Pro Cycling Manager 2013, Mittens, CastleStorm and more!

The VOICE of the FAMILY in GAMING

Scrooge McDuck is making his return to home consoles

Lego City Undercover leads the Wii U Reviews this issue!

Family Friendly

Gaming

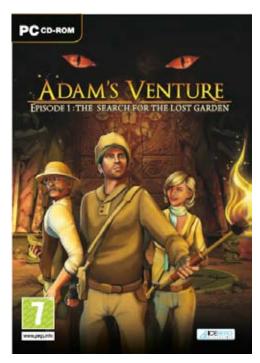
Issue #70

May 2013

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Editor's Desk

Long Climb

Every time we reach a milestone here at Family Friendly Gaming I can barely believe it is true. Yet here we are at the release of issue number seventy. I look back at all of the vears, and realize how amazingly blessed we have been. Taking things one day a time has been the order of the day for years. Rarely have I taken the time to look back at the long climb. My mind is on the things that need to be done going forward. I also think of how amazing everything has been. I look back and see how far we have come. I barely believe all of the progress we have made over the years.

What amazes me the most is how well known Family Friendly Gaming is all over the entire world. We did absolutely nothing to reach out to countries outside the United States. Yet God opened doors anyways. It such an amazing blessing. I never know what to expect next. It sure makes life exciting and interesting though.

I am so thankful for all the wonderful people and companies that contribute to the continued operating costs of Family Friendly Gaming. We continue to keep our promise to not run donation campaigns, and to not barrage you with requests for financial assistance. We trust God to provide, and there are so many wonderful people and companies that are givers.

Yes there are some out there that are just takers only. There are those who think we are here to make them wealthy while they do nothing to contribute to our operating costs. Some like to use that excuse that its not their department. Some do not realize they are hurting themselves and their companies in the long run. I do everything possible to teach them in a loving and kind manner. Then it is between them and God. I go about the work God has laid before me.

We had some major projects planned for last year that have been put on hold. It is my hope and prayer to get at least one of them back on track this year. It all depends on whether it is God's will or not. I have all kinds of different ideas, and things I would like to get accomplished. I have learned to be patient for the right time. Sometimes technology changes and we have to make modifications.

I am so thankful for all of the hits our Youtube channel has been receiving. Facebook and Twitter are moving forward for those that like to use those services. The Images section of the website has exploded this year. It has even passed the Videos section which was a

real shocker to me. Online reviews has passed the 3,600 mark. Unique IP addresses over the past five years has passed the 2.8 million mark. What do ya'll think of the CD Previews? They have helped us keep the Previews section on track this year, and they are a new area of growth. What about the Coloring Sheets section? Are your kids enjoying that new area of growth for Family Friendly Gaming?

I want to thank each and every one of ya'll that helps Family Friendly Gaming on a daily basis. You are so wonderful. I appreciate all that you do to help us. Please keep us in your prayers as the exhausting E3 2013 is coming up soon.

God bless you, and yours, Paul Bury



Female Side

Easter

We had such a wonderful Easter this year. There are few holidays on the calendar that actually mean anything. Christmas and Easter are the two important holidays. Christmas because we take some time to celebrate the birth of our Lord and Saviour Jesus Christ. Easter because it is the time to be thankful that Jesus Christ died on the cross for our sins. The coolest part about Easter is it has two parts. Jesus Christ died on the cross for our sins, but it did not end there. He rose from the dead three days later.

Quite a few people throughout history claimed they were God. Quite a few claimed they knew the way into heaven. Only one of them died and came back to offer proof to our skeptical minds. Which is something that has impressed me since I was a young girl. Jesus Christ brought a shifting to our brains, and how we perceive the world. He showed all of us a better path.

His disciples all ran away and hid when He died. Peter denied him three times. Yet each and every one of them shifted their viewpoints and boldly proclaimed His name. Something happened that made them go into persecution, misery, pain, and suffering. They

did not get wealthy from it. They lost everything including their lives. Yet they were so transformed that they happily accepted all of the persecution. They sang praises after being tortured.

Then there is the apostle Paul. He was a murderer sanctioned by the state. He hunted down and murdered followers of the Way. Jesus entered his life, and he was radically changed as well. He was stoned to death, tortured, imprisoned, and more. Yet throughout all those problems he continued to preach the name and saving grace of Jesus Christ. To the very people who hated him, and wanted him dead. He had that kind of compassion for their souls.

I look at all the good and wonderful things Christians have done over the years. Improving the quality of life, hospitals, orphanages, teachings, leadership, guidance and more. I marvel at many of those who have done such wonderful things for God. I am thankful for all of the splendid things God has done for me in my life.

There are plenty of religions who make all kinds of claims. There are all kinds of ideas on the variety of things you need to do for those religious. Christianity is about a relationship with God. It is about the work has already been done for you.

