

Sonic Dash WipeOuts  
New Super Mario Bros U  
in the Comix Zone.

WRC 3 FIA World  
Rally Championship  
Races Away!

Europa IV Universalis is  
planning on dominating.  
Can you survive?

# Family Friendly Gaming

The VOICE of  
the FAMILY in  
GAMING

TM



WRC  
FIA WORLD RALLY  
CHAMPIONSHIP

Issue #69

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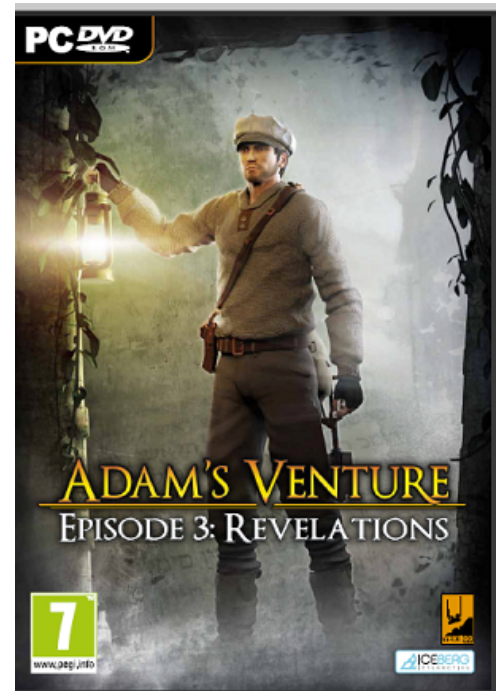
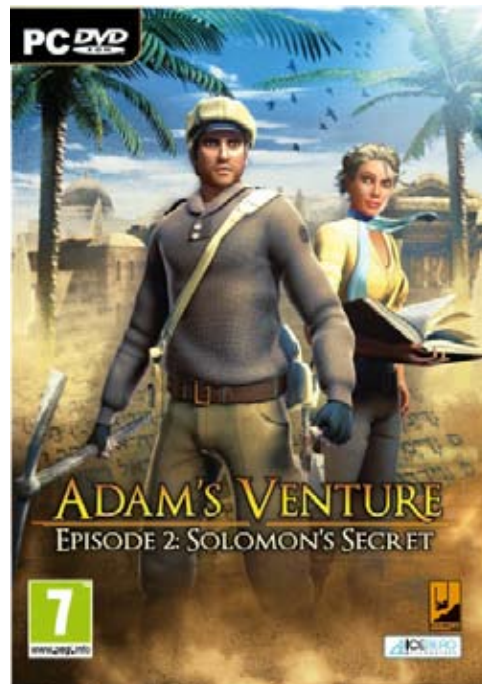
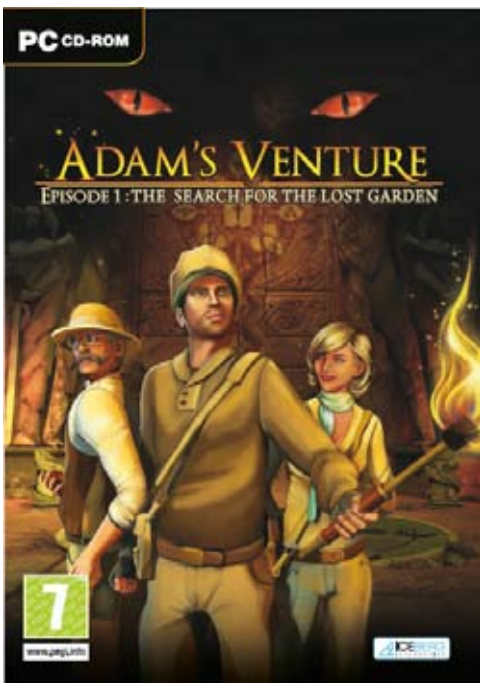
April 2013



# ADAM'S VENTURE

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Adventure Fun for ages 7 and up on Windows PCs



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|                                       | Inspiration:        | Peter Bury   |
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# Editor's Desk

## Squeaky Wheel Gets the Grease

I came across a disturbing realization recently. Know the old saying: "Squeaky Wheel Gets the Grease?" It is true. I even tested this in a couple of different areas and interactions. Being patient, kind, consideration, and caring produced zero results. But complaining about it actually worked. This is the exact opposite of how I am wired, designed, created, and operate. I like to be patient. Yet doing so in this industry means you miss the boat. I like being considerate, compassionate and understanding. Yet that has emboldened freeloaders and piecemealers. And they have no interest in buying the cow when they can get the milk for free.

Bear in mind this is not everyone. There are definitely kind, considerate and compassionate people who reward those same things in others. I know many who reward patience, and punish impatience. I know plenty who act in a caring and considerate manner. They are the ones who make this job a joy. I never want to forget them. I never want to take their sacrifices for granted.

As I thought about those who react only to the squeaky wheel I realized some-

thing important about myself. I do not like that. I do not enjoy being a squeaky wheel. In fact I despise it. I hate having to do it. I dislike running the scientific tests to see if it works.

Which brings me to a public confession. I will strive to avoid being a squeaky wheel. That may mean less coverage on certain products. That may mean the Family Friendly Gaming Nation is not heard in certain corners of the industry. I accept those possibilities. This ministry is in God's hands, not mine. I do not manipulate others so we can have a few more products to review. I do not respond in kind to others because they discriminate against us, and treat us like dirt. I vow to do everything possible to avoid getting into the mud with the pigs.

I am far from perfect. So I may stumble at times. My personality can grate some people the wrong way. My focus on God first, and pointing people to God can cause some to dislike me. Remember that you are not perfect either. I will do everything I can to bear with you. It is my sincere and humble hope that you will also bear with me.

I do not believe the ends justify the means. There are lines I refuse to cross. There are lines I will not go near. Certain aspects of my life

might be easier if I did cross those lines. But I could not live with myself. I could not bear the weight on my soul for doing certain things. I realized recently that I am not a squeaky wheel. I refuse to be that person. I refuse to take the Family Friendly Gaming Nation down that path.

Will there be a price to pay for that decision? Yes there will. I can only encourage everyone we interact with to encourage and reward patience. To embrace those being kind, honest, caring, and considerate. It is simply astounding how kindness and love can grow geometrically. Pass it along to everyone you interact with in your daily life.

God bless you, and yours,  
Paul Bury





# Female Side

## Outdoors

The weather is beginning to warm up, and kids are happily going outside. Kids are not the only ones though. Adults are also going outside and enjoying some fresh air. Baseball, basketball, tennis, soccer, frisbee, flying kites, and more occupy this time of the year.

Hopefully you have been doing some kind of an exercise program throughout the winter. That way you are not winded immediately as you spend more time out in the sunshine. Also remember how important it is to stretch before any strenuous physical activities.

As a mother I love to let my kids outside to play. I am not always fond of the mud that gets tracked into the house, or the additional dirty clothes with sand, dirt, and grass stains. I myself enjoy getting out into the garden and clearing out those weeds. There will be sowing, and reaping in the coming months as well.

Yes gardening can be back breaking work at times. But it is good for the body, mind, and soul. Plus it is an activity families can do together. Parents can teach children about how things work in terms of plants, insects, worms, and more. I find gardening to be more educational than years

at any four year university. Children come away with the same impression as well.

Warmer weather bring back some problems as well. Sunburns, cuts, bruises, and additional issues can arise this time of year. We adults will most likely deal with some kind of aches and pains. Especially if there is any participation in an organized sport. Or even some un-organized sports as well.

Food that has been cooked outdoors tastes better in my opinion. Being in Memphis, TN means we have to bar-b-que and grill in some fashion. Paul and I both enjoy doing this. There is something so relaxing about sitting outside and smelling the meat cook. Having family and friends over for some burgers, and hot dogs is always a treat. Everyone enjoys putting together their own based on a variety of toppings.

My children sleep so much better after they have exhausted themselves outside with a wide array of play and work. It is funny that during this time of a year a walk is a relaxing activity. It is not a form of exercise. More of a way to unwind the muscles after they have been used for so many wonderful hours. I sleep better when they sleep better.

Family trips are being planned in many cases. Some families are even out there

taking trips right now. It is so wonderful to be able to spend time together. To enjoy one another's company.

So what is your family planning as the weather warms up? What kinds of activities does your family have planned? In what ways do you plan on strengthening your family bond? What loving things do you have planned for your family members? What outdoor things will you teach your children?

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

## First Thoughts

The Working Man Gamer was hanging with some athletes recently. They were drinking, using bad language, and treating women like sexual objects only. That is not the shocking part. The shocking part is these jocks called themselves Christians. Now the WMG is not judging their hearts, only referencing their actions. Actions that turn into fruit. Was that fruit of the world? Was that fruit of God?

What about Christians in the world of video games? Are Christian gamers thought of as gamers first or Christians first? Do their actions lead the world to Christ? Do their actions make non-believers think there is no difference between them and the world? Or do they think you are just another godless gamer who hates things of God?

What about you? Do people even know you are a Christian? Are you thought of as a Christian first? Or do you hide your faith so well that they have no clue? Are you so much like the world that they would never know the love of Christ is within you? Are you ashamed of being a Christian? Are you focused on what God finds important? Or are you focused on your own personal selfish wants and interests?

Back to those athletes. The WMG let them know he would have never guessed in a million years the Holy Spirit was guiding them. He would have never guessed they were furthering God's Kingdom. You know what they said? They were thankful because they thought they had just received a compliment. They thought hiding their light was a good thing. They displayed their lack of Biblical education and understanding. They went about their business acting like the world, shaming the name of Christians.

The WMG is proud that people see him as a Christian first. Proud to be completely sold out for God. Proud to love the things of God, and not love things of the world.



# 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!

## Shaming these companies

I read how Family Friendly Gaming is shaming these companies by treating them better. They have no morals, ethics, integrity - they don't care. These companies are self centered, self absorbed, greedy, and only care about making more profit. I hate being the bearer of bad news. But its true. They have no conscience. They laugh when they hear you are treating them better. All they care about is getting their way.  
- Name withheld per request

{PB}: First off thank you so much for the insider information. As promised we keep your contact information

out of the public. The hopeful part of me hopes you are wrong. My pragmatic side acknowledges that you are voicing a sentiment that is nothing new.

Even if some of these people are acting like servants of Satan, I still have to follow God and do the right thing. They are heaping pain and suffering on themselves in the afterlife. I will still strive to show them a better way. I will continue to treat them better than they deserve. I will continue to pray for them. And I will continue to work with them. Are they a lot more effort than most others we deal with? Yes. Do I want them to burn in hell because they lash out at the light? Nope. I want them to come to the light. I acknowledge they have only known darkness. So of course they will lash out against the light.

I also realize that Christians are persecuted and discriminated against all over the world. Many are persecuted way worse than what we experience in America. They can treat me like dirt, they can discriminate against me. I will still point them to the cross. I refuse to return evil for the evil they do to me, Family Friendly Gaming, and everyone involved with

this ministry.

## Kickstarter

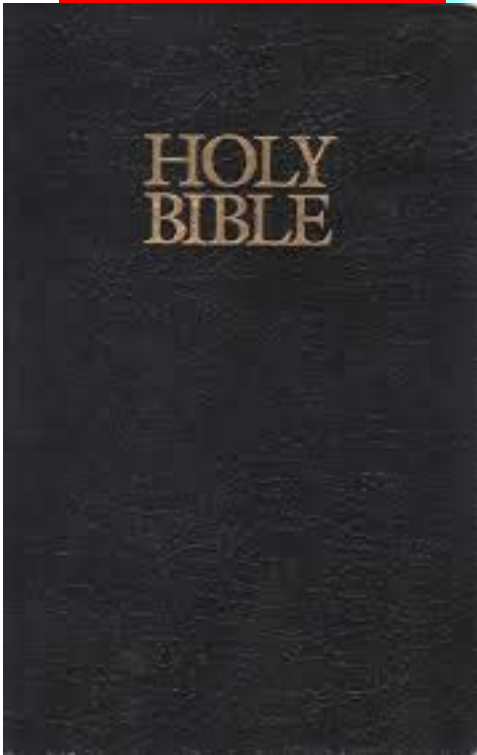
Why don't you publish many kickerstarter campaign news stories?

- Barbara

{PB}: What a timely question. Thank you so much for it. We have one experience with Kickstarter campaigns - bad. Did you read my Editor's Desk in issue #68 on Freeloaders and Piecemealers? If not, go back and check it out. Here is the problem - we publish a press release on a Kickstarter campaign so people can know about it, and decide if they want to financially fund it or not. Those that are associated with Kickstarter campaigns are not content that we published coverage for them. They are not content with a public service announcement for them. No, no, no. They want more. They expect the only thing we will cover from the start to finish of their Kickstarter campaign, is their Kickstarter campaign. One actually sent us press releases nine days in a row. Since we covered it once we must want to cover just that over and over again. That was their mentality. Others have been every two or three days. They exhibit the

# OFF

epitome of work for them for free, and make them wealthy with no compensation on the part of our work.



## Top 8 things the Holy Bible can teach video games

Thank you for your news story on Top 8 things the Holy Bible can teach video games. Finally a game site that gives God more than just lip service. Ya'll are a true blessing. March Forward Christian Soldier!!

