design drafts, memoranda, press materials, focus group studies, player correspondence, and other items from the 1990s through the present, that document the company's work.

"Her Interactive's singular focus on games for girls separates it from almost every other game company over the last two decades," says ICHEG Director Jon-Paul Dyson. For example, the company frequently convened small focus groups of pre-teen and teenage girls to evaluate games under development, seeking to learn what girls like about video games, and how they use computers in general. They discovered that girls crave strong story lines with

characters that collaborate with one another; want a second chance when making a gameending mistake; love details (i.e., examining drawers filled with clues like photos, letters, and other items that can be closely studied); and are bored and repelled by repetitive violence.

Says Dyson, "This collection gives us tremendous insights into what female players—a segment that has often been overlooked but has grown dramatically in importance over the years—have looked for in games. It will prove a gold mine for researchers in better understanding the experiences of female gamers."

Guided for many years by Megan Gaiser, currently the company's chief creative strategy officer, Her Interactive persevered in the face of conventional wisdom that gaming was for boys—an early company slogan proclaimed that Her Interactive made "games for girls who aren't afraid of a mouse." Says Gaiser, "On behalf of Her Interactive employees, both past and present, we are all deeply honored to have these materials preserved at the International Center

for the History of Electronic

Games."

The Her Interactive Collection complements ICHEG's world-class collections of artifacts and library and archival items that illuminate, among other things, the impact of manufacturers on the evolution of video games and society. It joins such collections as those donated by Microsoft and Westwood Studios. ICHEG works with historically influential companies in the video game industry to help preserve their contributions.



#### GSN ANNOUNCES PRE-MIERE DATES FOR ORIG-INAL SERIES

GSN announced the premiere dates for its new and returning original series for spring 2013: FAMILY TRADE, which focuses on the real-life competition of a modern-day barter system, debuts on Tuesday, March 5th with two original half-hour episodes back-to-back at 8:00pm and 8:30pm ET/PT; and THE AMERICAN BIBLE CHALLENGE, a studio-based game in which contestants compete based on their knowledge of the Bible, returns for a 2nd season on Thursday, March 21st at 8:00pm ET/PT.

#### FAMILY TRADE

#### Tuesdays at 8:00 pm ET/PT

At G-Stone Motors, a state-of-the-art GMC and Ford dealership in Middlebury, Vermont, the saying is, "We'll take anything in trade." And they mean it. Founder Gardner Stone will trade you a beautiful new car or truck for anything you've got that he thinks he can sell—pigs, a hot air balloon, coffins, maple syrup, dolls, a shoe collection. But Stone's son Todd and daughter Darcy, who work with him in the business, usually have very different ideas about what makes a good trade, and they have the unenviable task of re-selling whatever their father has bought. Each 30-minute episode will feature the outrageous, hilarious, hotly contested barter stories at G-Stone Motors—with a simmering stew of family drama cooking alongside. FAMILY TRADE is produced by Eli Frankel's Rogue Atlas Productions in association with Lionsgate, with Frankel as Executive Producer.



#### THE AMERICAN BIBLE CHALLENGE

Thursdays at 8:00 pm ET/PT

Comedian and author Jeff Foxworthy hosts

this studio-based game in which contestants compete based on their knowledge of the Bible. Utilizing current as well as historical references, questions will be drawn from the rich, dense narrative found in the world's best-selling book. The contestants will share their compelling back-stories and each team will be playing for a charitable organization. THE AMERICAN BIBLE CHAL-LENGE is produced by RelativityREAL for GSN, with Relativity REAL's Tom Forman ("Extreme Makeover: Home Edition") serving as Executive Producer on the project along with Janelle Fiorito ("Extra Virgin"). Nick Stuart and Maura Dunbar of Odyssey Networks are Consulting Producers. Odyssey Networks is the country's largest multifaith coalition dedicated to producing and distributing media that creates understanding among people of different beliefs and perspectives. Jeff Foxworthy also serves as Producer. Embassy Row's Michael Davies as well as J.P. Williams and Jennifer Novak serve as Executive Producers.

The first season of THE AMERI-CAN BIBLE CHALLENGE garnered the network's highest delivery in its 17-year history with 1.7 million total viewers for its series premiere and over 13 million total viewers during its run. The success of the show has extended to digital and social platforms with the launch of The American Bible Challenge Game for iPhone, iPad, Android, Kindle and Facebook, which currently has over 8 million game plays, and over 500,000 users.

#### Fest Trivia Skills about the Big Screen on the Small Screen with Movie QuizUp

Plain Vanilla announced the launch of Movie QuizUp, the latest app to join their mobile QuizUp platform. Available on iOS devices, with Android coming soon, the free app is ideal entertainment for those who see every movie on opening day, use Rotten Tomatoes as their homepage and sprinkle their speech with famous movie quotes.

A real-time, social quiz app, Movie QuizUp lets cinephiles around the world compete in ten-question rounds, featuring questions ranging from character names, actors and plot points of popular box office hits.

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.

#### Wii U Hardware Sales

With more than 460,000 units sold in December, Wii U has now sold nearly 890,000 units in the United States after only 41 days on the market, according to the NPD Group. To date, Wii U hardware sales have generated more than \$300 million in the U.S. alone; Wii hardware had generated just more than \$270 million at the same point in its lifecycle.

"While the Wii launch established new benchmarks in the United States, Wii U has surpassed its predecessor in perhaps the most important category: revenue generation," said Scott Moffitt, Nintendo of America's executive vice president of Sales & Marketing. "The demand for the Deluxe SKU, which was essentially sold out at retail this Christmas, and the strong attach rate of New Super Mario Bros. U, shows that we have the value and the games to drive momentum in 2013. We look forward to offering great new experiences and bringing smiles to millions of new faces throughout the year."

Nintendo sold more than 2.65 million hardware units in the United States in the month of December.

2012 marked the 11th consecutive year that Nintendo has sold at least 8 million hardware units in the U.S. Other Nintendo sales milestones achieved in December 2012 and beyond that time frame, include: Wii U:

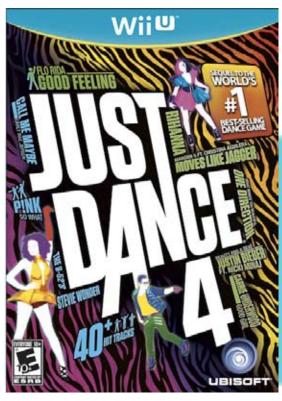
New Super Mario Bros. U has now sold more than 580,000 units, an attach rate of more than 65 percent. Nintendo 3DS:

Nintendo 3DS sold more than 1.25 million units in December and has crossed 7.7 million units sold life to date

New Super Mario Bros. 2 became the fourth Nintendo 3DS title to surpass 1 million units sold in the U.S., and has now sold more than 1.45 million units life to date.

Nintendo 3DS continues to outpace the historic sales rate of Nintendo DS. Wii:

Wii sold nearly 475,000 units and crossed 40.8 million units sold life to date.



Ubisoft's Just Dance 3 became the 10th Wii title to sell more than 5 million units life to date.

#### Nintendo DS:

Nintendo DS sold nearly 470,000 units and crossed 53 million units sold life to date.

NOTE: The Wii launch price was \$249.99. The Wii U white bundle sells for \$299.99, and the Wii U Black Bundle sells for \$349.99. The Wii U is selling for fifty to one hundred dollars more than the Wii in the same time period.

\*Note that all data referenced in this document is from The NPD Group's December report, which covers the period of Nov. 25 through Dec. 29, and is for the United States only.

#### Wikivoyage Launch Announced

The Wikimedia Foundation is excited to announce the launch of its 12th official project: Wikivoyage, a free, worldwide, online travel guide. Like Wikipedia and its sister projects, Wikivoyage is free to edit, free of ads, and built collaboratively by volunteers from around the globe.

Wikivoyage is currently available in nine languages: Dutch, English, French, German, Italian, Russian, Portuguese, Spanish and Swedish. There are already approximately 50,000 articles, which are edited and improved by a core group of approximately 200 volunteer editors.

"There's a huge global demand for travel information, but very few sources are both comprehensive and non-commercial. That's about to change," said Sue Gardner, Executive Director of the Wikimedia Foundation. "Wikivoyage is a great, useful service for travelers, and I'm expecting that with the support of the Wikimedia Foundation and the global Wikimedia editing community, it's going to get even bigger and better."

Wikivoyage has been an active wiki-based travel guide since 2006 in German and Italian, supported

by the German non-profit Wikivoyage Association. The contributors on that site and the non-profit requested to migrate their content and offered to donate their brand to the new project hosted by the Wikimedia Foundation. The proposal was approved by the Wikimedia Foundation Board of Trustees in October 2012. The site was moved over to the Wikimedia Foundation servers in November of 2012, where it was in Beta until today.

"The purpose of the Wikivoyage Association is to promote education and knowledge of all countries and regions in the world, as well as understanding among nations," said Stefan Fussan, Chairman of the board of the Wikivoyage Association. "We're very excited about the launch of Wikivoyage as a Wikimedia project, and about the future role of the Association in supporting the Wikivoyage community through its programs."

Wikivoyage is published under a Creative Commons Attribution-ShareAlike 3.0 license, which allows anyone the right to read, copy, print, save, download, modify, distribute, sell, and update its content in any way, provided the terms of the free license are respected. This includes giving proper attribution to the creators of the content and ensuring that any reuse or derivative works are also freely-licensed.