It is about being thankful to God for what He has done for us. He did not need to. The evil things all of us have done should earn us instant death. The fact that He is so gracious and so patient with us astounds me. Can I have a fraction of that grace and patients with those I deal with on a daily basis? Can I look at others the way God looks at us? Can I make this world a better place? Maybe this column will impact your life. I pray it does.

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

Redefiners

The WMG was having a productive conversation with the MAIN MAN recently. You know THE GREAT ONE at Family Friendly Gaming. He does not really like being referenced that way, so its a little inside joke. It was all about the problem with those attempting to redefine things. Like marriage for instance. Anyone who is so disrespectful to the past six thousand years of recorded human history is opening a Pandora's Box. They are telling everyone that anyone can redefine anything to fit their personal viewpoint. Even if it is a completely deviant one. Want to marry your dog? Or your car? Why not, who are we to deny you that redefinition? Its hate speech according to some to stand up for morals, ethics, and tradition.

If you have the right to redefine something to fit your odd viewpoint, why can't someone else redefine it right back to its original definition? How can you actually claim any moral high ground? You opened the door, and started the disrespecting of the past. Why would anyone respect any of your changes? Where does it ultimately stop? Certain radical groups are shoving their wanted changes through the society and culture. These things would have never been dreamed of forty years ago. In fact they were defined as a mental illness. So as some keep pushing the culture further and further away from God, what will their push for next?

How can the American culture expect no consequences after being so wicked, vile, and evil? Do some actually think they can thumb their noses at God and get blessed for their defiance? There are actually some people trying to redefine the BIBLE to fit their worldly if not demonic viewpoints. They want to deceive the elect if that were possible.

The WMG fears for the future of America. God will allow this country to reap the fruits of its seeds of disobedience. God will respect the wishes of those who refuse His protection. God will let us pay the price for trying to redefine what He has given to us.

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!

Making Dreams Come True

Thank you for all that you do. Your story on Making Dreams Come True was one of the most honest stories I have ever read. What about you? Who makes your dreams come true? You do so much for so many. Who thinks of you?

- Carmen

{PB}: Thank you so much for your kind words on that article. I wish I could do more. I only have so much time in a day, and only so much energy on each and every day. As far as others making my dreams come true - there are so many. Anyone who listens and thinks about doing God's

will for their lives make my dreams come true. Anyone who helps support Family Friendly Gaming through a variety of ways also makes my dreams come true. Anyone who makes God number one in all areas of their lives makes my dreams come true.

Avoiding First Person Shooters

Thank you for Why I DO NOT Play FPS games. Most insightful and thought provoking articles are coming from Family Friendly Gaming. - *Ray*

{PB}: Thank you for your kind words on that article. Thank you so very much for your amazing confidence in what we are writing about. I am routinely asked where do these ideas come from. I believe it comes from being in tune with the Holy Spirit. Having a sensitive ear to what God is saying. Many of these ideas, articles, and columns come from prayer time. Someone associated with Family Friendly Gaming is praying and God presses something upon their heart. It has been me, and it has been others. We write all these ideas, concepts and thoughts down. When time is available

to work on an article we look at them, pray over them, and see what stands out. Other times there is something so pressing that we work on it as soon as possible.

You might have also noticed we are renewing our focus on the positive, upbeat, and uplifting things. At times dealing with the negative side of the industry has been draining. So we are battling to find as much positive as we can. And not in an out of touch with reality way either. In a real sense for the real things we can champion.

Are there things I personal would like to receive? Sure they are. But I do not focus on my self. I focus on doing God's will.



Toki Tori 2

You are so right about Toki Tori 2 This game is awesome. My Wii U has something to play again. This

NINTENDEDS

OFF

game gets tough too - trying to figure out all the puzzles.
- *Brian*

{PB}: Dude I hear you on that difficulty later in Toki Tori 2, and how awesome this game is. Happy to be of service, and pleased our review helped you.

Blessings

Family Friendly Gaming is such a blessing to my family. In my personal prayer time God told me to give you guys some money. I was praying for you. So I donated money, and then I got a five thousand dollar bonus at work. God is good. - *Sonya*

{YB}: Thank you so much for being obedient to God. Thank you for praying for us - that is so meaningful and important. It is awesome that God blessed in such a won-

derful manner. I want all of our readers to understand we are not drawing a correlation between giving Family Friendly Gaming money and being financially blessed. God blessed you for being faithful and obedient. Also God blesses us in a variety of ways - not always financial.

Winx Club Magical Fairy Party

I was wondering if the game had voice acting or if the player has to read the conversations?

-Thank you, Crystal

{YB}: Went and found this game in the vault, and played through a few levels again. Apologies that I do not remember off the top of my head. Okay there is not voice acting in Winx Club Magical Fairy Party. Instructions need to be read. There are little sound bytes of celebrations that are like a word or two, but that is as far as this Nintendo DS game takes it.