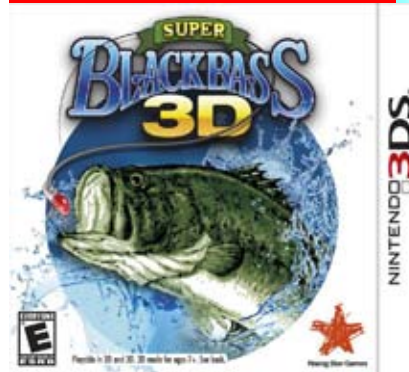
- Joy

{PB}: Thank you for your kind words of encouragement. It is great to see how well received our FFG Original stories are. We put forth a lot of time, prayer, and thought into original pieces that will enrich the lives of everyone it touches.

## Fishing

You convinced me to check out Super Black Bass 3D. Before your review I only played the Reel Fishing games. I can't wait to play Super Black Bass 3D. It looks and sounds amazing.

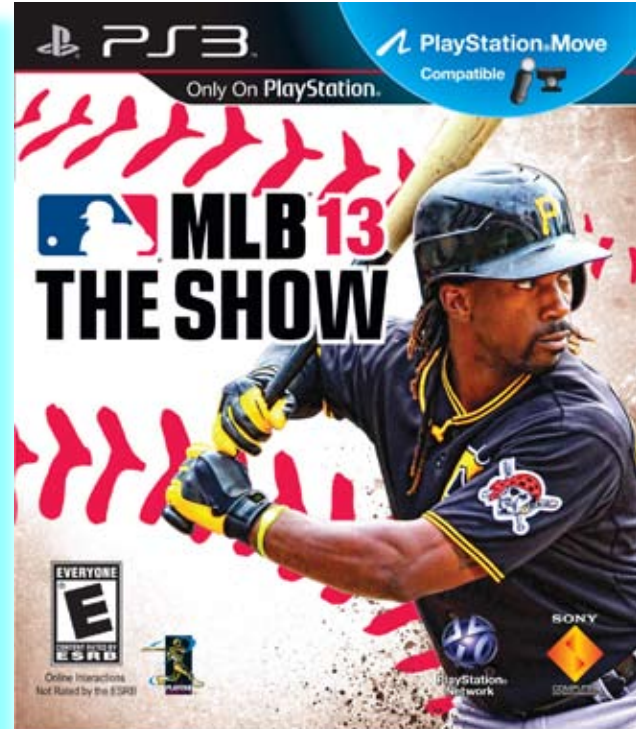
- Marcus



{Frank}: I am so pleased to assist you in Super Black Bass 3D. It is a fun fishing game with a mountain of potential. It can be a difficult game, so get your tension ready for some tight action.

## Welcome to the Show!

Finally someone I can agree



with. MLB 13 The Show is the best baseball game on any system. Your review ROCKED! You know what you are talking about. Keep up the awesome sports reviews

- Troy

{Frank}: You honor me sir. Know what they say right? Great minds think alike. You must have a great mind. MLB 13 The Show is the baseball game that keeps giving and giving. I am so pleased you appreciated, enjoyed, and agreed with the review. It is a treat for everyone a part of Family Friendly Gaming Nation to interact with Sony in



# Nintendo®

relation to The Show games. If every game and every company was like them, this industry would be a better place.

## Donate

How can I donate to Family Friendly Gaming? I want to help out financially. My family enjoys Family Friendly Gaming and we want to stop being freeloaders.

- Sarah

{YB}: God bless you and your caring, loving heart. You are doing a wonderful thing and making this a better world to live in. Thank you so much. You can send money through Paypal to [pbury@familyfriendlygaming.com](mailto:pbury@familyfriendlygaming.com). Everyone here appreciates your willingness to get involved, contribute and help us improve.

## Nintendo failing

Nintendo is failing with the Wii U. They always get their critics who hate them. But I was not expecting to hear anything critical from Family Friendly Gaming. Once I heard it I knew Nintendo

was in major trouble. Without Family Friendly Gaming backing Nintendo they are doomed for failure. The Wii U is a complete flop. The 3DS is losing steam to apps on Android and iPhone. Nintendo's products are too expensive. Do you think the Wii U will be their last home console system? Will we start to see Mario games on Sony and Microsoft's machines?

- Don

{PB}: Thank you so much for your extremely well thought out email. You are very accurate in many of the things you are pointing out. The dogs are at the gate in terms of Nintendo. They have always had attackers for a variety of reasons. Their secretive nature. Their high prices. Their habit to rehash content and expect high dollar for it from consumers. It is also true that the Wii U is not doing very well. Apple has made progress on the hand held market, and so has Android. You are also accurate in pointing out Family Friendly Gaming has been critical of Nintendo on points that effect families. We do

not do it harshly, and we are mindful of not being harsh in our constructive criticism.

Will the Wii U be their end in the home console market? I doubt it. It took Sega two straight flops in terms of hardware machines to fall out. Nintendo may be losing ground in the hand held market, but the 3DS is still doing good enough to keep them afloat. Many of the Nintendo rehashes are still selling. Nintendo also has a huge rainy day fund. They have stockpiles of cash thanks to those high prices. So I do not see it happening just yet.

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](mailto:Sound-Off@familyfriendlygaming.com). Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018



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# Talk to me NOW

PHIL JOHNSTON from Wreck-It Ralph - interview provided by Disney.

**What was the first step in the screenwriting process for Wreck-It Ralph?**

For this movie, [Wreck-It Ralph director] Rich Moore and I sat alone in a room together for months trying to figure out the story. First of all, we had to figure out who the characters should be. We had a general idea of what the story was going to involve, but everything starts with the people and the characters. Who are they? Where are they going to go? What do they want? What's in their way?

**What was the original idea for the story of the movie?**

Originally, we started with Felix as the main character – but then we realized that Ralph was more interesting to us. That's when we thought, 'How can we put this guy in bad situations that will be funny and challenging for him?' We needed to create obstacles and conflicts for him to overcome.

**How does it feel to see your work come to life on screen?**

It's awesome. It blows my mind every time I see the movie. It's so vast and so intricate – and there are so many details that I could never have pictured in my head. I see something new every time I see the movie, which is amazing.

**How did you get involved with the project?**

I came on to the movie about four years ago, which is when I met with Rich Moore. I instantly connected to Rich and his sensibility. When we met, we immediately started laughing and giggling like children breaking wind in church! I loved the idea of the story and as soon as we started to create the characters, I knew that it was going to become something that was very special.

**Why did you choose to write a movie about video games and arcades?**

The initial idea for Wreck-It Ralph came from the thought, 'What if a video game character left his game for other worlds?' That was all that was there. It then became the story of an old-school character that feels obsolete. He's having an existential crisis where he questions his role in the world. I think we've seen the evolution of video games very clearly over the past 30 years, so it's a world ripe for that comparison. What better place than video games for an old guy feeling like the modern world is passing him by?

**How did you go about integrating classic arcade characters into the story?**

In the beginning, we didn't know what classic arcade characters we were going to be able to use, so we created our new characters that we were going to be following on our main journey. We knew we would be able to write about these characters because we'd made them up, but then we came up with a lot of gags and ideas for the other characters. We'd start to think about things like, 'Wouldn't it be cool if Pac-man did this? And Q\*bert or Frogger or Zangief or whomever.'

**Did you incorporate all of the characters you wanted to include from the world of classic arcade games?**

You can live with it if you have to lose some of the classic characters along the way because you have your main characters that you love and whose journey you're really interested in following. That said, we definitely wanted Q\*bert. We definitely wanted Tapper, Clyde the ghost and Zangief.

**What do arcade games mean to you personally?**

As a kid, I remember going to the movies at Valley Fair Mall. My mom would give me four quarters and that would be enough to sustain me for an hour before the movie started. I can vividly picture it. I would get an unbridled excitement about going to an arcade, and they were all over the country. It's weird to think they are not ubiquitous now.

# Events

## Nintendo at SXSW



In this photo provided by Nintendo of America, video game fans experience the SXSW Gaming Expo, sponsored by Nintendo. On March 8-10, 2013, gaming fans in Austin, Texas, can enjoy new and unreleased games from Nintendo for the new Wii U console and Nintendo 3DS system.

In this photo provided by Nintendo of America, Nintendo offers gaming fans Rutger and Jaeger from Austin, Texas, a special look at the upcoming LEGO City Undercover for Wii U at the SXSW Gaming Expo on March 8, 2013, in Austin, Texas. The event, which is sponsored by Nintendo, is free and open to the public.



In this photo provided by Nintendo of America, video game fans enjoy the latest Nintendo experiences at the SXSW Gaming Expo in Austin, Texas sponsored by Nintendo on March 8, 2013. Fans get a sneak peek this weekend of unreleased Wii U and Nintendo 3DS games at the event, which is open daily and is free to the public.

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ULTIMATE  
BATTLE

# SPORTS





**ULTIMATE  
BATTLE**

# FEATURE



**WRC 3**  
FIA WORLD RALLY  
CHAMPIONSHIP



**WRC 3**  
FIA WORLD RALLY  
CHAMPIONSHIP



**Game:** WRC 3 FIA World Rally Championship  
**Company:** Namco Bandai  
**Available:** Spring 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending

**WRC 3**  
FIA WORLD RALLY  
CHAMPIONSHIP



**WRC 3**  
FIA WORLD RALLY  
CHAMPIONSHIP









**Game:** Forizon Horizon  
**Company:** Microsoft Game Studios  
**Available:** Out Now  
**System:** Xbox 360  
**Rating:** 'T' - Teen  
{Drug Reference, Language, Suggestive Themes}



# In the

## Transform Your Voice With Vio

Audiofile Engineering, creators of professional audio software for Mac OS X and iOS, announces Vio, the first app for iPhone and iPad released under their new Square B brand. Morph and shape your voice by exploring Vio's mesmerizing and unique user interface, watch the entrancing graphics, and hear the transformation of your voice. Vio is an amazing app for anyone who wants to experience their voice transformed beyond imagination. In the hands of an experienced musician or producer, Vio is a serious creative tool to design new vocal sounds.

Sonic adventures always in tune

Build sonic universes from your own voice. The innovative audio engine behind Vio goes far beyond existing voice effects to create novel, futuristic vocal styles. Vio's sound spaces vary in character from edgy and ener-

getic to mellow and relaxing. Vio surprises and inspires your creativity: you may not intend to do something, and it comes out cool. Whether you are an amateur or seasoned professional, Vio's pitch correction technology ensures that everyone sounds in tune and is beautifully harmonized.

Touch Control - Explore each sound space by touching Vio's swirling particle vortex. Move the vortex around the screen and change how your voice is transformed - harmony is added or subtracted, melodies emerge and disappear, and reverberations shape shift.

Looping - Double-tap the screen, loop what you have just sung or hummed, and focus on morphing your sound with the particle visualizer.

Recording & Sharing

Record your performances and share them via email, SoundCloud, Dropbox, or iTunes file sharing. Choose between compressed and high quality audio files.

## Using Gaming Technology to Increase Outdoor Activity

Outdoor Nation, a national initiative that reconnects youth and Millennials to the outdoors, and the Entertainment Software Association (ESA), which represents the U.S. video game industry, launched Game On: Challenge Grants to connect young people to the outdoors through entertainment technology. This pilot program will invest in youth-inspired projects that leverage entertainment gaming technologies to get a new generation outdoors, active and engaged in conservation challenges.

"For many years, technology was considered a contributor to Americans disconnect to the natural world – until recently. Today, technology is seen as a potential pathway to increasing or enhancing outdoor experiences," said Chris Fanning, executive director of the Outdoor Foundation, the organization that started the Out-

# News



door Nation movement. “We are excited to partner with ESA and conservation communities to support innovative youth-led projects and initiatives that get young people outside and active.”

Grants of \$5,000 will be awarded to the top four individuals or teams that either create a new app or mobile game or promote an existing game to inspire youth to get outdoors. Proposals must be submitted by individuals ages 18 to 28 or teams (could include public, private or non-profit organizations) with a project leader who is in that age range. To apply, visit [www.outdoornation.org/grants](http://www.outdoornation.org/grants)

and submit your proposal by March 27, 2013. Winning projects will be selected by an experienced, high profile advisory council.

Outdoor Nation makes it easy and provides resources so that anyone to apply, regardless of programming experience. For example, the Game On grant materials provide information on FreshAiR, a platform that makes creating and experiencing outdoor games and challenges a snap, with zero programming required. <http://playfreshair.com> Likewise, App Inventor is a free to use program that uses drag-and-drop blocks to develop code – no programming experience required. <http://appinventor.mit.edu/>

“Video games today are entertaining, inspiring, and educating millions of Americans,” said Erik Huey, senior vice president for government affairs at ESA, the U.S. trade association representing computer and video game publishers. “We are proud that new communities are seeking to harness our industry’s innovation and creativity to motivate individuals for positive change. We look forward to working with the Outdoor Nation and

outdoor enthusiasts to enhance America’s youth to enhance their exploration of nature using video game technology.

Project winners will have the opportunity to attend E3, the world’s leading computer and video game event, which will be held in Los Angeles in June 2013. All winning apps will be made available for download.

Outdoor Nation is committed to increasing and expanding youth participation in outdoor recreation thorough entertainment, education, engagement and action in order to cultivate a healthier, more active generation. During the past year, Outdoor Nation has awarded more than \$250,000 to youth for projects that reconnect young people with nature. For more information about Outdoor Nation grants, visit [outdoornation.org/grants](http://outdoornation.org/grants).

Outdoor Nation is an initiative of The Outdoor Foundation and was founded with initial support from The North Face, Recreational Boating and Fishing Foundation, The REI Foundation, The Conservation Fund and the National Park Service.



## KARI JOBE JOINS FILM NOT TODAY

Grammy-nominated and Dove Award-winning Christian recording artist Kari Jobe—along with an impressive list of global partners—is lending her support to the exciting new film NOT TODAY in the fight against human trafficking.