Wikipedia continues to deny any comprehensive data on Family Friendly Gaming on their site.

#### Noble Nutlings Turbo Boosts Up App Store Charts

Noble Nutlings, the debut iOS app from developer Boomlagoon, has garnered tremendous player interest, with over 600,000 downloads since launch on January 9th. Retention has also been spectacular, with Daily Average Users (DAU) over 300,000 – half the players who download the game play it every single day! With over 2.5 Million sessions, it's an auspicious start for the indie game development studio founded by three Rovio veterans.

"We've heard the game is so compelling, you take it into the bathroom and then totally forget to do your business... talk about a prestigious honor!" said Tuomas Erikoinen, co-founder and lead designer at Boomlagoon. "We have been blown away by our game's success so far. To see so many gamers around the world embrace Noble Nutlings has been very humbling."

Relying on a targeted public relations campaign and organic growth, Noble Nutlings cracked a number of Top 25 marketplaces in the Games category: US #22, Japan #25, Mexico #8, Canada #16, Brazil #10, Sweden #12 and second overall in their homeland of Finland. To date, Boomlagoon has not acquired players through any paid marketing campaigns.

Noble Nutlings fun facts:
Finish lines crossed = 8.5 million levels completed
Squirrels screaming excitedly in mid-air =
Over 30 million, eeeeeee!
TNT boxes exploded = over 20 million
Wooden blocks smashed = over 150 million
Acorns collected = over 177 million
Pinky knocked over = 36 million times,
poor guy...

#### El Presidente Goes Old School in Megalopolis DLC

Fans of Tropico 4 rejoiced, as Kalypso has released another batch of downloadable content for the game! The Megaloplis DLC pack for Windows PC, which includes a new campaign, new avatar clothing and more. Priced at \$4.99. the Megalopolis DLC is available through various digital portals and the Kalypso Launcher. The Megalopolis DLC is also available for the Xbox 360® video game and entertainment system from Microsoft.

The Megalopolis DLC is compatible with the original version of Tropico 4 for Windows PC, and Tropico 4 Gold Edition.

Megalopolis DLC contents -Build the largest city in the Caribbean! It's up to you to decide how to deal with the problems that come with a massive influx of immigrants looking to join your society. Manage problems like unemployment, over-population and food shortages. Make use the Conventillo, a cheap new residential building that maximizes living space at a minimal cost. As el Presidente, try on a decidedly more old-fashioned suit and spice it up with a classic monocle and mayoral necklace. The new bureaucrat trait helps you build cheaper residential buildings and earn bigger profits with the "building permit" edict.

New building: Conventillo: Cheap housing with plenty of room to spare, but degrades over time and has to be frequently repaired

New trait: Bureaucrat: Build cheaper residential buildings while earning more profits from the new "building permit" edict

New outfit: Mayor (male avatar), includes monocle, dress suit and special necklace New mission: Megalopolis

#### Monster Hunter 3 Ultimate Demo

Capcom confirmed that Monster Hunter 3
Ultimate on the Wii U system and Nintendo
3DS will bring the battle to retail stores
in North America on March 19, 2013 and
across Europe on March 22, 2013. The full
game will also be offered for digital purchase on both systems during this launch
timeframe and the Wii U game will fully
support the voice chat functionality available
on that system. For hunters looking to embark on their journeys sooner, free playable
demos on the Wii U system and Nintendo
3DS will be available on February 21.

In Monster Hunter 3 Ultimate, players take on the role of a hunter sent to explore a settlement within the Monster Hunter universe, completing quests on their journey to seek and slay monsters while improving their skills and earning equipment upgrades. With many challenging monsters and over 200 quests, the latest addition to the series is set to be the most expansive offering to date. The game can be played alone, online (up to four players) on the Wii U system, or locally using up to four Nintendo 3DS systems or a combination of up to three Nintendo 3DS systems and one Wii U system.



# Petroglyph Enters The Casual Game Market With Coin A Phrase On Apple iOS

Veteran PC game developer 'Petroglyph' is proud to announce their presence in the mobile category with the release of their first casual game 'Coin A Phrase'. Compatible with the Apple iPhone, Apple iPod touch and the Apple iPad, 'Coin A Phrase' will quickly have you interested in its phrase guessing gameplay as you challenge your friends and compete for winning the most game coins.

The objective of the game is to play against your friends or to match-make with a random opponent. You take turns to be the first to solve a particular phrase and will earn in-game coins along the way. Draw cards or use hints to help you discover the answer before your opponent does. Both players guess the same phrase, however your revealed letters are unique. Its addictive gameplay and large number of categories include: Popular Phrases, Movie Titles, Song Titles, Sports Teams, Space, Books and Places. Coins are helpful to accrue along the way as they give you advantages over your opponent. The more coins you gain, the more hints become available for you to use. The entire collection of categories can be unlocked through an inapp purchase, while the free initial download has one starting category.

'Coin A Phrase' is available now as a FREE download on the App Store, making it quick and easy to try out. To encourage fun a gameplay environment with others, the game also includes achievements, a top 100 global leaderboard, notifications, and iTunes links to music and movies phrases, so you have even more opportunities for a great gameplay experience!

'Coin A Phrase' requires Game Center and iOS 6.0 and above.



# State Of Gaming



#### PATIENCE

This time of year requires a tremendous amount of patience. Companies are already starting to leak E3 related news. Yes we are many months away from that event. It is already shaping up to be an interesting event. Microsoft is expected to announce the next Xbox home console. Many rumors are circling around this. Sony is expected to announce the next Playstation machine as well. Although there is less rumors surrounding this one. Microsoft's announcement is garnering a lot more attention. Nintendo will have to have something up

their sleeve. Hopefully something on Animal Crossing New Leaf. It would be even better if it was released before E3 in the United States. It was originally announced at E3 2011. So it has been a long wait. Nintendo has an opportunity to do something at E3 2013 to save the Wii U. That window is closing fast. So they better be up to something good for families. Family Friendly Gaming Nation is carefully watching Apple to see what they are up to. Failure to promote backwards compatibility on their iPhones and iPads is hurting them. Experts predict iPhone killers are coming soon. Will Apple have to do something to reinvent themselves in this ever changing technological world? Can companies like THQ and Nyko turn around their free falls? Will the PS Vita finally take off? Will the Nintendo 3DS continue to keep Nintendo afloat? What new surprises await Family Friendly Gaming Nation at E3 2013?

Time will tell. Until then there are some products to keep families busy from then until now. Family Friendly Gaming will continue to diligently work hard to provide reviews on the products that are relevant to you, and your family. Until then, please continue your domination in the industry as Family Friendly Gaming Nation. You are making an impact.

#### John 14:5-7

- 5 Thomas said to him, "Lord, we don't know where you are going, so how can we know the way?"
- 6 Jesus answered, "I am the way and the truth and the life. No one comes to the Father except through me.
- 7 If you really know me, you will know my Father as well. From now on, you do know him and have seen him."

# 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.

PS Vita	Score	Page	
Gravity Rush	61	29	
DVD	Score	Page	-
NCIS Season Eight	55	39	
Genesis	Score	Page	ì
Dr Robotnik's Mean Bean Machine	88	37	į
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PS3	Score	Page	Ē
Gran Turismo 5	75	30	ē
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Xbox 360	Score	Page	E
Harley Pasternak's Hollywood Workout	59	35	
Kinect Sports	91	36	
Wii	Score	<b>Page</b>	
Harley Pasternak's Hollywood Workout	59	35	-
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Nintendo 3DS	Score	Daga	1
Lego Lord of the Rings	89	28	
Lego Lord of the Rings	0)	20	H
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Marine Control			Ę







#### Lego Lord of the Rings

SCORE: 89



I was a little disappointed to hear there were no press copies of Lego Lord of the Rings available on the Nintendo 3DS. Sure we had reviewed the home console version, but I have been getting into Lego video games on this hand held, and love the 3D

effects. God provided for us in miraculous ways, and this game went on sale. I snapped it up with personal money and have been enjoying this game in between all the other products that have come in.

Lego Lord of the Rings on the 3DS is scaled down from the home console version a little bit. I am astounded at how much content TellTale Games was able to put into Lego Lord of the Rings on the Nintendo 3DS. The visuals look great, and that includes the 3D. The Lego versions of their characters look better in this version than I was expecting.

The voice acting comes in sound bytes from the movies in Lego Lord of the Rings. I loved hearing their voices in this hand held game. Once in awhile their comments are late, but I was quick to forgive this, especially when I got to listen to the won-

derful music from the movies.

I never got stuck in Lego Lord of the Rings thanks to level design. This is a huge improvement for the Lego franchise since too many of them frustrate to the level of guitting the game. That is unless you figure out to do some obscure action that no normal person would ever consider trying. I did get stuck on a couple of game glitches where things that needed

to happen did not. Quitting and completely redoing the level cured those.

Lego Lord of the Rings is one of those games with so much replay value that you could play until the return of Jesus. There are tons of hidden items, and unlockable characters. Like other Lego games we collect studs in levels and then use them to purchase additional content. I spent my own money on Lego Lord of the Rings and feel it was well worth the price.