Disney Epic Mickey 2

Did you see the elephant in the ice cream shop? It seems out of place, and similar to a hindu god. I seen that and sold it because it is fishy to me. - Jacob

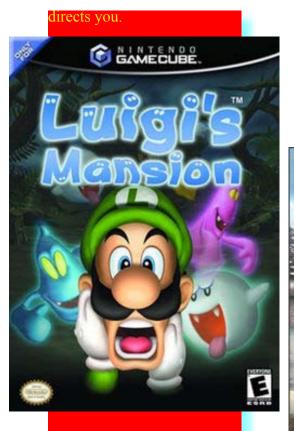
{PB}: We lost our save with the Wii to Wii U transfer so we had to play Disney Epic Mickey until we reached the point of the ice cream shop. We then compared that elephant to the hindu one. We are going to be honest we do not see the similarities. In fact we see quite a few differences.

With all of that said we agree with your decision. Here is why. We fully agree with anyone who feels they need to get rid of something because it interferes with or hampers their relationship with God. Also we completely agree with everyone who follows the prompting of the Holy Spirit. The only reason Family Friendly

Gaming exists is because a couple of us got together and obeyed the promptings of the Holy Spirit. The last reason is obedience to what and where God







{PB}: Go for it. :) I am very honored and humbled that you are interested in a game walkthrough I did so many years ago. I hope it turns out wonderful in French. :)



Luigi's Mansion Walkthrough Translation Hello there, how are you?

I saw your walkthrough for Luigi's Mansion
on GameFAQs today. I am
currently studying English
- French translation and I was
wondering if I could ask for
your permission to translate
your walkthrough to post
under the Foreign Language
FAQs section. I would of
course acknowledge you as
the primary contributor.

Please feel free to contact me by email if you have any questions or are on board with my proposal. I hope you have a wonderful weekend and I look forward to hearing from you!

- Heather

ShootMania Storm

How can you give Shoot-Mania Storm such a high score? That FIRST PERSON SHOOTER should get a failing score. Its violent, your killing people, its a shooter. Have you people lost all common sense? First Person Shooters are evil, and only evil people like them. - Harry

{SAM}: I had many of the same thoughts concerning first person shooters before I started to play ShootMania Storm. I was hesitant to even review it. You should know I prayed about that game a lot. I prayed about it before

I played it. I prayed about it after playing it. I even did some praying while playing ShootMania Storm. I prayed before, during, and after my review.

Most first person shooters are bad. They are bloody, violent, and increase the levels of aggression. In ShootMania storm we are not killing anyone. We eliminate other players. That is just one of the ways to score points in most modes. I referenced the increased aggression levels in my review. My review is also a much lower score than the other major gaming sites. I am not glorifying this PC game.

I am sorry we disagree on this. I support your decision to avoid any and all first person shooters. I have a conviction to avoid certain things. Others find it okay, but I don't. So I can relate. I hope we can disagree without becoming disagreeable.

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



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Talk to me NOW

An interview with Vanessa Paradis provided by Shout Factory.

How did Bibo present the project to you?

Actually, it was Matthieu Chedid who first mentioned it, a few years ago. He had been contacted to write the music and lyrics for the film's songs. I didn't meet Bibo right away—we just talked on the phone at first. He told me the story of the movie and explained the context: Paris in the 1900s, the flood, the cabarets... I'd really enjoyed his earlier movies and I read the script as soon as it arrived.

So you were involved very early in the process?

Yes. It's the first time that, as an actress, I've come in on an animated movie so early in the creative process. On A Monster in Paris, I followed everything right from the very first graphics that are supposed to capture your facial expressions and movements. We started by recording the songs in studio with Matthieu. Bibo has a very good ear for music and he was delighted with Matthieu's work. Then, we got to work on the speaking voice of Lucille, the female character he had created from scratch.

Could you describe Lucille to us?

Lucille is someone who tries to do the right thing without upsetting anyone while remaining her own woman. She's both constrained and independent. She runs a cabaret, which involves a lot of responsibility and pressure and she has quite a bossy aunt who likes to be obeyed and wants Lucille to be a goody-two-shoes. But Lucille still manages to do pretty much as she pleases. Above all, she loves being on stage. When she's up there singing, it's as if she were escaping the routine and restrictions of her daily life. Which could explain why Bibo drew her stage costume with wings...

In the movie, you speak and sing both in French and English. How did the recording of the voices go? Did you work in both languages simultaneously?

In 2005, we started by recording the music and songs in French. For the spoken text, we also started with the French version, before moving onto the English version. It was only much later that we recorded the songs in English.

Does it feel different? Did you find different inflections in English and French?