Gripping, entertaining and ultimately redemptive, NOT TODAY helps audiences put a human face on the worldwide problem of modern slavery and exploitation.

“We all have to play a role and do our part to fight against the plague that affects 27 million people and growing,” Jobe said. “It’s so incredibly dark, and I feel a responsibility to do what I can. Most of these victims are girls like me, and I can’t imagine what life would be like in that place.”

Produced by Friends Media, NOT TODAY features rising star Cody Longo (Hollywood Heights, Fame, Make It or Break It) as Caden, a spoiled SoCal rich kid partying in India. On mean city streets, he’s oblivious to the so-called “untouchables” until a young girl sold into slavery draws him into the world of India’s outcast Dalits. In the struggle to find her, Caden finds himself and his faith re-energized. Also featured in NOT TODAY: John Schneider, Shari Rigby and Cassie Scerbo.

With a 2013 Grammy nomination for her hit CD *Where I Find You*, Jobe recently recorded the song *What Love Can Do*, produced by multiple Dove Award winner and Grammy nominee Ed Cash. The song and accompanying video offer Jobe’s personal support for NOT TODAY. No newcomer to the fight against human trafficking, Jobe is performing now with Chris Tomlin’s *Burning Light’s* Tour, which also

features Louie Giglio, whose 2013 Passion conference focused on the subject as well.

Along with Jobe, an impressive array of ministry partners have pledged to promote the film.

“Our Christian faith compels us to lift our hands up with conviction and stretch our hands across with compassion,” said Rev. Samuel Rodriguez, president of the National Hispanic Christian Leadership Conference Hispanic Evangelical Association. “NOT TODAY moves us to reconcile sanctification with service, faith with action and righteousness with justice. Whether it’s creating a firewall against a caste system that does not recognize the image of God in every human being or lifting a clarion call against human trafficking, NOT TODAY is more than a movie. NOT TODAY stands as a clarion call to do justice in the name of Jesus.”

Global partners like NHCLC advance the film’s important message through their worldwide networks of supporters.

Additional NOT TODAY partners include:

- Dalit Freedom Network
- Operation Mobilization India
- Operation Mobilization USA
- International Justice Mission
- IMB (International Mission Board)
- Focus On The Family
- Salvation Army Vision Network
- YWAM (Youth With A Mission International)

NOT TODAY production company Friends Media is a ministry arm of Friends Church of Yorba Linda, Calif. Using education to lift Dalit lives and prospects, Friends Church has committed \$20 million to build 200 of 1,000 proposed schools for Dalit children in the coming decade. Friends already has funded more than 40 of the current 107 schools. Profits from NOT TODAY go toward building schools and freeing children.

# RETRO N 4

## Hyperkin to Reveals New RetroN 4 System

Hyperkin unveiled their new console, the RetroN 4, at this year's Midwest Gaming Classic at the Sheraton Milwaukee Brookfield Hotel in Brookfield, Wisconsin, on Saturday, March 23, 2013 at 11:00 AM CST. The RetroN 4 plays NES, SNES, Genesis and GBA cartridges all in one convenient console.

The RetroN 4 will have four cartridge slots as well as two controller ports for each system, allowing for users to use their original controllers. What will differentiate the RetroN 4 from other iterations of retro consoles currently in the market are several key additions that add a modern twist. The RetroN 4 will have an HDMI output, which will allow for users to play their games on high-definition televisions. When users boot up the machine, they will find the "Perdana" digital user interface which opens a wide variety of modern gaming features such as selecting systems, button reassignment and other features that will be named at the Midwest Gaming Classic. The console will also allow users to play both NTSC and PAL cartridges and will incorporate Bluetooth technology, with a completely new, redesigned wireless Bluetooth controller.

"We have had great success with the SupaBoy and RetroN 3, and we wanted to create an entirely new console that has the modern amenities that will allow users to utilize current technology," stated Steven Mar, Hyperkin's Executive Director.

"As this is an ambitious project for Hyperkin, our goal for this system is to combine modern gaming convenience to not only cater to the retro gaming community, but to also introduce a new generation of gamers to the classic games that have shaped the present gaming landscape."

RetroN 4 Points of Interest:

- 2 Original Controller Ports for Each Platform (6 Total)
- Wireless Bluetooth Controller
- 4 Cartridge Ports for NES, SNES, Genesis and GBA cartridges
- HDMI Output with Digital Signal Conversion
- "Perdana" Digital User Interface
- PAL and NTSC compatible

## ROCCAT Celebrates Five Years of Kone

German gaming peripherals manufacturer, ROCCAT Studios, celebrates the fifth anniversary release of the Kone gaming mouse, by introducing the special limited edition Kone Pure Color. Kone has always been regarded for its outstanding performance and innovative design. The new mice come as a direct response to the expressed wishes of ROCCAT customers, with only a limited number of the special edition models being produced. "Users are often inquiring about colored versions of our products. With the Kone Pure Color we finally have the opportunity to comply with their requests," explained René Korte, CEO and founder of ROCCAT.



The Kone Pure Color boasts the same features as the existing Kone Pure – complete with a 8,200 DPI Pro-Aim laser sensor, high quality Omron switches, and the popular Easy-Shift[+] function. The limited edition will be available in four different designs: Hellfire Red, Polar Blue, Inferno Orange, and Phantom White. During the design process of the Pure, ROCCAT interviewed over 100 professional gamers to ensure the size of the mouse was perfect. Based on that critical feedback from the gaming community, ROCCAT Scientists then took the legendary Kone form and slimmed it down to 91% of the size while adding even more competition-crushing power.

The original Kone was the first product ROCCAT developed in 2008. CEO and Founder René Korte, reminisces about the beginning days of ROCCAT: “Early on, I was involved in the professional gaming scene. So, I was aware of the many professional players who were dissatisfied with their gaming devices. Since then our overall mission has been to build high-quality peripherals that satisfy the needs of all ambitious gamers.”

5 years later, known for its powerful performance, the Kone series is one of the most successful gaming devices in the world. Although the Kone series has set new standards for gaming mice, the development will continue, releasing more special editions to look out for in 2013!

## WINGS OF LIFE ON BLU-RAY 4/16

Spring is in the air—literally—as DisneyNature prepares to unveil “Wings of Life,” a spectacular, closer-than-close, high-definition look at the intricate world of butterflies, hummingbirds, bees and bats, and their life-sustaining collaboration with flowers. Directed by Louie Schwartzberg (“America’s Heart & Soul”) and narrated by Academy Award® winner Meryl Streep, “Wings of Life” will be available on Blu-ray™ Combo Pack, Digital and On Demand on April 16, 2013—just in time for Earth Day.

“In the chaos and craziness of our day-to-day lives, few of us stop to consider what’s happening behind the scenes in nature that makes our lives possible,” said Streep. “This film is a stunning adventure that literally takes flight alongside all kinds of winged creatures—butterflies, bees and bats—each working hard to pollinate our planet.”

Said Schwartzberg, “For me, the joy of doing this film is to be able to explore worlds that humans can’t easily experience—bats sipping nectar in the middle of the desert at night, orchid bees expertly manipulated

by a bucket orchid, exotic hummingbirds flying like airborne dancers, and a clustering monarch colony with millions of butterflies. I hope to share the spectacle of nature and to spark in others the sense of wonder I have about the natural world.”

Employing multiple cameras, both time-lapse and high-speed cinematography and extraordinary patience (while nature took its time unfolding), filmmakers shot on location in more than a dozen areas, ranging from the El Rosario Preserve in Michoacán, Mexico, to Organ Pipe Cactus National Monument Park in Arizona. “Wings of Life” features extraordinary imagery shot with digital cameras—one capable of frame rates of up to 1500 frames per second, and the use of a pinhole lens, which allowed the cameraman to get within millimeters of an insect subject while retaining a clear view of the background. The resulting imagery—intimate and breathtaking—is brought to life for audiences through spectacular high-definition picture and sound quality.

To celebrate the debut of “Wings of Life,” DisneyNature has made a contribution to the Disney Worldwide Conservation Fund (DWCF) to protect pollinators worldwide. The DWCF has already supported more

than 20 projects across North America focused on protecting pollinators and their habitats. Grants have helped conservationists save endangered butterflies, expand habitat for honeybees and educate children about the importance of pollinators and how they can help protect them.

The “Wings of Life” Blu-ray Combo Pack includes a sneak peek at DisneyNature’s 2014 big-screen adventure “Bears.” In an epic story of breathtaking scale set against a majestic Alaskan backdrop teeming with life, the film, which is currently in production, follows two mother grizzly bears as they impart life lessons to their impressionable young cubs.

Suggested Retail Prices: Blu-ray Combo Pack (Blu-ray + DVD) = \$39.99 U.S. And \$46.99 Canada

Feature Run Time: Approx. 80 Minutes

Rating: G (U.S. and Canada)

Aspect Ratio: 1.85:1

Audio: Blu-ray = English: 5.1 DTS-HDMA, French and Spanish 5.1: Dolby Digital

DVD = English, French and Spanish: 5.1 Dolby Digital

Subtitles: English SDH, French, Spanish

## Unreal Engine 4 available for PlayStation 4

Epic Games, Inc. announced Unreal Engine 4 is available for PlayStation®4. In addition to showcasing the new Unreal Engine 4 “Elemental” demo running live and in real time on PlayStation®4 at the PlayStation®Meeting 2013, Epic is providing the resources PlayStation®4 developers need to harness the full power of its Unreal Engine 4 technology and realize all facets of their creativity using Epic’s revolutionary new toolset now and in the future.

“Being on the ground floor of Sony Computer Entertainment’s Tools and Middleware program is part of our long-term commitment to Unreal Engine 4 developers, and we’re excited to help teams ship fantastic new games for PlayStation®4,” said Tim Sweeney, founder and CEO of Epic. “Unreal Engine 4 has been built from the ground up to take full advantage of high-end next-generation hardware capabilities.”

For more information, visit [http://www.unrealengine.com/unreal\\_engine\\_4/](http://www.unrealengine.com/unreal_engine_4/).

## Aztecathon: The Great Maze Race Releases

Assyria Game Studio and Enormous Small Things are proud to announce the worldwide release of Aztecathon: The Great Maze Race’ to the iOS app store! Compatible with the Apple iPhone, Apple iPod touch and the Apple iPad, this awesome game is available as a FREE download for limited period of time, to celebrate the release of The Ories: Super Space Monsters!, another brilliant game by the team.

Aztecathon: The Great Maze Race is one of those games that are incredibly addictive; easy to pick up and play, yet incredibly hard to master! Through 24 challenging levels your objective is simple: dash through the Aztec ruins as quickly as possible! Featuring 6 different characters to play and GameCenter leaderboards (allowing you to impress other players with your achievements), this gem of a game will make you come back for more! Surprises await you along the way! With its intuitive controls and great graphics, including Retina support, Aztecathon: The Great Maze Race will challenge the best of arcade fans.



## Freeze Tag Announces Launch of Game Based on Classic Locked Room Mystery

Freeze Tag, Inc., a developer of casual family games and entertainment for tablets, smartphones, PCs and Macs, announced that Victorian Mysteries: The Yellow Room for iPhone and iPad is available now for download through the Apple iTunes store.

Published on the iOS platform by Big Fish Games, Victorian Mysteries: The Yellow Room is a hidden object adventure game based on the classic “locked room” mystery novel *Le Mystre Chambre Jaune*, written by Gaston Leroux (author of *The Phantom of the Opera*).

“We’re excited for mystery game lovers to experience one of the most captivating ‘locked room’ mysteries of all time on the iPad and iPhone,” said Craig Holland, Freeze Tag CEO. “The game has performed extremely well, ranking in the Top 100 Grossing iPad Puzzle games in over 48 countries around the world.”



## Harmonix Licenses Telemetry

Harmonix Music Systems, Inc., developer of Rock Band and Dance Central video game franchises, has announced that it has acquired a site license for RAD Game Tools’ performance visualization tool, Telemetry. During the term, Harmonix’s license allows the company to use the tool on every game it develops and on every platform.

“Harmonix games have traditionally hit a hard 60 frames per second with the use of our custom timing system,” says Harmonix technical director, Eric Malafeew. “As our code moved onto more threads, we went with Telemetry’s powerful interface and logging system rather than extend our own. You don’t just see total timings, you see every individual timing and when it happens in a frame using powerful level-of-detail zooming. This lets you know what you are missing and how timings relate across threads.” Telemetry is a complete performance visualization system that helps development teams understand and optimize their game. Instead of focusing on the instruction-level performance characteristics, Telemetry shows how multiple aspects of a game’s performance vary over time, helping teams fix intermittent performance problems such as hitches and spikes.

“The ability to save out profiling sessions allows QA to capture problems for coders to dissect, and we can compare changes over days of development,” adds Malafeew, “The game hookup was easy and had negligible impact, and RAD support has been friendly and professional, as always.”

Telemetry is available immediately on Windows, Mac, Linux (both x86 and ARM), Xbox 360, PlayStation 3, Wii U, and iOS based platforms.

## Acuity Games Adds Flash 2 To Its Series Of iPad Brain Games

Brain-Games developer Acuity Games (also known as PeqApps) is proud to announce the worldwide release of 'Acuity Games: Flash 2' on the iOS® app store. Exclusively available for the Apple iPad®, 'Flash 2' is released with a special introductory price of USD \$2.99 for a short period of time. Regular retail price is USD \$4.99. A Lite (FREE) version of the game has also been released

on the app store.