Lego Lord of the Rings is one of the best games I have played on the Nintendo 3DS all year long. That is saying a lot. It is entertaining, approachable by families, and the puzzles are solvable if you look around the levels. The one concern parents will have with Lego Lord of the Rings is the violence. We have to slice and

> dice enemies in Lego Lord of the Rings. That gets old does the fact that our comcompanion can never kill enemies for us. They can get in our way though.

after awhile. As puter controlled - Paul

Publisher: Warner Bros Interactive System: Nintendo 3DS

Rating: 'E10+' - Everyone 10+

{Cartoon Violence}

Graphics: 85% Sounds: 91%

Replay/Extras: 96% Gameplay: 87%

Family Friendly Factor: 84%





#### **Gravity Rush**



SCORE: 61

Gravity Rush may be the ugliest looking launch title on the Playstation Vita. The cel shading in 3D has never ever worked for me. Add the floating and falling, and its a recipe for failure. There are a few other problems with Gravity Rush otherwise my review would be completely done.

Gravity Rush is in this odd world where there are certain characters with the power to manipulate gravity. But only for themselves. How do you do it? Well you hit a button on the PS Vita. Then we are floating around. We then move around until we line up where we want to land. This could be a wall, ceiling, etc. Once we hit the right button we are flying towards what is now the new floor. Again this may be a wall or ceiling. That becomes the new spot where gravity is.

If Gravity Rush sounds confusing to you, don't worry

about it. The in game tutorial explains how to use the controls. And it does a fantastic job of teaching. What is more confusing is trying to figure out what to do

next in Gravity Rush. Why? Gravity Rush does not always explain what is next. There are a variety of things to do on the maps.

Gravity Rush includes combat. We have to destroy these ugly looking creatures who mysteriously arrive in town. The fighting in Gravity Rush is boring. We also are exposed to enticement to lust

in Gravity Rush. The unhealthy obsession with using women as sexual objects puts Gravity Rush into a free fall. And not the Tom Petty kind.

Gems can be found in a variety of locations in Gravity Rush. They are used to unlock aspects of the town. Which grants the players more areas to do quests in. The lack of guidance after the tutorial in Gravity Rush is aggravating.

Gravity Rush paints an ugly picture of so many down and out people. Slums would accurately describe some of the areas in Gravity Rush. Our character makes her home in the sewers. And she is not a mutant turtle. She might be a teenager. She has a magical black cat with her that helps with the gravity shifting.

Shifting gravity is fun for about five minutes. After that Gravity Rush becomes a pointless game. Especially when players have to deal with the bar that slowly depletes when gravity shifting is being used. When it hits zero you fall back to normal earth. I feel like my money was wasted on Gravity Rush.

- Mark



Publisher: Sony System: PS Vita

Rating: 'T' for Teen {Fantasy Violence, Mild Suggestive Themes, Use of Alcohol}

Graphics: 50% Sounds: 68% Replay/Extras: 72% Gameplay: 56%

Family Friendly Factor: 60%





#### Gran Turismo 5



SCORE: 75

There are big names in racing games, and Gran Turismo is one of them. After playing Gran Turismo 5 I am beginning to wonder why. The menu screens are overly cumbersome,

the flow of the game is off, and some of the cars control like whales. Especially when we reach higher speeds.

Gran Turismo 5 looks great. This is from the vehicles to the tracks. The menu screens are ugly, and have very small text. Players are allowed to race exceptionally dirty in Gran Turismo 5. That is the best way to win races in this game sometimes. Other times it is the only way.

The vehicle sounds in Gran Turismo 5 are neat, but overshadowed by the bad language contained in certain lyrics of specific songs. I am not sure why Sony decided to include such songs. In my opinion this game earned an



E10+ rating instead of an E for Everyone rating. Lord willing the ESRB will stop stone walling investigations into why.

The controls in Gran
Turismo 5 range from vehicle
to vehicle. Some vehicles in
Gran Turismo 5 are okay.
Others are insanely difficult
to control. What is worse, is
Gran Turismo 5 is changing

what kind of vehicle is needed in different race circuits. After finishing a race in one circuit we have to exit and go back a screen to race the next one in that circuit.

The design of Gran
Turismo 5 is not intelligent at
all, which is a real shame. I do
not comprehend why this is
the end product when so much
time and effort was put into
Gran Turismo 5. Other older
franchises fixed these problems, so why do they exist in
this Playstation 3 game.

All in all Gran Turismo 5 is a real disappointment to me. I feel like I wasted money on this home console racing game. I also feel like I wasted time struggling against races with lame cars the game sent my way. Then I had to race

over and over again to get the money to get one that could actually compete in that kind of a race. You won't be missing anything by passing on Gran Turismo 5.

- Frank



Publisher: Sony
System: Playstation 3

Rating: 'E' - Everyone

{Mild Lyrics}

Graphics: 89%
Sounds: 74%
Replay/Extras: 80%
Gameplay: 60%

Family Friendly Factor: 70%





## 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.

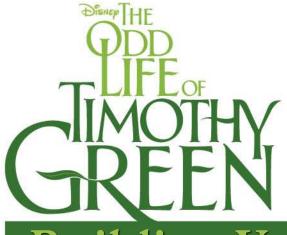
SHARING THANKS » Create the opportunity for all at the table to share what they are thankful for during this season of bounty and harvest.

**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 13<sup>TH</sup>



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



#### Wreck-It Ralph

SCORE: 58



We had a request come in to review Wreck-It Ralph on the Wii. We attempted to acquire one from the PR firm, but they did not respond. So we circled back with them to find out they were all out. Which is a true shame since it delayed this review coming to the public forum. And it is a review that the public needs to read. Wreck-It Ralph is one of those games that reinforces the stereotype that movie based video games are bad. I know there are plenty of games that dispute, but this game is not one of them.

Wreck-It Ralph is the most bland, boring, and dull game I

have ever played. Well the two to three hours it took me to beat it. Yeah that is another problem with Wreck-It Ralph. Do not expect to get your ten or twenty dollars back from this game. And please



do not waste more money than that on this home console game.

The graphics in Wreck-It Ralph remind me of Megaman Network Transmission on the Gamecube. At the time that game looked good. Wreck-It Ralph should have looked a lot better. The app on the iPhone looks

better in my opinion than the Wii home console game.

And that is really sad - for this game. There is monotonous violence as we dispose of the same looking enemies over and over again.

If Wreck-It Ralph were any longer I would have fallen asleep while playing it. The sound bytes are neat, but way too short. The storyline in Wreck-It Ralph did not make much sense, and was pretty primitive. We are stopping bugs. But the goal of any level is to get completely through it. So it was not like we had to go and get them all or something that would have allowed me to sleep

at night after playing this Wii game.

There are a few unlockables in Wreck-It Ralph. But ultimately everything in Wreck-It Ralph feels thrown together at the last minute. A way to try and make a quick buck off of a movie. I have not had the pleasure to see Wreck-It Ralph in theaters but

I am familiar with the premise behind the movie. Wreck-It Ralph on the Wii does not help the franchise and hurts it.

Activision normally releases quality products, so WreckIt Ralph is a major let down. But since a family friendly title was not sent to the biggest player in the family friendly video games arena was not sent a reviewable copy should send warning alarms off. Aside from the violence there is not much else objectionable in Wreck-It Ralph. Unless you count the money you spent on a few hours of painful entertainment.
- Paul

Publisher: Activision

System: Wii

Rating: 'E' for Everyone

{Mild Cartoon Violence}

Graphics: 64%
Sounds: 68%
Replay/Extras: 53%
Gameplay: 36%

Family Friendly Factor: 70%





#### Hasbro Family Game Night



SCORE: 91

I realized at some point we had reviewed sequels to Hasbro Family Game Night, but never the original game. God blessed us with the

financial resources to purchase this game on the Wii. I am so very glad He did. This is a great game for the millions of family game nights that happen all over the world.

Hasbro Family Game
Night includes Connect 4,
Battleship, Yahtzee, Boggle,
Sorry!, and Sorry! Sliders.
These six games come in multiple forms. For example Battleship comes in Classic, Salvo,
Super Weapons, and Custom.
My personal favorite is Salvo because the player launches as many missiles as they have ships. This cuts down the length of time it takes to play a game.

The visual effects in



each of the games in Hasbro Family Game Night are wonderful. I loved seeing the water fly as missiles hit in Battleship. Or watching the pieces slide down the lane in Sorry! Sliders. Families earn things by winning games in Hasbro Family Game Night. They can then redecorate their rooms with what they

earned.

Connect 4 is the hardest game in Hasbro Family Game Night. The computer player is insanely difficult. This is coming from someone who routinely wins against fellow human beings. I found Yahtzee to be one of the easiest games in Hasbro Family Game Night. Boggle is the most educational game in this compilation.

I enjoy the celebration sounds in Hasbro Family Game Night. It is such a delight to play a game that is good, fun, and safe for the entire family. The explosions in Battleship is the only possible area I can see that may offend some families. The controls are easy to pick up and learn on the Wii.

For me it has been a wonderful pleasure to play and

review Hasbro
Family Game
Night on the
Wii. This is one
of those games
that improves
the image of
our entire industry. I am so
glad it got multiple sequels.

- Paul



Publisher: EA System: Wii

Rating: 'E' for Everyone

Graphics: 90% Sounds: 84% Replay/Extras: 96% Gameplay: 88%

Family Friendly Factor: 96%





#### Harley Pasternak's Hollywood Workout



SCORE: 59

Family Friendly Gaming gave Harley Pasternak's Hollywood Workout massive amounts of coverage. I asked about being able to review it, only to find out a copy never came in. Which is odd because its an exercise game, and we are talking Majesco Entertainment. We have worked with them intensively over the years. They have promoted the Family Friendly Gaming image in plenty of their video games.

I bought the Xbox 360 version of Harley Pasternak's Hollywood Workout so our readers can find out how good this game is. Does it dethrone Nike+ Kinect Training? Should you check it out on the Wii?

Harley Pasternak has helped Hollywood actors and actresses improve their physical images thanks to his work out. Does the video game bring that into homes all over the world? Yes and No.

Harley
Pasternak's Hollywood Workout
does not look
very good.

The characters are in work

out attire. so if seeing some flesh bothers you, pass on this home console exercise title. His comments are interesting and fresh. Yet sometimes those comments can be distracting and confusing.

At times Harley Pasternak's Hollywood Workout does not recognize the player

performing the exercise. Do you know how annoying it is to do twenty reps and the game only recognized four of them? Or to sit there and do nothing and the game

is counting up reps as if you were exercising? Well you may not mind that second one.

If that were not bad enough, Harley Pasternak's Hollywood Workout is trying to sell you a variety of products. Harley himself is trying to pawn off a variety of additional things repeatedly in Harley Pasternak's Hollywood Workout. They want you to buy a certain kind of shoe, exercise mat and more. I hope Majesco Entertainment was properly compensated for all their ads. It would be nice if New Balance sent some financial love my way.

Pass on Harley Pasternak's Hollywood Workout, you can thank me later for saving you money.

- Frank



Publisher: Majesco Entertainment System: Wii/Xbox 360

Rating: 'E' for Everyone

{Alcohol Reference}

Graphics: 60% Sounds: 75% Replay/Extras: 50% Gameplay: 40%

Family Friendly Factor: 70%





#### **Kinect Sports**

SCORE: 91



Family Friendly
Gaming
was very
impressed
with Kinect
Sports Season Two. I
then realized that we
had never
reviewed the
original. So
I went out

there, purchased a copy so we could get some education into the roots of the franchise. I am so very glad that I did.

Kinect Sports includes
Boxing, Track & Field, Soccer,
Table Tennis, Beach Volleyball,
and Bowling. Sort of the Wii
Sports version on the Xbox 360
Kinect. In my opinion Kinect
Sports is better than any Wii
Sports game. Sure it came
years later, but it is more fun.

The violence aspect in Kinect Sports comes in the Boxing. We are punching an avatar version of an opponent. Whether that is a fellow human being or a computer controlled character. For some reason the violence in Kinect Sports felt cartoonish to me.

I love leveling my character up in Kinect Sports by doing well. I also enjoyed the variety of achievements I could unlock. I had a blast playing every single event in Kinect Sports with one exception. Table Tennis makes my hand hurt and I found it difficult to win matches. I was able to

dominate in everything else but Table Tennis.

The sporting atmosphere of Kinect Sports is apparent. I love the chants from the crowds, and the music that is played when I did really well. Bowling in Kinect Sports is a real blast to play. Soccer is a little limited as we kick to other players who run and get the ball and then kick to another player or try to score a game. I had fun with it, even though it is not a real deep soccer simulation.

Track & Field contain a variety of different sporting events that will help get the blood pumping. I am actually sore as I write this review from too many boxing matches in a row. Getting a sweat is a great

thing, and something I love writing about when it concerns video games. I highly recommend that families check out Kinect Sports on the Kinect. - Paul



Publisher: Microsoft
System: Xbox 360
Rating: 'NR' for Everyone 10+
{Mild Cartoon Violence}

Graphics: 87%
Sounds: 90%
Replay/Extras: 90%
Gameplay: 98%

Family Friendly Factor: 89%



#### Dr Robotnik's Mean Bean Machine

SCORE: 88

#### Megaman Battle Chip Challenge

SCORE: 75

I was rummaging through Genesis cases looking for something to cover in this issue. I came across Dr Robotnik's Mean Bean Machine. I knew this was the perfect puzzle game for this issue. This retro game came with plenty of concepts used in many puzzle games from our current era in time. We take on a robot in a one on one puzzle battle. Getting matches and combinations sends blobs over to the opponent.

Dr Robotnik's Mean Bean Machine has two orbs that are connected. They can be the same color, or they can be different colors. The goal of this Genesis game is to get four or more of the same color linked together. This can be done in a straight line (vertical or horizontal), this can be a block shape, and even a 'L' shape. Once they are together they go away and whatever is on top of them falls down.

Getting rid of the orbs the other player (human or computer) sends over is one of the main goals in Dr Robotnik's Mean Bean Machine. Getting matches that touches these orbs is the key to their removal. It is a lot of fun to play Dr Robotnik's Mean Bean Machine. Be careful because it can get addicting.

The biggest issue with Dr Robotnik's Mean



Bean Machine is the difficulty. This is one difficult puzzle game. I had trouble on the second robot I had to battle. The computer is insanely good and insanely fast at getting matches. - Paul I had high hopes for Megaman Battle Chip Challenge on the Gameboy Advance. Why? Because most of the Megaman Battle Network games were really good. There were some issues here and there. It is also a high tech fantasy realm I enjoy exploring. Megaman Battle Chip Challenge is sadly the most limited of an of the games in this franchise. This GBA cartridge is also different in terms of how it is put together.

Megaman Battle Chip Challenge is a card battling game. We battle with the chips. Players have no control of the battles whatsoever. In fact we have to watch as things unfold. We can jack in a chip once a bar hits 100%. Even then we can not pick what is being jacked in though. This lack of control is the most frustrating part of Megaman Battle Chip Challenge. It is however not the only frustrating part. During battles we earn chips, which we can not get into our decks for the next battle. Talk about aggravating.

Megaman Battle Chip Challenge obviously reuses much of the graphics, and audio from the franchise. Which gives it a neat and familiar feel. I loved getting to see old Megaman Battle Network friends, and some new ones. The difficulty curve progresses as I would expect it to in this hand held spin off. The randomness of the battles will either aggravate or excite you. Megaman Battle Chip Challenge lets

players build their decks so there is a mild amount of control. Megaman Battle Chip Challenge reminds me how much we miss the mainline MMBN franchise.

Publisher: Capcom

System: Gameboy

- Paul

Advance



Publisher: Sega System: Genesis Rating: 'E' - Everyone Graphics: 90% Sounds: 91% Replay/Extras: 90% Gameplay: 82%

Family Friendly Factor: 87% Rating: 'E' - Everyone [Mild Cartoon Violence]

Graphics: 83% Sounds: 80% Replay/Extras: 90% Gameplay: 50%

Family Friendly Factor: 73%



### The Garfield Show Threat of the Space Lasagna



SCORE: 56

I saw The Garfield Show: Threat of the Space Lasagna in the bargain bin for just under six dollars. One little voice in my head said: "Hey look a really cheap game, pick it up." The other voice said: "Cheap games are usually

not very good. Pass on it." I guess you can figure out which voice I listened to. I may not have gotten my six dollars out of The Garfield Show: Threat of the Space Lasagna, but at least you can avoid this game now that I have taken one for the team.

There are thirteen mini games in The Garfield Show: Threat of the Space Lasagna, and there are two micro games. So this Wii game is light on content. Each mini game has a goal to reach, but the mini game does not stop when we achieve the goal. Players have to keep going until the time limit expires.

The controls in The Garfield Show: Threat of the Space Lasagna are iffy. I ran into issues on a couple of the



mini games. The Garfield Show: Threat of the Space Lasagna explains how to play each of the mini games, but at times there are aspects of the game play that are not clear. At least it was not clear to me.

The voice acting in The Garfield Show: Threat of the Space Lasagna is dull. And that is being as nice as I possibly can be. The storyline in The Garfield Show: Threat of the Space Lasagna makes absolutely no sense to me. These space lasagna characters brainwash mice to wreak havoc. Garfield goes on a quest to whack the mice over the head to free their minds from the oppressive left.

The story mode in The Garfield Show: Threat of the Space Lasagna is extremely short. That is if you can ever beat certain mini games thanks to poor controls. Most of The Garfield Show: Threat of the Space Lasagna looks like it was thrown together. I love how The Garfield Show: Threat of the Space Lasagna uses the Balance board in some mini games. Or you can play it if you choose to.

If you run across
The Garfield
Show: Threat
of the Space
Lasagna I recommend you
leave it where
you find it. This
Wii game is not
pleasing this
Garfield super
fan.
- Mark



Publisher: Zoo Games

System: Wii

Rating: 'E' - Everyone {Mild Cartoon Violence} Graphics: 50%
Sounds: 60%
Replay/Extras: 60%
Gameplay: 40%

Family Friendly Factor: 70%





#### NCIS Season Eight



SCORE: 53

NCIS continues to flounder through Season Eight. The most interesting thing to me is to see which lifestyle choices, professions, and opinions they attack versus which ones they promote. NCIS Season Eight exhibits a far left wing opinion on a variety of topics. There is nothing fair and balanced in NCIS Season Eight which is a true shame.

NCIS Season Eight is anti-family, anti-marriage, anti-talk radio, anti-how the government handles those with mental illnesses, and anti-chastity. NCIS Season Eight is progreen energy (even though it

has been a colossal failure at a huge expense), pro activist extremists, and pro sexual deviancy. I am still amazed this show finds time to consistently promote false beliefs, and attack the truth.

We finally say goodbye to a well known and well liked character in NCIS Season Eight. Sorry I won't spoil it. The government is shown as the problem - in terms of performing black ops. This is one of the arenas that

NCIS Season Eight leaves the realm of reality. There are plenty of other arenas.