'Flash 2' is a modern take on the clas-

sic 'Simon Says' using flashes and sounds. Can you memorize and repeat a sequence of longer and longer flashes? The game includes 4 types of buttons, Plain, Number, Letter and Shape, and displays up to 30 buttons per game. Says Claire Howorth from 'The Daily' in reference to the original version – "it's almost as fun as Angry Birds™"

Like all Acuity Games, 'Flash 2' provides revolutionary lifetime brain fitness measurement. Other brain games focus solely on mental stimulation, providing treadmills for your brain. Titles from Acuity Games provide mental stimulation, but ascribe greater value to brain fitness measurement, which ultimately improve brain fitness results over mental stimulation alone. Acuity Games are a scale for your brain.

## Crushin' Robots - NYC Brings Bolt Busting Mayhem To iOS

Mobile developer Falling Objects Entertainment releases its debut game, Crushin' Robots - NYC. A lone construction worker on a New York City rooftop is the last line of defense against an evil horde of robots crossing the river to conquer his beloved Big Apple. Turn construction equipment into instruments of destruction and keep the evil robots at bay!

The game is available for FREE in the App Store now. Get crushin'!

Load up the automatic nail gun to destroy enemies at long range, sling heavy wrenches and lob explosive propane tanks to stop the invaders dead in their tracks. As busted robots pile up on the street below, their scrap metal is collected and can be used at the Workshop to buy new weapons and traps, upgrade existing equipment and add additional lives to the health bar.

Crushin' Robots - NYC features:

- Endless waves of robots that progressively increase in difficulty

- 7 types of robot baddies to keep you on your steel covered toes

- 10 unique weapons and power-ups from the construction yard

- A "Scrap Meter" that, once filled with the nuts and bolts of the enemy, calls in speeding boats, trucks and other bonus attacks for massive destruction

- Scrap for real-money purchase in the Workshop so you can pack a punch in a hurry

- Universal support for iPad, iPhone and iPod touch

- High-Resolution Retina Display Graphics

- Game Center integration to compare scores with friends, earn achievements and climb global leaderboards



# State of Gaming



## FANBOYS ATTACK

The fanboys are already drawing their lines. Families do not normally waste time on message boards or read comments at the end of gaming articles. Ultimately families are missing all kinds of ugliness in the war being waged between Xbox fanboys and Sony fanboys. These two groups go at each other like competitive gamers in their favorite mindless violent video games. Families are not really missing much. The people who have these brainwashed opinions for one company or against another company will generally not listen to reason. Nintendo

fanboys are wringing their hands trying to figure out what has been going wrong. Every so often they blame Apple for the iPhone/iPod Touch, and iPad. Many of them have bought the company line blaming apps for their decreased sales. How about this Nintendo - your high prices are finally doing you in. Your slowness to have sales is impacting your bottom line. Your expectation that families will pay you money for the same game on every new system has sent people to play games on their phones. The Wii U has been a failure thus far. There is time to turn it around though.

Apple and its fans could care less about Nintendo's whin-

ing. They continue to march to their own beat despite the death of Steve Jobs. They do have to look over their shoulders at Android now that Google has cornered that market.

Google - the company that has messed over so many small companies on the Internet to make their billions continues their selfish and manipulative ways. Android is slowly becoming a viable threat to the iPhone. Yet they have to try and catch something that has become a cultural phenomenon. Like the Wii, and like Kinect. Can Google do it? They have to surpass it somehow. And thus far they have only tailed it.

## John 7:11-13

11 Now at the festival the Jewish leaders were watching for Jesus and asking, "Where is he?"

12 Among the crowds there was widespread whispering about him. Some said, "He is a good man."

Others replied, "No, he deceives the people." 13 But no one would say anything publicly about him for fear of the leaders.

# 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](mailto:Gamereviews@familyfriendlygaming.com).

## Playstation Portable

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## Xbox 360

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## Wii

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## Nintendo 3DS

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## iPhone/iPod Touch

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## iPad

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| Sonic Dash | Score 64 | Page 36 |
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## NES

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## Wii U

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| New Super Mario Bros U | Score 69 | Page 30-31 |
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# Sonic Generations

SCORE: 92



We were so blessed to receive a reviewable copy of the home console version of Sonic Generations. We loved what Sega did with that game.

I was very curious about the Nintendo 3DS version of Sonic Generations. So I worked diligently saving money to purchase it. My only regret is it took so long to bring this game to the attention of Family Friendly Gaming Nation.

The 3D effects in Sonic Generations are stunning. Both the 3D levels, and the 2D levels. Both of them look great in 3D on the Nintendo 3DS. Sega did all kinds of cool things in Sonic Generations. We go from the foreground to the background, and back again. We free woodland animals from being trapped in robot controlling shells.

Classic Sonic sounds are found in Sonic Generations.



There are also some new fun and fresh sounds that enhance the game play experience. I love some of the conversations in Sonic Generations too. I was laughing at certain characters talking to earlier versions of themselves.

Seeing how this is the hand held version of Sonic

Generations, I expected less levels. I was not expecting one hundred missions, and all kinds of unlockable content. I felt like I got my moneys worth out of Sonic Generations. Twenty to forty hours can easily be spent playing Sonic Generations on the Nintendo 3DS.

As players progress through Sonic Generations they are given additional skills. These really help us get through certain areas. The speed in Sonic Generations can be insane at times. Learning where enemies are can be key to success in this hand held video game. Sonic Generations is challenging. It is beatable.

I had a lot of fun playing Sonic Generations. Sega did a wonderful job with this game. I love freeing the animals from enslavement. It reminds me of how many people are enslaved to the lies of the world. Please check this game out.  
- Paul



Publisher: Sega  
System: Nintendo 3DS  
Rating: 'E' - Everyone  
(Mild Cartoon Violence)

Graphics: 92%  
Sounds: 90%  
Replay/Extras: 98%  
Gameplay: 92%  
Family Friendly Factor: 88%







# Game Party In Motion



SCORE: 89

There are some games I am eager to play. I can not wait to get to them. Game Party In Motion was one of those games. It quickly jumped up to the top of my pile. Game Party was well received here at Family Friendly Gaming. Putting it into the Kinect control scheme really appealed to me personally. How would Warner Bros Interactive do with this Midway franchise?

Graphically Game Party In Motion captures that arcade look and feel. The characters look good, and are almost always family friendly. The game play areas look great with all kinds of realistic animations. The sixteen arcade games in Game Party In Motion are all family friendly.

The music helps with

the atmosphere in Game Party In Motion. I found myself getting into the music as well as the instructions on how to play each of the games. Special effect sounds convey the importance of things that are

done in this home console title.

The games in Game Party In Motion range. I loved the Hoop Shot game, but absolutely hated Air Hockey. Bean Bag Toss was a blast (surprisingly), and Bocce was frustrating beyond belief. Some of the games in Game Party In Motion control masterfully well, and others had problems.



out in front of my body near waist height, but over and over again. That got old really fast. Others here at Family Friendly Gaming had the same comment. Selecting menu options was also confusing to some members here as well.

All in all I really like Game Party In Motion. This is a great game for families. I spent my own money on Game Party In Motion so this review could be brought to you. I feel like I got my moneys worth out of this home console Xbox 360 video game. There are a variety of different games that can be played in Game Party In Motion that families will enjoy. Beating one another's high score is the main reason for replaying Game Party In Motion. - Paul

I have one major complaint against Game Party In Motion. There are too many menu screens. I don't mind holding my right hand



Publisher: Warner Bros Interactive  
System: Xbox 360  
Rating: 'E' for Everyone  
{Comic Mischief}

Graphics: 90%  
Sounds: 93%  
Replay/Extras: 91%  
Gameplay: 81%  
Family Friendly Factor: 90%







# New Super Mario Bros U



SCORE: 69



the Star Coins. New Super Mario Bros U is very close to previous New Super Mario Bros games. Collect all the Star Coins in every single level in a world, and that opens a secret level in Star Road. The game has to be beaten to open Star Road though.

New Super Mario Bros U is interesting in how easy it is to skip levels. Every single world has at least one branching path. We pick one path or the other.

I will openly admit that I am not impressed with New Super Mario Bros U. This game is still selling for sixty dollars brand new. I bought it used for forty dollars. Which is still way too much money for this home console Wii U video game. The big selling point for New Super Mario Bros U is you can turn your television set off and play it on the much smaller Wii U Gamepad. If one or more family members is using Wii Remotes and no one is using the Wii U Gamepad; then an additional family member can

tap on the Wii U Gamepad to stop platforms, trap enemies, provide platforms for the family members playing, and unearth secret hidden blocks.

In other words one person can use the Wii U Gamepad to make the game easier for the family members playing New Super Mario Bros U. This can also be used to collect all of

To progress we only need to complete one of them since they loop back to the same point. This is also done with two entire worlds in New



Publisher: Nintendo  
System: Wii U  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 78%  
Sounds: 82%  
Replay/Extras: 53%  
Gameplay: 60%  
Family Friendly Factor: 74%







# New Super Mario Bros U



SCORE: 69

Super Mario Bros U as well. Luigi returns in the form of the Super Guide. If you die enough times in a level, then an alarm block will appear. Hit it to see Luigi beat the level for you. When he is done you can progress on or try to perform the level yourself.

We hit the exact same levels we are used to in New Super Mario Bros U. Field, desert, ice, water, giant, cave, cloud, and boss lava.

The level of rehash in New Super Mario Bros U is very high. This includes graphics, and sounds. The graphics do look nice, but there is little



new, and it feels more like a remix than a real full game. We also have to face ghost characters, as well as bone versions of characters.

The fortresses and then castles are in each world. Most of the time they are ridiculously easy. Which I would normally be pleased with, except this game cost an insane amount of money.

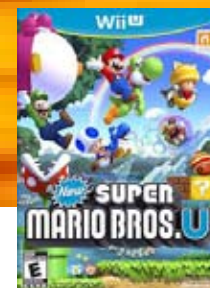
I feel like I did not get my moneys worth out of New Super Mario Bros U. I spent most of time playing New Super Mario Bros U with a Wii Remote. Which made it feel even more like rehash. When I did use the Wii U Gamepad I could not understand why I could not turn off the images on the Wii U Gamepad. Since it is easier to play and see things on the TV set. My advice is to save your money and pass on New Super Mario Bros U.

- Paul



Publisher: Nintendo  
System: Wii U  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 78%  
Sounds: 82%  
Replay/Extras: 53%  
Gameplay: 60%  
Family Friendly Factor: 74%





# Magical Bookmarks



Disney  
**PETER PAN**  
DIAMOND EDITION

Blu-ray™ Combo Pack  
and HD Digital on  
**FEBRUARY 5TH**



Have an adult help you cut out  
these Magical Peter Pan Diamond  
Edition bookmarks to mark your  
spot in your favorite books!



Disney  
**PETER PAN**  
DIAMOND EDITION

Blu-ray™ Combo Pack  
and HD Digital on  
**FEBRUARY 5TH**

**BLU-RAY™ COMBO PACK AND HD DIGITAL ON FEBRUARY 5TH**





# Reel Fishing Ocean Challenge



SCORE: 53

I love to go fishing. I do not get to do it as often as I would like. So when I had some left over points on the Wii I asked if I could purchase Reel Fishing Ocean Challenge for 500 points. If you do not know that is five dollars. A lot of money for a kid. I thought I was getting a real deal because other Natsume Reel Fishing games have been awesome. Sadly Reel Fishing Ocean Challenge on the Wii is the worst game of the entire franchise.

Reel Fishing Ocean Challenge is an extremely scaled down version of the Reel Fishing franchise. For the five dollars Natsume provides ten missions. If you want to pay them five more dollars you can get ten more. This goes to thirty missions in all for fifteen dollars. What bugs me is those

missions are in the game and on the screen. I can't play them unless I pay them more money. Which sucks.

What is worse is how lame many of these missions are. Catch two of a certain kind of fish. Then the next mission we have to catch three of them. The lack of originality in Reel Fishing Ocean Challenge is mean to kids. The controls in Reel Fishing Ocean Challenge also suck. They are hard to use, and we have to "fight" with the fish forever just to catch them. Make a mistake and its try again kid.



Reel Fishing Ocean Challenge would be a great game to listen to.

There is no lodge in Reel Fishing Ocean Challenge, and no people. This Wii game is an attempt to quickly cash in on a well known franchise with very little stuff. I was really bummed out that I lost my 500 Wii points on this waste of memory. Plus since its a downloadable game I can't sell it to a friend. Or trade it with them for another game. I am out the money with no chance to recoup anything. My parents are the best in the world cause they gave me five dollars to save towards something I will like and enjoy. All they asked was I help with this review.

- Kid Gamer

There are not enough fishing locations in Reel Fishing Ocean Challenge, and the music almost put me to sleep. The game play is just as boring as the music in Reel Fishing Ocean Challenge. If you needed a nap,



Publisher: Natsume  
System: Wii  
Rating: 'E' for Everyone

Graphics: 60%  
Sounds: 56%  
Replay/Extras: 33%  
Gameplay: 51%  
Family Friendly Factor: 67%







# WipeOut 3



SCORE: 58

I rented WipeOut 3 on the Wii curious to see if it would warrant a purchase. I heard good things about WipeOut 3, so my



hopes were high. They were dashed an hour and a half of playing this Wii game. How were they dashed? I completely beat the entire game in an hour and a half. Barely made it worth the cost of the rental.

WipeOut 3 takes families through a video game version of the television show. We are faced with obnoxious comedian hosts that are usually insulting the players. At times their comments can be totally off base. They would say I ran a perfect run even though I had made a few mistakes along the way.