Most of NCIS Season Eight seems to go nowhere. Vance and Gibbs are friends in some episodes, and then at each other in others. It is like some bad soap opera.

NCIS Season Eight is a shadow of its former self. I get the impression this show has outlived its usefulness, and has become a propaganda piece for the extreme left. The entire military angle has been diminished. Characters come up with marvelous finds in terms of solving the crimes at the right points.

NCIS Season Eight is not a show for families. The blood, gore, and bad language are at the level of an 'R' rated movie - at least when I watched them. I suspect the bar has been redefined to go farther and farther away from God. Many of the characters seem tired of the show in NCIS Season Eight. - Paul



Publisher: Paramount

System: DVD

Rating: 'NR' for Not Rated

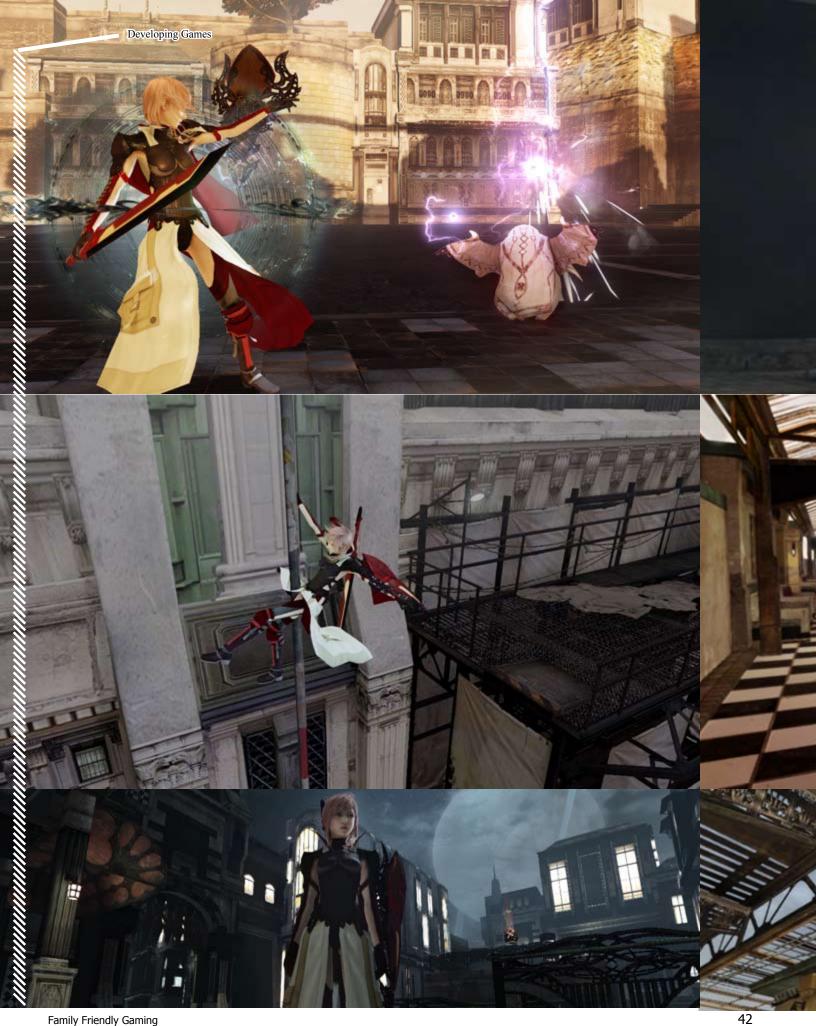
Graphics: 45% Sounds: 50% Replay/Extras: 78% Gameplay: 54%

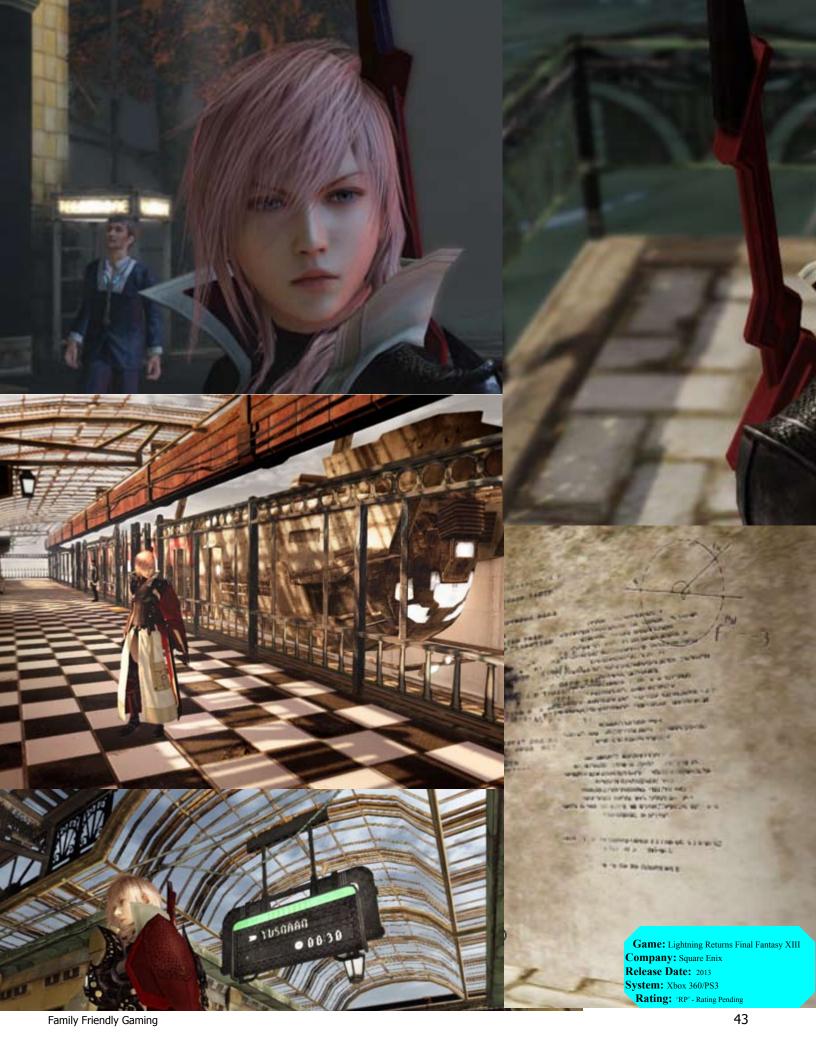
Family Friendly Factor: 40%









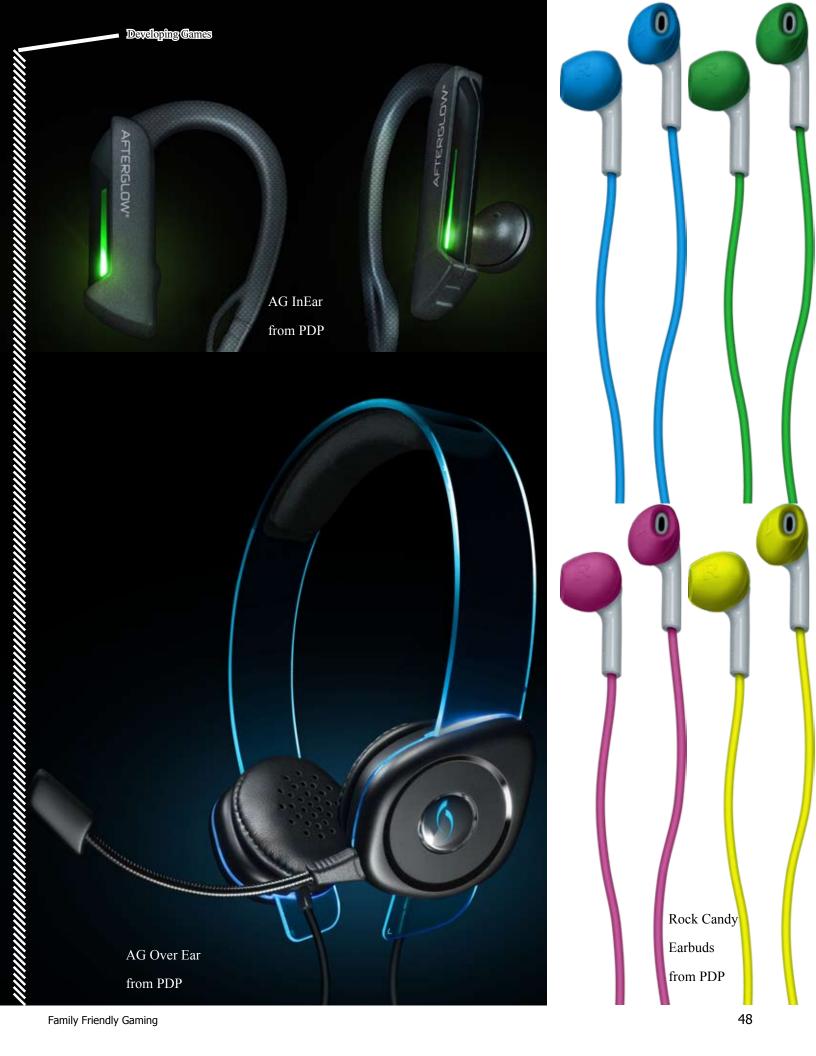














# PIPPETEE

Garme: Puppetser
Company: Sony
Release Date: To Be Announced
System: Playstation 3
Rating: TAP - Rating Pending



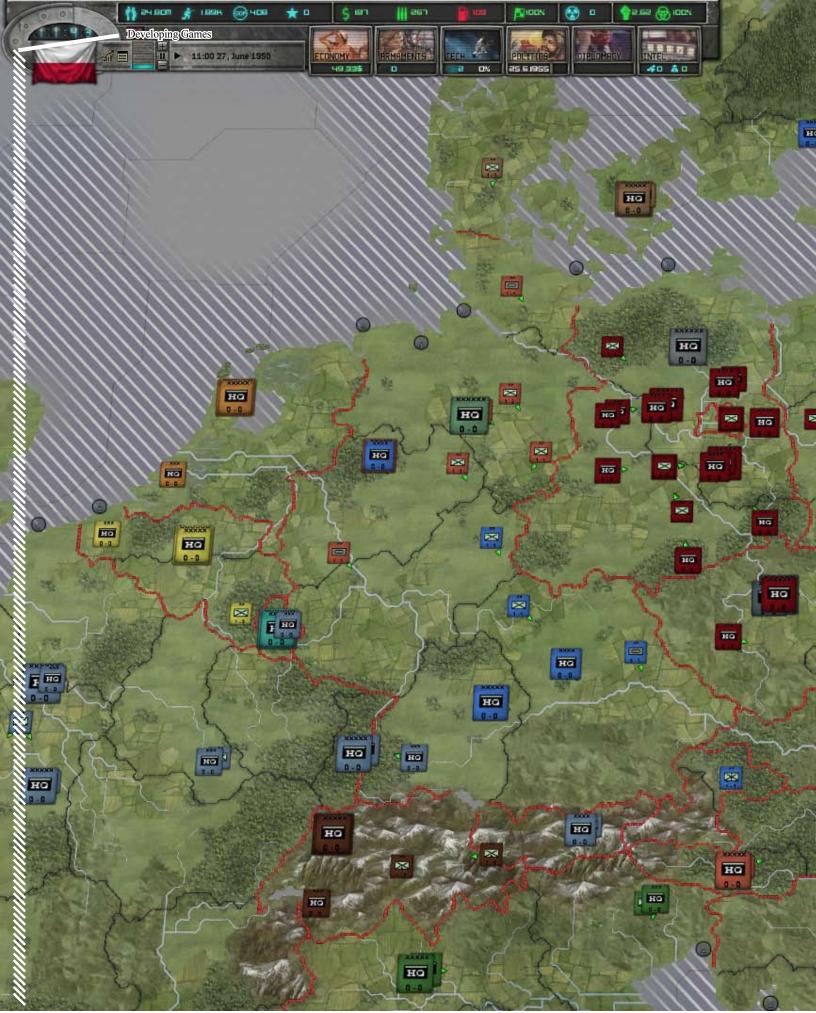
Game: Rayman Legends
Release Date: TBA 2013
Rating: 'RP' - Rating Pending

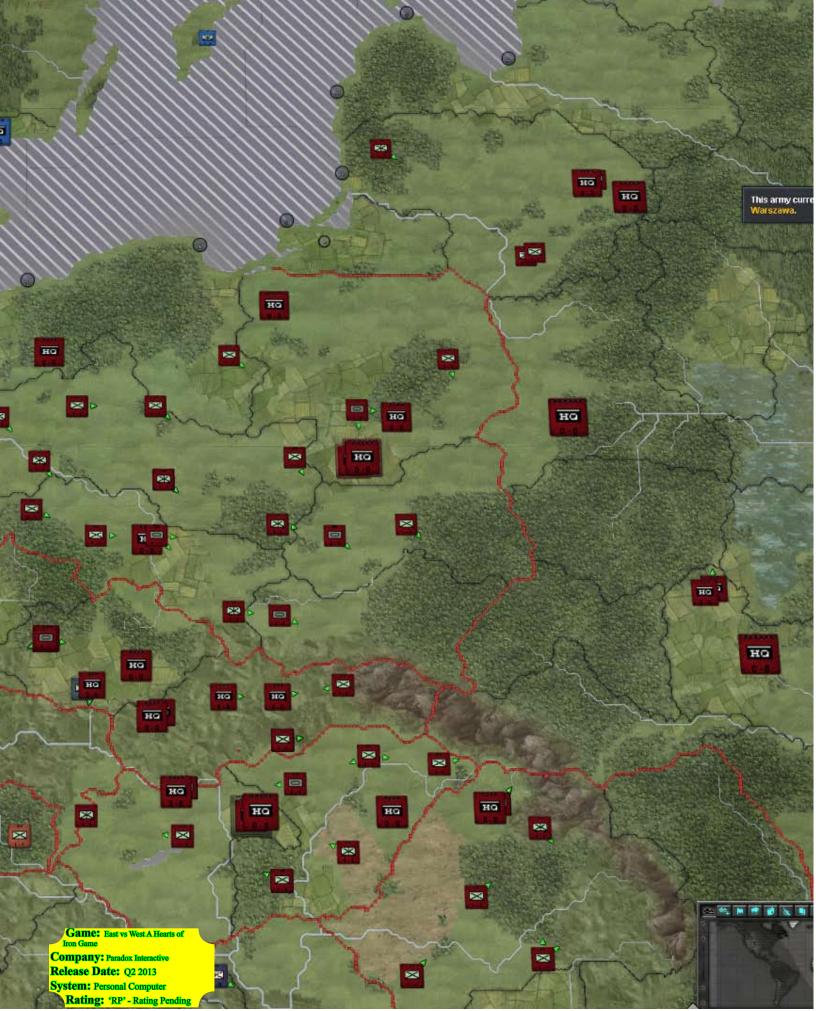


Company: Ubisoft System: Wii U

























Release Date: Out Now



Company: Sega
System: iPhone/iPod Touch/Android





Release Date: Out Now

Rating: 'E' - Everyone {Mild Cartoon Violence}







PRESS START

TM AND ©1987 CAPCOM U.S.A., INC.
LICENSED BY
NINTENDO OF AMERICA INC.