Graphically WipeOut 3 hits quite a few low marks. We have some disturbing images in terms of characters, attire, and

violence. The commentators are sure to jump all over you verbally for making a mistake. They will also comment as you are going through areas perfectly.

I blitzed through the entire game of WipeOut 3. I did not lose one round. Or at least the game let me progress from start to finish of each episode,

and awarded me the check at the end. A couple of family members can enjoy WipeOut 3.

I found WipeOut 3 to be extremely easy, and repetitive. Many of the same traps are used over and over again. They may have a different design, but ultimately they are the same thing. This is one of the reasons I found WipeOut 3 to be too easy. I also found this home console game to be on the boring side.

WipeOut 3 has a few glitches that perplexed me. I would fall off things and be just floating in the water watching the clock tick away. It would take ten to fifteen seconds for the game to reset. The bouncing balls would sometimes launch me from the first to the far end, and other times not even make it to the next boun-



cy ball. Thankfully failing an obstacle three times let me progress past it on the next one. Where I would then sprint to the end of the level - usually.  
- Mark

Publisher: Activision  
System: Wii  
Rating: 'E10+' for Everyone 10+  
{Comic Mischief, Mild Cartoon Violence}

Graphics: 64%  
Sounds: 57%  
Replay/Extras: 45%  
Gameplay: 57%  
Family Friendly Factor: 65%





# Champion Jockey G1 Jockey & Gallop Racer



SCORE: 63

Horse racing games do not do well in America. I purchased Champion Jockey G1 Jockey & Gallop Racer to see if I could figure out why. This game is on the PS3 and Wii. I tested the former version. Champion Jockey G1 Jockey & Gallop Racer can be played with two Wands or with the controller. It does not matter which you choose - expect confusion to ensue.

Champion Jockey G1 Jockey & Gallop Racer is a hard sports game. Racing has to be done a certain way to succeed. Horses can be burned out if you do it wrong. You know what the result is then don't you? A last place finish. In fact expect numerous last place finished in Champion Jockey G1 Jockey & Gallop Racer.

The difficult to understand and execute controls are

one of the problems with Champion Jockey G1 Jockey & Gallop Racer. Another one is the lackluster graphics. This home console game is ugly looking. Its like the Wii version was ported to the PS3 with little to no graphical improvements. Plus Champion Jockey G1 Jockey & Gallop Racer would not push the Wii to its limits either.

My next issue with Champion Jockey G1 Jockey & Gallop Racer is the menu screens and choices. This home console game starts players out by asking them their preferences. It explains the differences to you. It then asks you many of the same questions before each race. Why? The game told me where to change my defaults, so why keep making me choose?

The music in Champion Jockey G1 Jockey & Gallop Racer



is enjoyable. I am not sure why the default choice before each race is to turn it off. The tutorial explains all kinds of things about horse racing and how to do it. Champion Jockey G1 Jockey & Gallop Racer will also offer honest criticism as to what you did wrong. It always refers you back to the control tutorials if you are not doing something right.

Champion Jockey G1 Jockey & Gallop Racer is one of the most difficult games I have ever played. The rules are a long list of confusing things. The controls are so involved it will make you want to sit down and rest for a bit. I believe this is why horse racing games fail so miserably in the United States of America.

- Frank



Publisher: Tecmo Koei  
System: PS3/Wii  
Rating: 'E' for Everyone

Graphics: 64%  
Sounds: 81%  
Replay/Extras: 80%  
Gameplay: 29%  
Family Friendly Factor: 63%







# Sonic Dash

SCORE: 64



I was extremely stoked to hear about Sonic Dash on the iPhone/iPod Touch and iPad platforms. A Temple Run kind of game with Sonic the Hedgehog. It has to be awesome right? Sadly it is one of the worst examples of a cash grab by a company in some time. I paid \$1.99 to purchase this hand held game.

A dollar more than I normally pay. Sonic Dash is constantly trying to get you to pay them more money.

Sonic Dash gives you hints. Those hints are: "pay us even more money." I expect this kind of treatment from a free app. Not from one I plopped down two dollars for. It takes weeks to earn enough red star coins to get enough money to purchase any character other than Sonic. Right now there are only four playable characters. No Shadow for all of those who like to play as him.



We get Sonic, Tails, Knuckles and Amy. And Sonic is only playable at first.

The biggest problem aside from the constant: "give us more money," is the glitches. Sonic Dash locks up on a routine basis, and will not work on older devices. There are

visual and graphical glitches as well - which lead to death. If that were not bad enough Sonic Dash is a huge battery drain.

For an endless runner Sonic Dash has too many annoying spots that are nearly impossible to get by. We start in the middle of the track and can swipe to go to the right side, and swipe to go to the left side. Now going from the far right to far left requires two swipes.

The same applies for going the opposite direction. This problem lead to more deaths due to poor level design.

Many of the missions in Sonic Dash get difficult to complete, and a few are not very clear. Jumping over a large chasm and hitting a fish does not always work. Then you get "hints" from Sonic Dash. These "hints" are buy this or buy that. These happen after every single in game death. The balance in Sonic Dash is horrible.

Sonic Dash may be one of the worst endless runner games I have ever played. It is one of the most expensive, and annoying for sure. Which is a shame because Sonic Dash has



such potential. I hope Sega turns this game around and quickly. Before their name becomes mud with app gamers for the rest of their history.  
- Paul

Publisher: Sega  
System: iPhone/iPad  
Rating: '4+' for 4+

Graphics: 72%  
Sounds: 79%  
Replay/Extras: 60%  
Gameplay: 50%  
Family Friendly Factor: 60%



## Comix Zone

SCORE: 59

Sega created quite a few unique ideas in the 16-bit era on the Sega Genesis. Comix Zone was one such idea. We play this home console game on a comic book strip. We can knock characters into or even through the walls separating the frames. A large hand comes in and draws enemies quickly. All in all it makes Comix Zone a very unique experience. Sadly there are some things that bring this game down.

First and foremost the violence in Comix Zone gets old and boring very quickly. Beat up this guy, and go to the next pane to beat up another one. Bash on them until they are slammed down three times and then they finally disappear. Comix Zone does include different kinds of enemies which helps with the monotony.

There are no saves in Comix Zone. You have to play this game from start until finish. If you make a mistake it can mean game over. And start again from the top. There are very limited health items in Comix Zone. There are also cheap hits that you have to take in certain rooms.

The sounds help Comix Zone feel boring. These sounds are also showing their age. Back then they would have been decent although repetitive. Comix Zone is an interesting twist on the beat them up genre. Ultimately it suffers from too many problems and should have an E10+ rating in my opinion.

- Paul

## Wrecking Crew

SCORE: 71

Wrecking Crew is an old NES game that Nintendo has ported over to the Nintendo 3DS. If you purchased this game on the older system you are not given a free copy or even a discount. You are expected to pay full price a second time. There are one hundred levels for families to work their way through.

The levels are different in Wrecking Crew. They have some similarities though. Players must take a Mario looking character and wreck things. Players demolish a variety of objects in Wrecking Crew. They must also avoid enemies that will try to stop them. Fire balls also appear if you take too long.

Why are people trying to stop us in Wrecking Crew? Are we breaking their stuff against their wishes? Those two questions haunted me while I was playing Wrecking Crew. How would you feel if someone came into your house and started breaking stuff? I know how I would feel. So I do not want to spread that bad feeling.

Wrecking Crew is an extremely confusing game. I played levels over and over again trying to figure out how to beat them. I finally figured out that I had to destroy all kinds of different items. What has to be destroyed does not always make sense. Mistakes can be made in levels and they can no longer be beaten. The poor level design is amplified by the poor instructions.

I wanted Wrecking Crew to be an awesome retro game that I could recommend. Unfortunately that is not the case. If you missed Wrecking Crew, you did not really miss much.

- Sam



Publisher: Sega

System: Genesis

Rating: 'E' - Everyone  
{Animated Violence}

Graphics: 60%

Sounds: 70%

Replay/Extras: 50%

Gameplay: 53%

Family Friendly Factor: 60%

Publisher: Nintendo

System: NES/3DS/Wii

Rating: 'E' - Everyone

Graphics: 73%

Sounds: 77%

Replay/Extras: 85%

Gameplay: 50%

Family Friendly Factor: 72%





# Gran Turismo



SCORE: 75

I saw Gran Turismo on the Playstation Portable (PSP) for a really good price on clearance. I wondered how well this Sony racing game made



the transition to this hand held device. Ultimately I came away from the experience with the opinion - the PSP version of Gran Turismo is okay. It is not stellar, and it is not horrible. In the middle of the road on the dotted line.

The cars look fantastic in Gran Turismo. The tracks are another story. The tracks are pretty bland and blah looking. The cars look fantastic especially in the menu screens. Which is nice since there are eight hundred cars in Gran Turismo. There are only thirty-five tracks so their poor graphics is semi excusable.

The music in Gran Turismo is okay. I heard some music I liked, and some I could have done without. Again right down the middle. Nothing that

stood out, and nothing that called out the pitchforks. The car sounds are pretty generic as well.

The core concept of Gran Turismo stays the same. We race cars to earn money. That money is used to purchase better vehicles. I raced the same tracks over and over again earning money to get a car good enough to compete in the next race. This happens frequently in Gran Turismo. Probably because there are only

thirty-five tracks. The developer Polyphony Digital had to find a way to get players interested in purchasing some of the eight hundred cars.

I feel like I got my moneys worth out of Gran Turismo on the PSP. I paid under five dollars so that may have something to do with that opinion. There is enough content for me to have felt good about my purchase. Plus I am blessed to be able to share my experiences with all of you guys. Not everyone gets to do that.

Gran Turismo lets players knock other cars out of their way. Be careful because the computer controlled cars can band you around as well. Gran Turismo is Wi-Fi compatible for up to four players. So if you can actually find someone else with the PSP version of Gran Turismo you can play with them.



The goal in Gran Turismo is to get to the finish line first after a set number of laps. This hand held game provides a line guide to show players where to be on the track. Also when to slow down. - Frank

**Publisher:** Sony  
**System:** PSP  
**Rating:** 'E' - Everyone

**Graphics:** 70%  
**Sounds:** 75%  
**Replay/Extras:** 90%  
**Gameplay:** 60%  
**Family Friendly Factor:** 79%





# Sanctuary Season 3



SCORE: 51

After finishing Sanctuary Season 2 I needed some time off from the show. It can be a spiritually draining experience to subject yourself to that much darkness. Sanctuary Season 3 quickly dispatches with the cliffhanger from last season. Then we are drawn into an all new story arc that involves Hollow Earth. Yes there are people living in the center of the earth, and they are more advanced than we are.

Life and death are conveniently trampled upon in Sanctuary Season 3. As well as what goes on after we die. Yet again Sanctuary decided to attack Judeo-Christian beliefs. It decides that it wants to try and snuff out the truth so people can believe in all kinds of odd

fantasies.

There continues to be too many unbelievable characters in Sanctuary Season 3. They have super major powerful Abnormals that control all kinds of things on the planet. The one stand out character

in this series continues to be Nikola Tesla. His acting, and his character have so many levels of depth it amazes me.

There is less of a focus in Sanctuary Season 3 on protecting these monsters. Instead it is more about their finding Hollow Earth and the ramifications. Dr Jekyll and Mr Hyde make an appearance, and he is nothing like I expected him to be. He makes an intense villain especially in the season finale cliffhanger. But I know they will find some way out of this new predicament. Why? Because



they always do. This show ends with an insane problem that is quickly solved in the first episode of the next season.

Blood, gore, bad language, and entertainment to lust continue in Sanctuary Season 3. Relationships are explored, but nothing is done to redeem the previous attacks on marriage. In fact a variety of deviations are supported and encouraged in Sanctuary Season 3.

It is like Hollywood is the Pied Piper trying to march all their viewers as far away from God and the most perfect path as possible. It is my prayer that as many as possible will not be deceived by shows like Sanctuary Season 3.

- Luke



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

Graphics: 49%  
Sounds: 53%  
Replay/Extras: 65%  
Gameplay: 55%  
Family Friendly Factor: 32%





# DEVELOPING GAMES



Santee

Uncolonized land.