Company: Capcom
System: Nintendo 3DS



Release Date: Out Now

 $\pmb{Rating: \text{`E'-Everyone \{Mild Fantasy Violence, Alcohol Reference\}}}$ 

Company: Joindots GmbH System: Nintendo 3DS 65



E N

R E L E A S







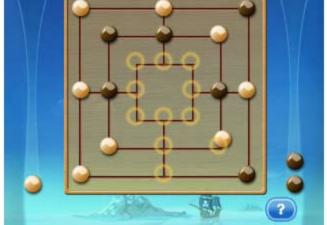


Game: 3D Game Collection
Release Date: Out Now

Rating: 'E' - Everyone {Mild Fantasy Violence, Alcohol Reference}







Company: Joindots GmbH
System: Nintendo 3DS



Game: 3D Game Collection Release Date: Out Now

Rating: 'E' - Everyone {Mild Fantasy Violence, Alcohol Reference}



Company: Joindots GmbH
System: Nintendo 3DS

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PRESS SPACE/ENTER KEY

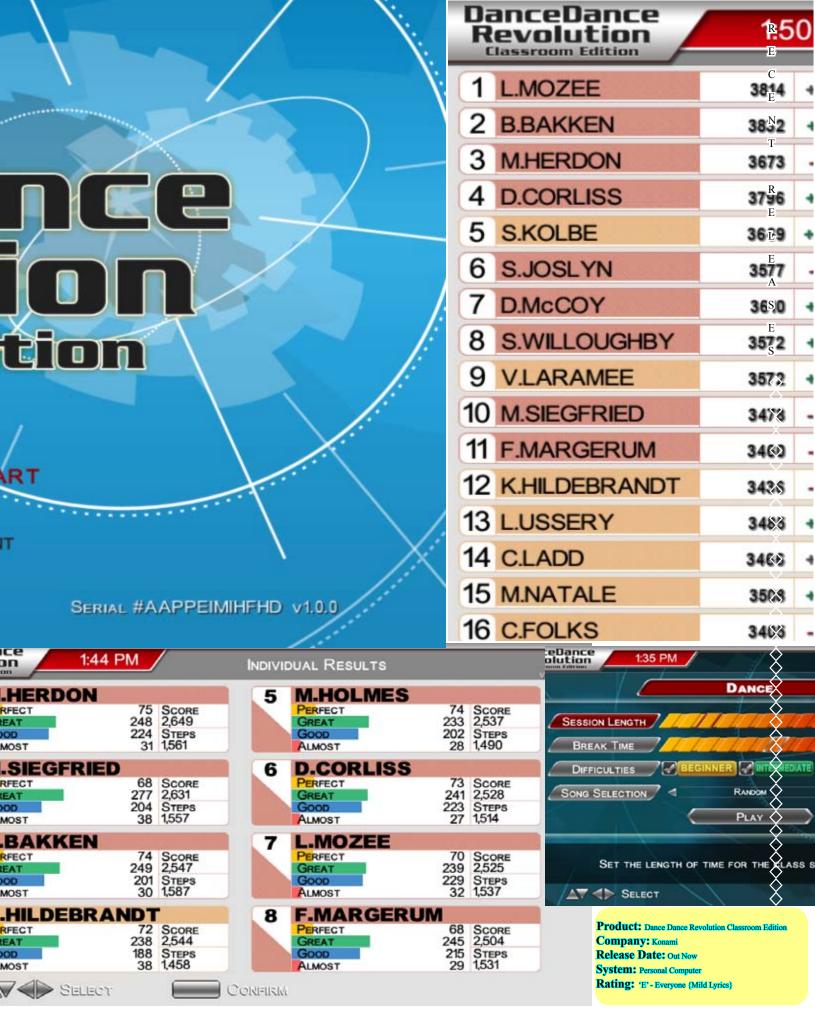
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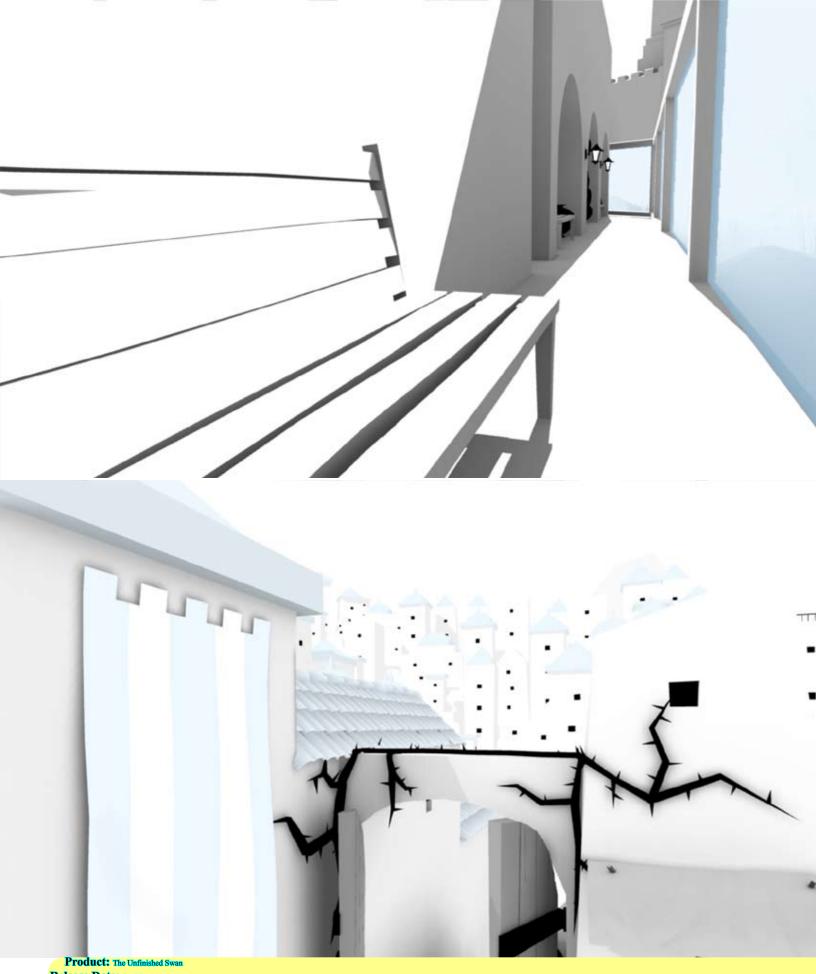


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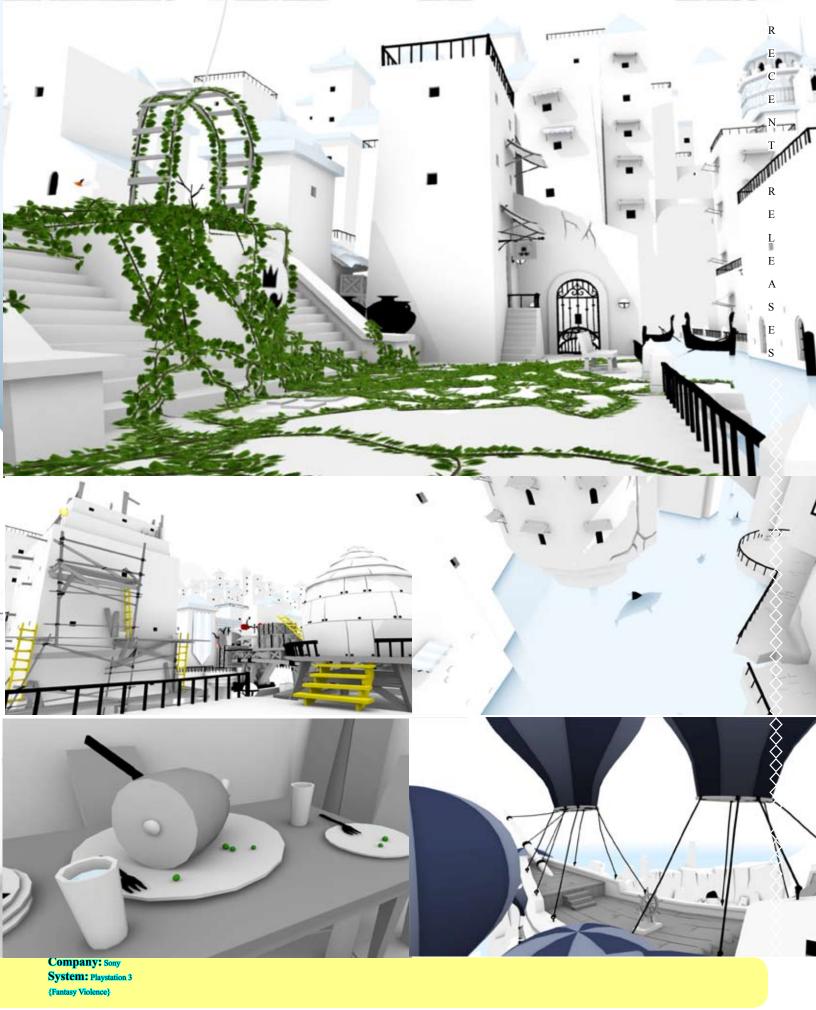
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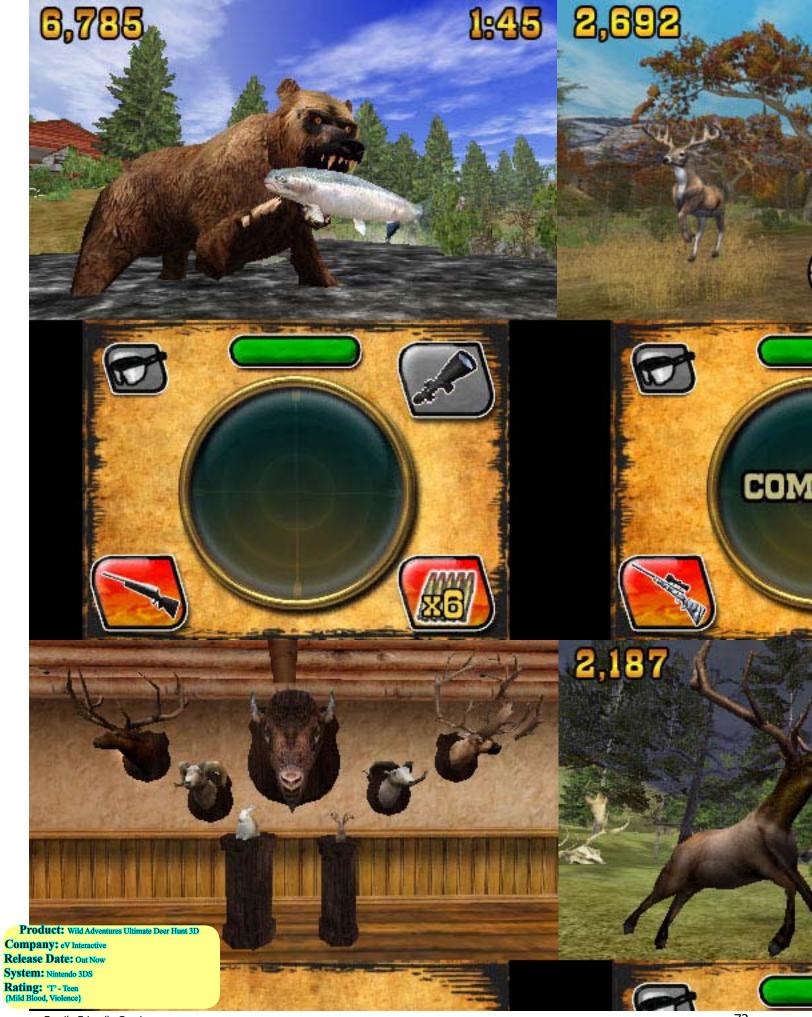
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Product: The Unfinished S Release Date: Out Now Rating: 'E10+' - Everyone 10+







## Devotional

## Infiluence

I am baffled in this day and age that some people still do not comprehend reality. There are people who think they can listen to whatever music they want to, watch any shows they want, and play any games they want. They actually repeat a lie from Satan. They say: "They don't influence me." Or they say: "They have no impact on me." Usually they will say something about how they are strong enough to handle it. Just like the drug addicts and the alcoholics all said. It didn't work out for the addicts, but the arrogance of too many says: "I got this. I can take care of it myself." Who did they leave out? God.

It is really easy to disprove music, movies, and video games have no influence. Listen to a song repeatedly, and you will find yourself singing parts of that song later. After watching a movie or playing a video game the words said are routinely repeated by millions. Ever been to a professional wrestling event? Certain phrases are repeated by a high

percentage of those in attendance at certain intervals. And in their homes afterwards. Play a video game for eight hours and close your eyes. Images of the game magically appear in your mind. It got into your head.

**Deuteronomy** 6:5-9 Love the Lord your God with all your heart and with all your soul and with all your strength. 6 These commandments that I give you today are to be on your hearts. 7 Impress them on your children. Talk about them when you sit at home and when you walk along the road, when you lie down and when you get up. 8 Tie them as symbols on your hands and bind them on your foreheads. 9 Write them on the doorframes of your houses and on your gates. Why would God want humans to be consistently reminded of His commandments? Because He knows we need to be reminded. He knows our memories are short. He knows Satan is constantly trying to influence people away from God. He knows we need to humble ourselves and seek His guidance and assistance.

So this is where the

rubber hits the road.

Does your music reinforce God's commandments? Or do they attack them? Do they build you up and draw you closer to God? Or are they leading you away from Him? How much of your time is spent on God's commandments, and how much is spent on worldly entertainment that is influencing you away from God?

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. 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.

Genres - a selection of video games defined by a certain aspect of the game. Most places separate the games out by genre. There are action adventure games, puzzle games, platformers, role playing, violent, Christian and more.

FPS - First Person Shooter. In these games the player sees what they would see if they were actually in the world shooting a gun, and killing whatever gets in their way. These games teach get them before they get you.

RTS - Real Time Strategy. These games have players gather resources, build buildings, and troops. They eventually send the troops out to blow away the enemy. These games are generally slow going, and who has more resources is usually how the winner eventually overpowers their opponent.

RPG - Role Playing
Games. Players take on
the role of one or more
characters while they play
out a story. Hit points are
used to determine health.
Leveling up is one of the
main focuses of completing areas of these games.
RPG's are almost always
long treks the player must
devote countless hours to.

Tower Defense - These games have the player

posting defenses along a set path. The computer sends characters along that path trying to get from point A to point B. The player must kill all of them before they can completely walk the on screen path.

Hidden Object - These games provide the player a set list of objects that must be found. They are hidden on the screen in a variety of clever ways.

Puzzle - These games always require some thought. Whether it is a jigsaw, Sudoku or some form of block/color matching. Some puzzle games need fast reflexes.

Strategy - These games can utilize aspects of other genres. They usually require the player to put pieces down in certain places, and use them to conquer their opponent. Some are better versions of chess.

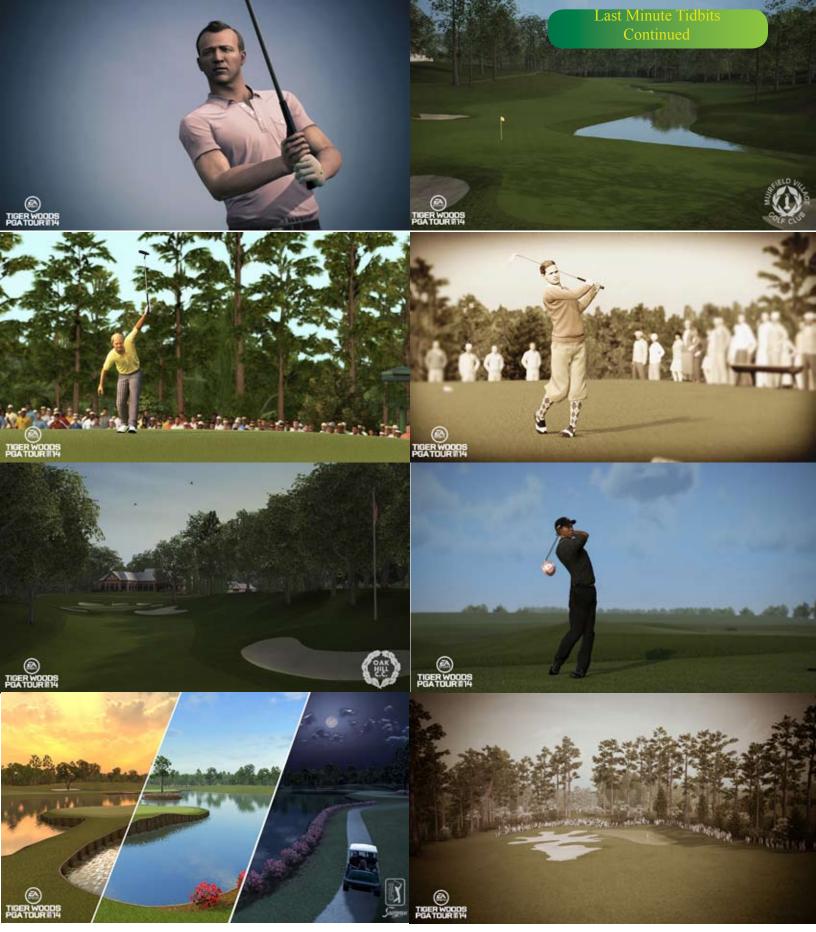


Release Date: Out Now - Japan; TBA for USA

Rating: 'RP' - Rating Pending



Company: Square Enix
System: Wii
ALL PICS are of Japanese version



Product: Tiger Woods PGA Tour 14
Company: EA Sports
Release Date: To Be Announced
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending



Product: Tiger Woods PGA Tour 14
Company: EA Sports
Release Date: To Be Announced
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending

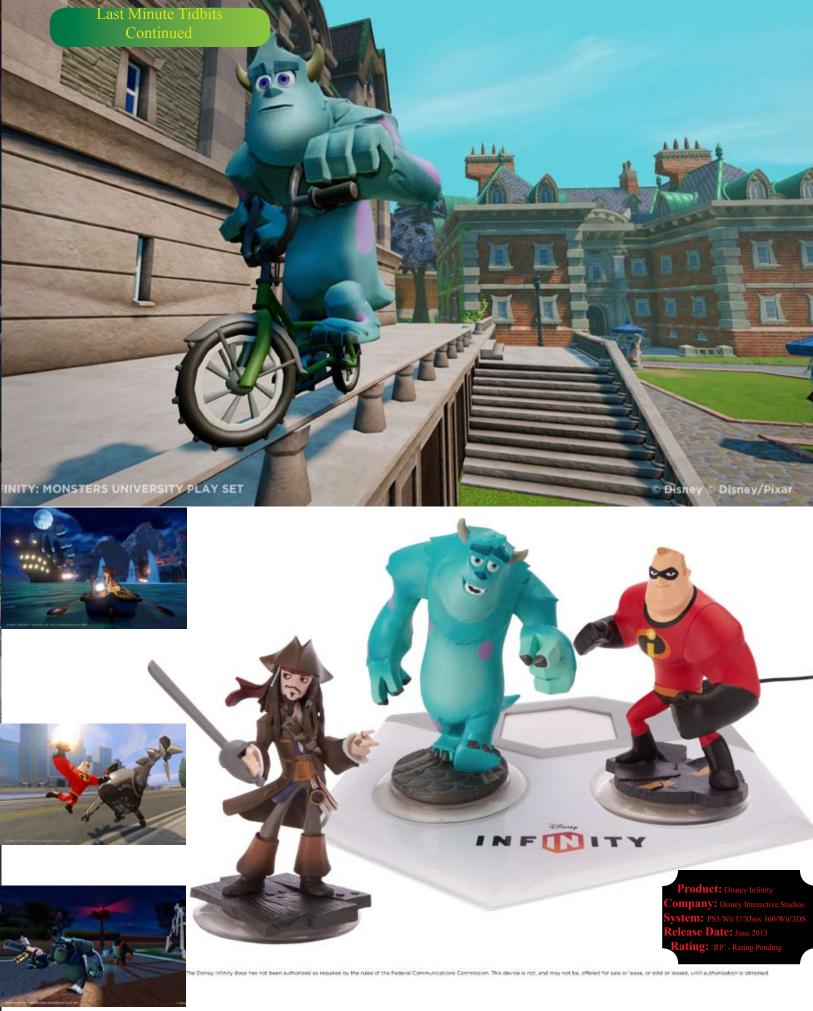






INITY: THE TOY BOX

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\$1 million competition, will also be returning for a fourth consecutive year and introduce a new contest format with exciting ways to win. Since 2010, 2K Sports has awarded \$3 million in prize money to players exhibiting the highest caliber of skill in throwing a perfect game in MLB 2K. Last year's Perfect Game Challenge achieved record participation numbers, with nearly 1 million attempts made and more than 1,000 perfect games registered. The contest was won by 21-year-old Christopher Gilmore, who prevailed in an eight-person tournament at the MLB FanCave in New York City. Complete details of this year's contest will be announced at a later date.

Developed by Visual Concepts, a 2K Sports studio, MLB 2K13 is not yet rated by the ESRB and will be available on March 5, 2013 for the Xbox 360 and PlayStation 3 system.

David Price, ace pitcher for the Tampa Bay Rays, has been selected as the cover athlete for MLB 2K13. Price was recently named the American League Cy Young Award winner after posting a 20-5 record and league-best 2.56 ERA. Price edged out MLB 2K12 cover athlete Justin Verlander for the honors, and is the third consecutive reigning Cy Young Award winner to grace the cover of an MLB 2K game.

"It's a dream come true to appear on the cover of MLB 2K13," concluded Price, who helped lead the Rays to their fourth 90-win season in the last five years. "I'm looking forward to working with the 2K Sports team again, and welcoming another skilled gamer into 'The Perfect Club.""

The Perfect Game Challenge\*, 2K Sports' groundbreaking