5

Time: 33 day(s)

Send

Chance: 1%



Natives: 1000  
Aggressiveness: ██████████  
Ferocity: ▽ ▽

Game: Europa IV Universalis  
Company: Paradox Interactive  
Release Date: Q3 2013  
System: Personal Computer  
Rating: 'RP' - Rating Pending









Game: Europa IV Universalis  
 Company: Paradox Interactive  
 Release Date: Q3 2013  
 System: Personal Computer  
 Rating: 'RP' - Rating Pending













# DONKEY KONG COUNTRY RETURNS 3D

**Game:** Donkey Kong Country Returns 3D  
**Company:** Nintendo  
**Release Date:** Summer 2013  
**System:** Nintendo 3DS  
**Rating:** 'RP' - Rating Pending



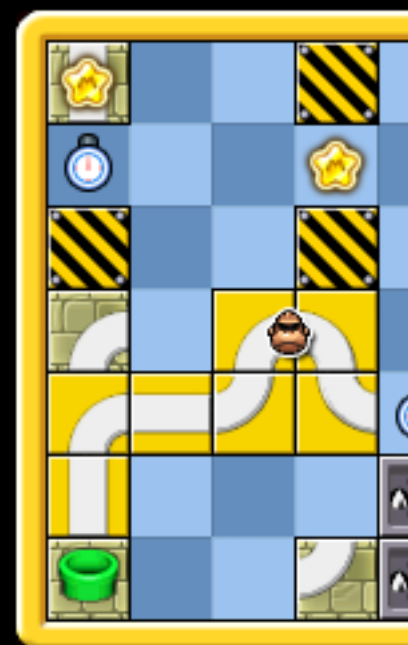


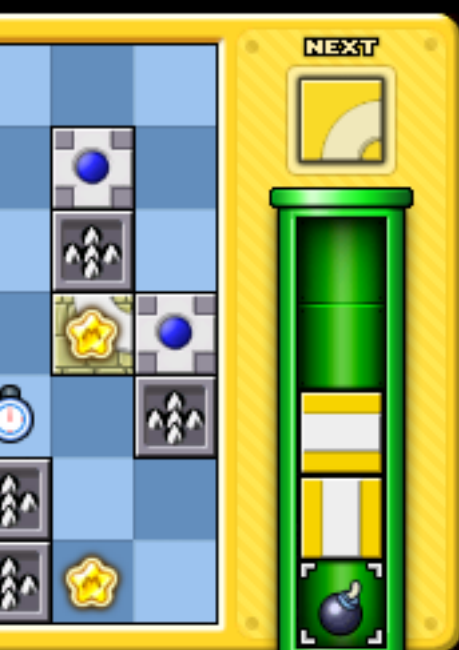
**Game:** WRC 3 FIA World Rally Championship  
**Company:** Namco Bandai  
**Release Date:** Spring 2013  
**System:** Playstation Vita  
**Rating:** 'RP' - Rating Pending











Games: Mario and Donkey Kong: Minis on the Move  
 Company: Nintendo  
 Release Date: 2013  
 System: Nintendo 3DS  
 Rating: \*RP\* - Rating Pending

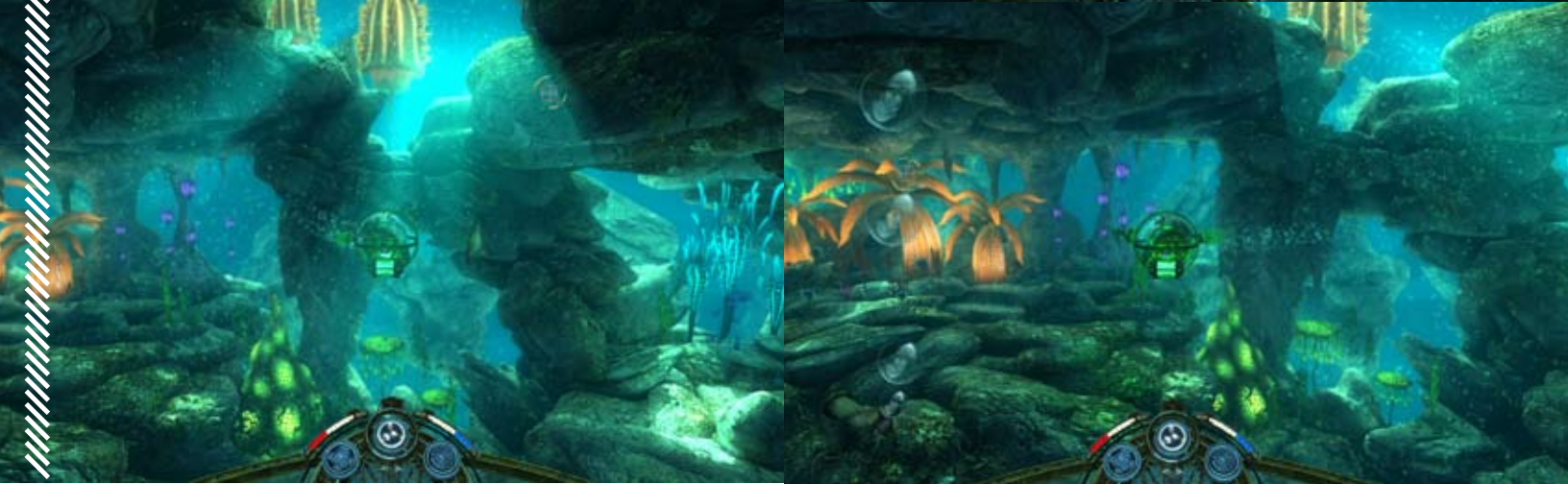




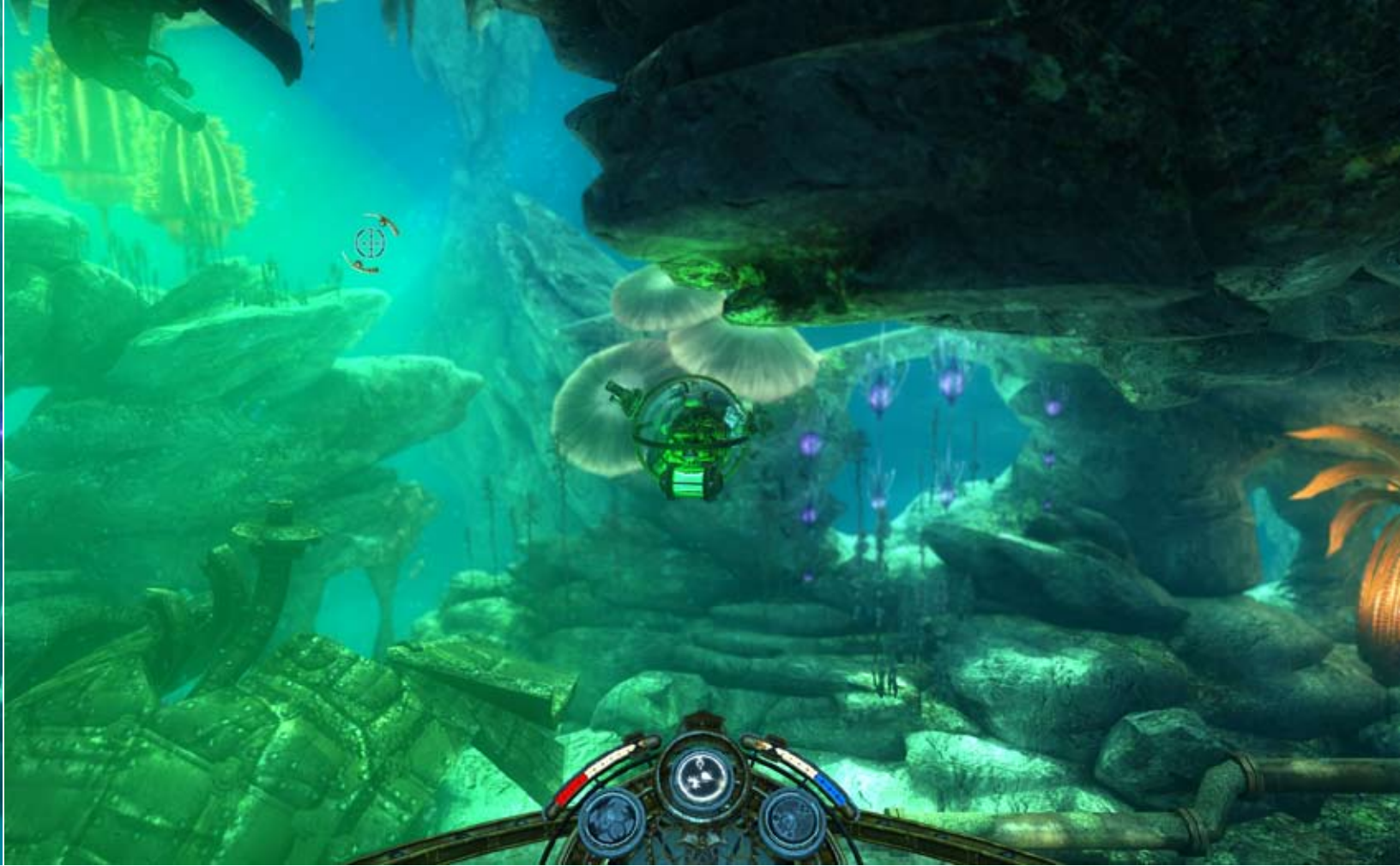


**Game:** Fathom  
**Company:** Ironsun Studios  
**Release Date:** TBA  
**System:** Personal Computer  
**Rating:** 'RP' - Rating Pending



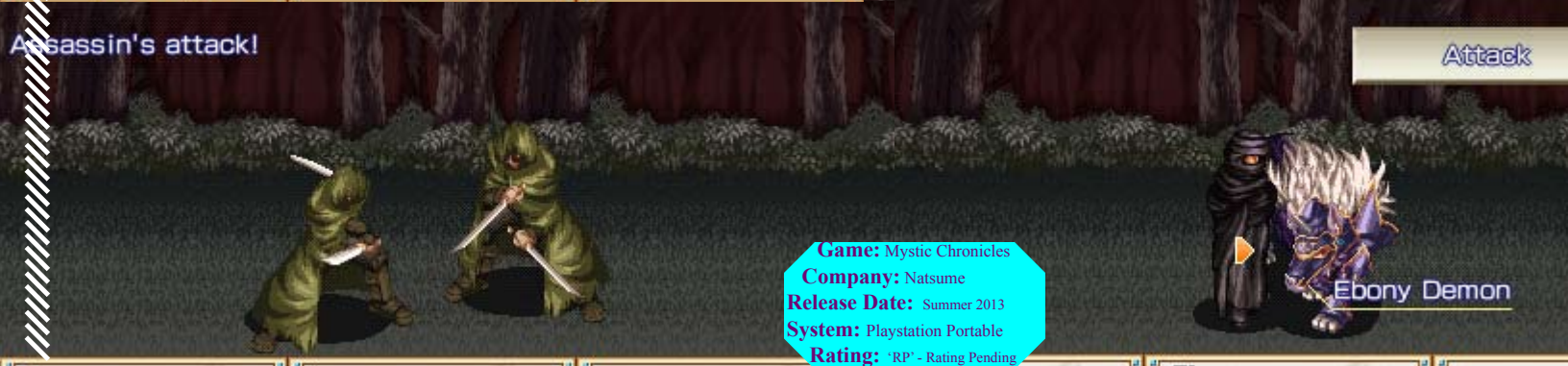






**Game:** Fathom  
**Company:** Ironsun Studios  
**Release Date:** TBA  
**System:** Personal Computer  
**Rating:** 'RP' - Rating Pending







3 members coordinate Punishment!



|   |   |  |
|---|---|--|
| <p>Lux</p> <p>HP 442</p> <p>SP 33</p> <p>HP 653</p> | <p>Tina</p> <p>HP 264</p> <p>SP 103</p> <p>HP 964</p> | <p>Corona</p> <p>HP 249</p> <p>SP 51</p> <p>HP 664</p> |
|---|---|--|

Dragon spat Dragon Breath!



|  |  |
|--|--|
| <p>Lux</p> <p>HP 1095</p> <p>SP 149</p> <p>HP 1326</p> | <p>Tina</p> <p>HP 636</p> <p>SP 262</p> <p>HP 1865</p> |
|--|--|



Lux is defending.



|  |  |
|--|--|
| <p>Lux</p> <p>HP 1095</p> <p>SP 149</p> <p>HP 1326</p> | <p>Tina</p> <p>HP 636</p> <p>SP 262</p> <p>HP 1865</p> |
|--|--|



Lux

Ha! There's no way I'll be late. Not for the most important day of my life!

Holos



Ice Bull chants Blizzard!











**Game:** Mario & Luigi: Dream Team  
**Company:** Nintendo  
**Release Date:** Summer 2013  
**System:** Nintendo 3DS  
**Rating:** 'RP' - Rating Pending









**Product:** The Legend of Zelda Wind Waker HD

**Company:** Nintendo

**Release Date:** 2013

**System:** Wii U

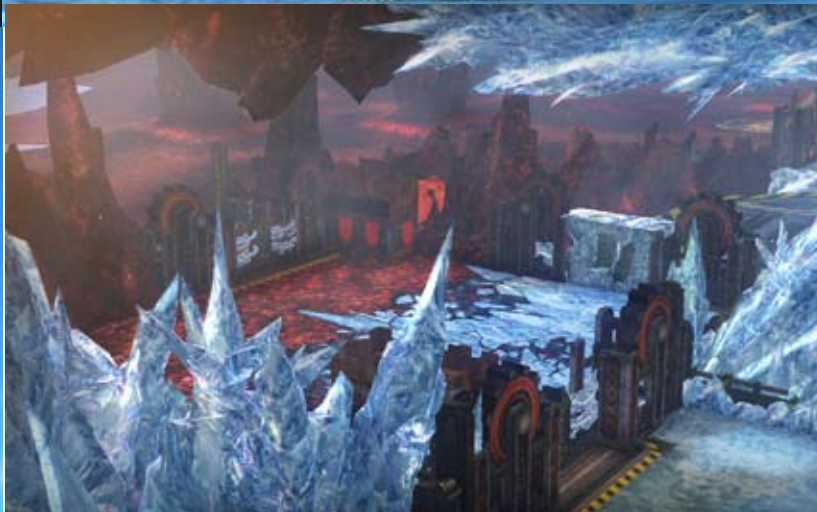
**Rating:** 'RP' - Rating Pending





**Product:** ONE PIECE PIRATE WARRIORS 2  
**Company:** Namco Bandai Games  
**Release Date:** Summer 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending







# RECENT RELEASES





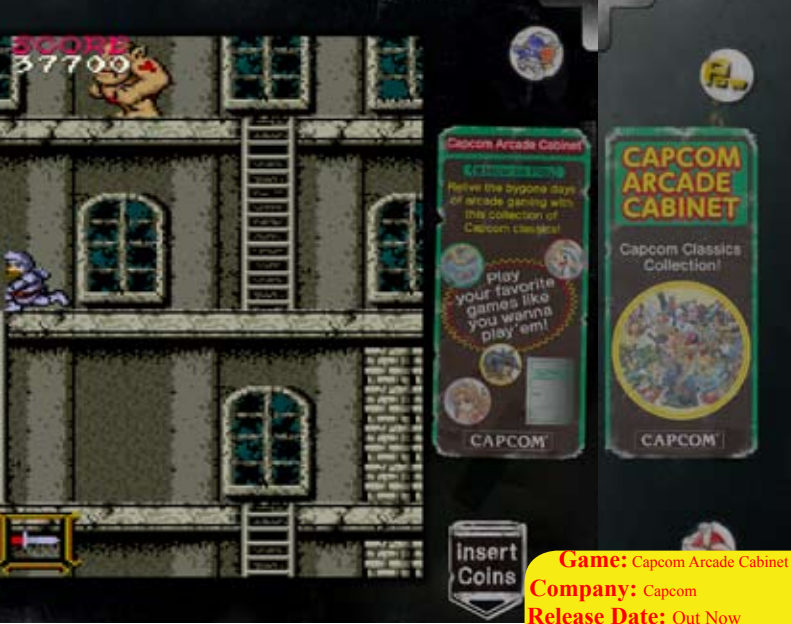


**Game:** HarmoKnight  
**Company:** Game Freak  
**Release Date:** March 28, 2013  
**System:** Nintendo 3DS  
**Rating:** 'RP' - Rating Pending









**Game:** Capcom Arcade Cabinet  
**Company:** Capcom  
**Release Date:** Out Now  
**System:** PS3/Xbox 360/PS Vita  
**Rating:** 'T' - Teen (Fantasy Violence, Partial Nudity, Use of Tobacco)





**Product:**  
Toy Story  
Smash It

**Company:**  
Disney Mobile

**Release Date:**  
Out Now

**System:**  
iPhone/iPod  
Touch

**Rating:**  
4+ - 4+









**UNLOCK THE POWER OF YOUR ARSENAL IN ARCADE MODE!**



**Product:** After Burner Climax  
**Company:** Sega  
**Release Date:** Out Now  
**System:** iPhone/iPod Touch  
**Rating:** '9+' - 9+  
{Infrequent/Mild Realistic Violence}



SCORE  
44842  
STAGE 10  
★★★★★  
★★



# BARREL THROUGH 20+ SKYSCAPES!

SCORE  
67527  
STAGE 05  
★★★★★  
★★  
COMBO  
4







**Game:** The Cave  
**Company:** Sega  
**Release Date:** Out Now  
**System:** PS3/PC/Xbox 360  
**Rating:** 'T' - Teen  
{Fantasy Violence, Blood}









**Game:** The Cave  
**Company:** Sega  
**Release Date:** Out Now  
**System:** PS3/PC/Xbox 360  
**Rating:** 'T' - Teen  
{Fantasy Violence, Blood}







# Devotional

## Pleasing God

I was in for a shock recently when I realized so many people out there think of themselves first. They do not even consider if their actions are pleasing to God or not. They arrogantly tell God they got everything that enters their lives, and they focus on themselves instead of the Creator of the universe. Life is about their comfort, pleasure, and desires. It is not about what they were designed for. They ignore their purpose.

So what are some of the things we can all do that is pleasing to God? We can know Him. **Ephesians 1:5** *God decided in advance to adopt us into his own family by bringing us to himself through Jesus Christ. This is what he wanted to do, and it gave him great pleasure.* When we enter into a relationship with God we bring him pleasure.

We can also trust God in all things. In all aspects of our lives. **Psalms 147:11** *but he takes pleasure in those who*

*honor him, in those who trust in his constant love.* We trusted God with Family Friendly Gaming a long time ago. Look at what happened.

We can obey God. We know what truth is. We know what the Holy Bible teaches. If you don't know, then start to read it. Start to learn. Those that know already - have no excuses. **Hebrews 11:7** *It was faith that made Noah hear God's warnings about things in the future that he could not see. He obeyed God and built a boat in which he and his family were saved. As a result, the world was condemned, and Noah received from God the righteousness that comes by faith.* Can you imagine the problems Noah had when he built the ark? Do you know how many people told me Family Friendly Gaming was a bad idea? Do you know of the death threats? I fear God over those humans that want me dead.

Finally we seek God's will for our lives. We embrace the understanding that all we do - we do for God's glory. We are not living for ourselves. **Hebrews 13:16** *Make sure you*

*don't take things for granted and go slack in working for the common good; share what you have with others. God takes particular pleasure in acts of worship—a different kind of "sacrifice"—that take place in kitchen and workplace and on the streets.* This devotional was inspired by Reverend Lynn Holmes of Calvary Church.

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.

Console wars - Every generation of video game home console releases are affectionately referred to as console wars. Two or three companies battle it out for the most sales. Atari won the first couple. Then Nintendo won two generations. Then Sony won two generations. Nintendo won the last one (even though it is not technically over and the Xbox 360 is gaining on the Wii). The next generation is

anyone's guess.

Xbox - There have been two Xbox machines released thus far. The original Xbox, and the Xbox 360. Microsoft created and made both of these home console machines. The Xbox was jokingly referred to as the largest and heaviest doorstop ever created. There were few games for families, which was the biggest reason for its downfall. Microsoft learned from that mistake with the Xbox 360. They initially targeted just the niche hardcore gamer, but saw the success of the Nintendo Wii. Microsoft then aggressively published software and a controller system (Kinect) that appeals to the masses.

Atari - Once the dominate player in the video game industry, Atari has fallen very far from grace. Their failure to provide quality control of licensed products on their machines

led to the video game crash in the 1980s. They tried numerous times to rise from their ashes like the phoenix. Unfortunately none of their later machines caught on with gamers. This is sad since the Lynx and Jaguar were both fantastic machines with all kinds of potential.

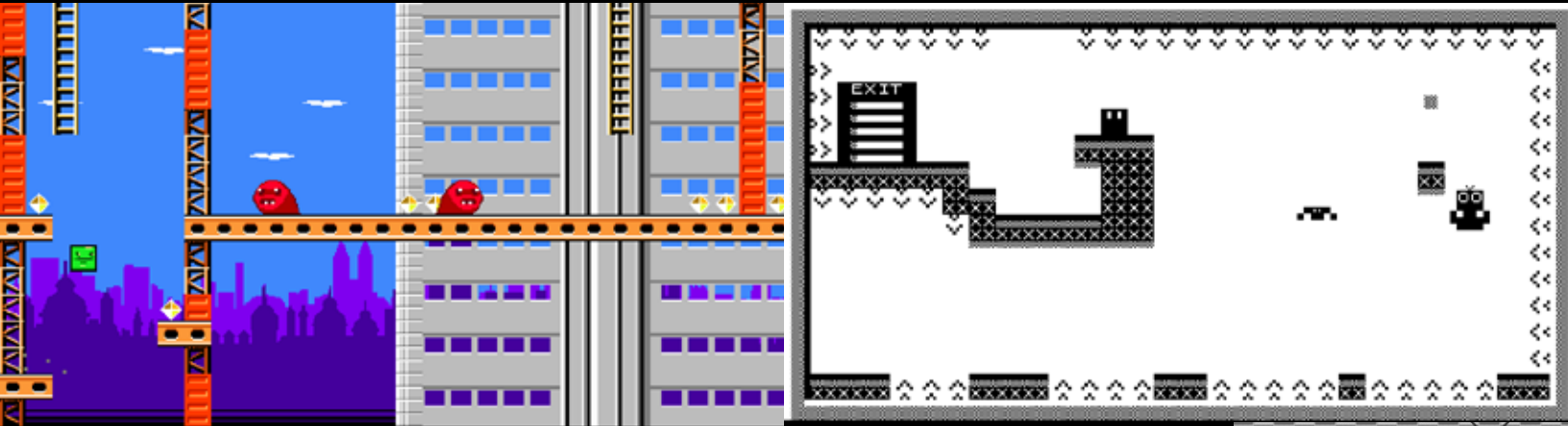
3DO - This was an attempt at a high dollar video game home console machine. The graphics were ahead of their time. The high cost of their machine is what led to its demise. Families could not afford it. Niche hardcore gamers could not afford it. There was also a lack of games that interested any kind of gamer.

Nintendo DSi - A minor upgraded Nintendo DS from Nintendo that included two digital cameras. Backwards compatibility with the Gameboy Advance was dropped. Camera resolution was bad.



# Last Minute

## Tidbits



Pixel was a little green pixel who was tired of being part of the crowd

Pixel wanted to see more...

VIDEO GAME MUSEUM

PIXEL FOUND IT WAS TIME TO FIND OUT A TIME WINTER





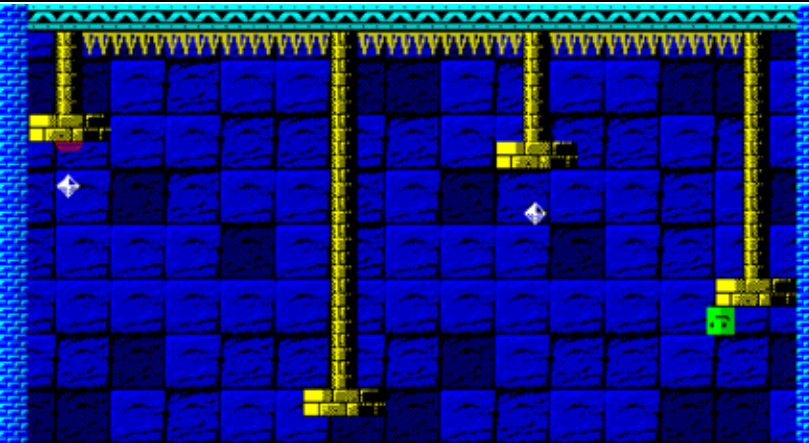
◆ 0/25 **GOLDEN BATTLESHIPS** ◆ 0/5



◆ 0/21 **UP TO THE CLOUDS** ◆ 0/64 ◆ 0/24



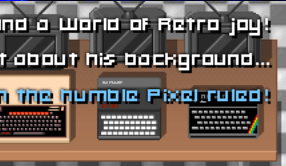
**ONLY ONE LEVEL LEFT!** ◆ 0/64



**STEPPING STONES** ◆ 0/5 ◆ 0/11



**LOOKOUT TOWER** ◆ 0/5



Family Friendly Gaming



**Product:** Life of Pixel  
**Company:** Super Icon  
**Release Date:** Out Now  
**System:** PS Vita  
**Rating:** 'E' - Everyone





x1 Last Minute Tidbits Continued 

60 

 8 Helen   
36,675



**Product:** Sonic Dash  
**Company:** Sega  
**Release Date:** March 7, 2013  
**System:** iPhone/iPod Touch/iPad  
**Rating:** '4+' - 4+



Last Minute Tidbits  
Continued





EA SPORTS TIGER WOODS  
PGA TOUR 14

# Legends of the Majors

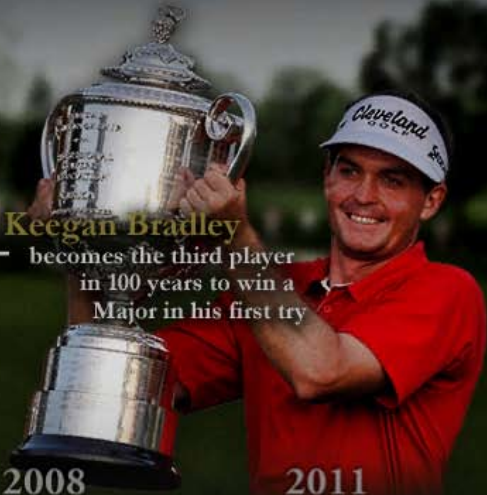
# Legends in the Making

2006 - 2013

LB ● ● ● ● ● ● ● ● RB

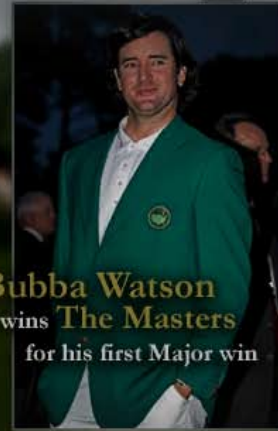
2011

**Keegan Bradley**  
becomes the third player  
in 100 years to win a  
Major in his first try



2012

**Bubba Watson**  
wins The Masters  
for his first Major win



2013

2007

2008

2011

2012

2012

2013



USGA

USGA



**B** Back

EA SPORTS TIGER WOODS  
PGA TOUR 14

Bonus GOLF Waste Management Phoenix Open Top 5: 1) Phil Mic Xefa63938aGBVTB



The Masters  
of Amen Corner

Four tournaments earn their "Major"  
status in Arnold Palmer's 1960 season

1961— Arnold Palmer wins  
his first Open Cham

1961— Gary Player becomes the  
first international winner  
of The Masters

1962—

1958

1960

1961

1961

1962

1962



A Select B Back

EA SPORTS  
TIGER WOODS  
PGA TOUR 14

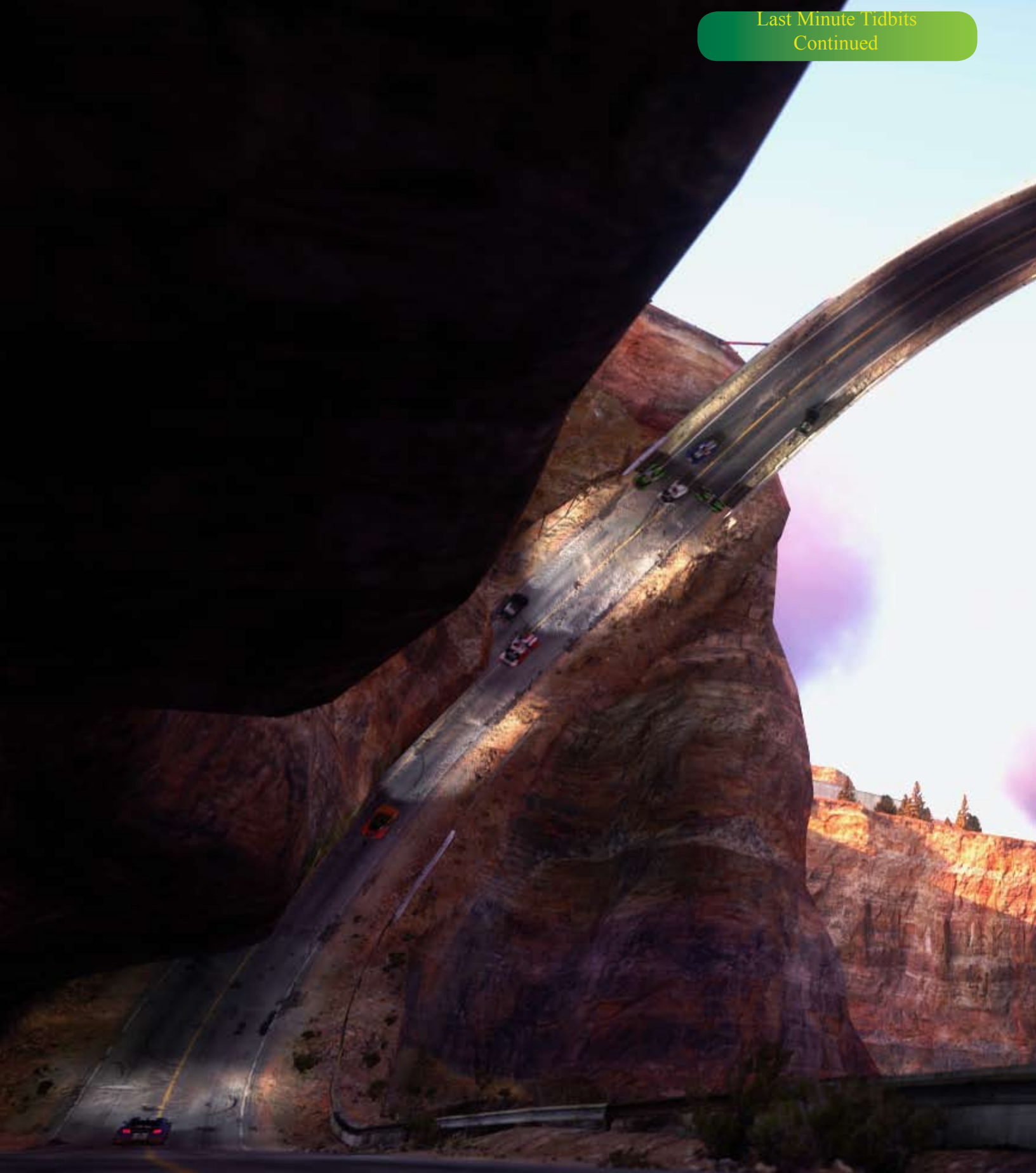
DIFFICULTY Pro 1.25x Difficulty Bonus Carolina @ Ottawa Xefa63938aGBVTB



**Product:** Tiger Woods PGA Tour 14  
**Company:** EA Sports  
**System:** PS3/Xbox 360  
**Release Date:** March 29, 2013  
**Rating:** 'E' - Everyone

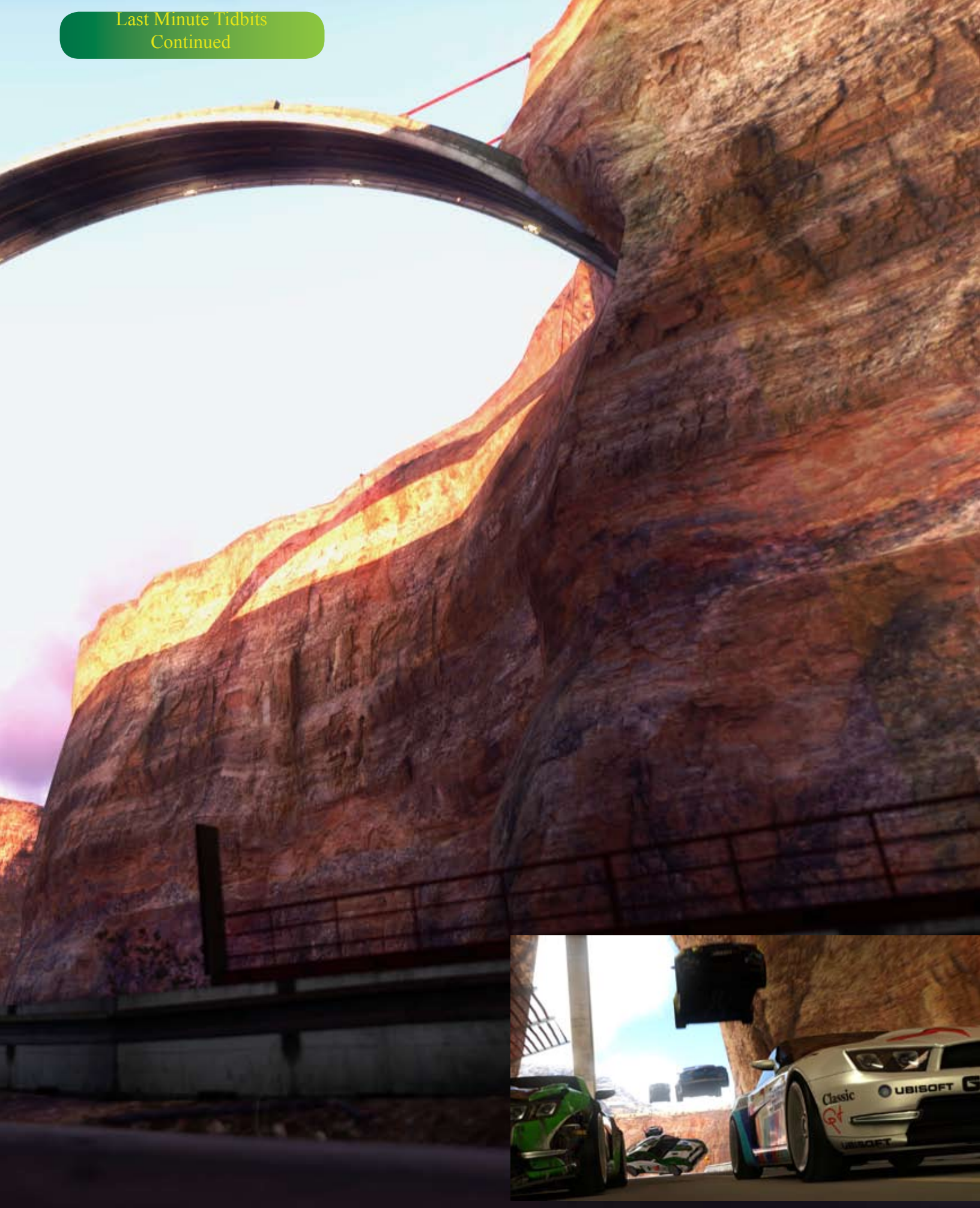
EA SPORTS  
TIGER WOODS  
PGA TOUR 14





**Product:** Trackmania 2 Canyon  
**Company:** Ubisoft  
**System:** PC  
**Release Date:** April 10, 2013  
**Rating:** 'RP' - Rating Pending









**WORLD MENU** Show World Log View News Button Guide

- Workshop
- Sortie
- Rendezvous
- Merc Registration
- Team Info
- Player Info
- Rankings
- Free Battle

**TEAM INFORMATION**  
FROM SOFTWARE S

**MID-CONTIENT** 887157

**NORTH FRONTIER** 834127

**SOUTH FRONTIER** 775187

**NEW FRONTIER** 0:14:25:54

**MIDDLE EAST** 807415

**FAR EAST** 514741

**SOUTH ISLANDS** 130705

**TEAM MEMBER**  
**Product:** Armored Core Verdict Day  
**Company:** Namco Bandai  
**System:** PS3/Xbox 360  
**Release Date:** Summer 2013  
**Rating:** 'RP' - Rating Pending

and confirm mission logs and other info.





最寄り駅を降り、人の波に流されるようにして



心は判断だ

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稲船沙希

(……私を除いて、ここにいるのは6人か)

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己が宿命に目覚め

心は判断だ

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「あいあい、それじゃあ何か？  
こんな状況を招いた元凶が  
勇者様の一味なのかよ」  
???

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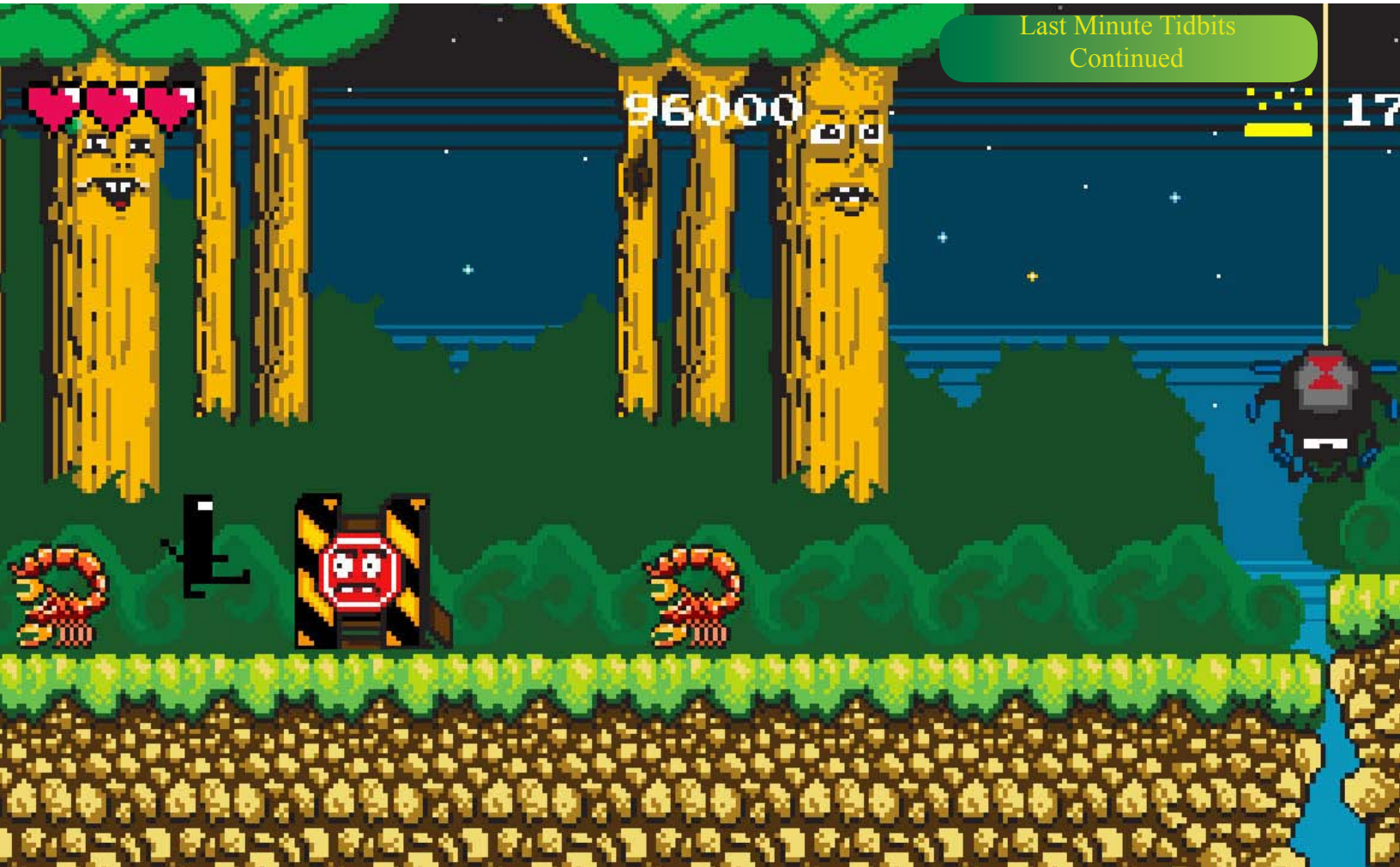
Product: Sweet Fuse At Your Side  
Company: Aksys Games  
System: Playstation Portable  
Release Date: Summer 2013  
Rating: 'RP' - Rating Pending



Last Minute Tidbits  
Continued

96000

17



50,000 PTS

322,832

18 / 3



CHECKPOINT SKIPPED!!!

BONUS: 50,000 PTS





Last Minute Tidbits  
Continued

978,886

43/4

15,000 PTS



447,250

23/4



**Product:** BIT.TRIP Presents... Runner2: Future Legend of Rhythm Alien  
**Company:** Aksys Games  
**Release Date:** Out Now  
**System:** PS3/Xbox 360  
**Rating:** 'T' - Teen





**Product:** Temple of Run Oz  
**Company:** Disney Mobile  
**Release Date:** Out Now  
**System:** iPhone/iPod Touch/iPad  
**Rating:** '9+' - 9+  
{Infrequent/Mild Cartoon or Fantasy Violence}