The musicality of the two languages isn't the same, the emphasis is different, but the sense that you give to a line comes from the words and so it remains identical.

How did you "find" Lucille's voice? Did the images help you build your character?

When we started work on the movie in 2005, there was just the script without images or anything. So, the creation of the character came from the voice and her motivations. From that point on, voice and image constantly informed each other, with the voice taking the image in one direction, then the images forcing us to be more precise in our interpretation and understanding of motivations, and so on. The whole piece developed out of this dialogue. The film grew out of nothing like a cathedral. It was really interesting.

Just like Lucille, you have sung in cabarets. Do you still enjoy that?

It's what I enjoy most. I have been lucky enough to perform in all kinds of venues, and cabaret and theater is what I like most. I like old things—wood, sculptures, velvet—and you find all that in a cabaret. They are venues on a human scale where the audience often forms a circle around you. You feel the whole space wrapping you up. And cabarets have a soul. So much goes on there—what you experience on stage and what happens backstage, in the dressing room and wings. I like to picture the people who have been there before me—the show-girls and their costumes. It gives me a bigger thrill than any modern, steel venue ever can.

NEWLECH











In the

Unity coming to PS4

Sony Computer Entertainment Inc. (SCE) and Unity Technologies, provider of the Unity multi-platform engine and development tools, have entered into a strategic partnership as of March 15, 2013. Through this partnership, SCE will offer Unity for PlayStation with optimized deployment for PlayStation 4 (PS4), PlayStation 3 (PS3), PlayStation Vita (PS Vita) and PlayStation Mobile (PSM). Unity for PlayStation will use the same industry leading integrated development environment that over 1.5 million developers around the world have adopted for its power and elegance. PlayStation® platform development tools are scheduled to be rolled out starting this fall.

With the power of Unity's integrated development environment, developers with a license agreement

from SCE for the PlayStation SDKs will be able to build and deploy unrivaled entertainment experiences for PS4, PS3, and PS Vita without spending many resources on complex programming processes. Unity for PlayStation enables developers to easily port their games to PS4, PS3, PS Vita and PSM without the need to rewrite the code from scratch. Moreover, Unity developers can now bring their IP to dedicated console systems like PS Vita, where users can play their games incorporating unique features like rear touchpad, dual analog sticks, front-and-rear cameras and six axis motion sensor.

Unity for PlayStation also allows Unity developers to create games for PSM more efficiently without the need for an additional PlayStation Mobile SDK.*1 Both Unity for PlayStation and PSM SDK use the .NET framework allowing for easy transition between the two tools. In addition, Unity developers can easily port their games created for iPhone, iPad, and Android based smartphones and tablets to launch on PSM, removing the need for extensive re-coding.

SCE will also enable developers to create games for future cloud services delivered by SCE, by utilizing Unity for PlayStation. Games developed using Unity for PlayStation will be available on PlayStation Store (PS Store) where millions of fans across the world gather each day to enjoy the industry's most fun and immersive gaming experiences. SCE will also offer Unity developers opportunities to integrate popular PlayStation Network features such as trophy functionality into their games.

Unity game developers on all PlayStation platforms including PSM can tap into the highly active Unity Community, where they can access a wealth of tips and tutorials, freely shared scripts and shaders, and dozens of helpful books. Also, with the Unity Asset Store digital marketplace, Unity developers can take advantage of over 6000 asset packages. Often available for free or at nominal cost, these include items such as high quality 3D objects and animation, advanced particle effects and shaders, AI and physics setups, and sounds and tool extensions.

Mews

"We are very happy to be working with Unity Technologies to deliver Unity for our PlayStation platforms," said Teiji Yutaka, Senior Vice President, Technology Platform of Sony Computer Entertainment Inc. "PlayStation gamers can look forward to playing a broad array of new creative games from Unity's global community of developers, which includes some of the best independent talent in the industry."

"We are excited to be able to help Unity's massive ecosystem reach out to SCE's incredible platforms," said David Helgason, CEO, Unity Technologies. "The kaleidoscopic innovation, high quality, and production velocity that our rich developer community brings will help drive the success of the future game development."

*1 A set of development tools and software libraries for PSM. After closing the license agreement, developers are able to use PSM SDK and conduct verification on PSCertified devices and PS Vita to distribute their content on PS Store. Developers are required to close this license agreement to distribute their content on PS Store when using Unity for PS.

Lawyer writes book on Humility

How does an old guy headed to the sports bar on his rider mower heighten the shock value of Jesus' entry into Jerusalem? It's worth finding out in Get Low—Reflections on Pride and Humility, a new book from Jack Wisdom—attorney, Young Life leader and a former policeman whose footnotes, besides the Bible, reference notables such as Kristofferson, Augustine, country music, The Boss and Sigmund Freud.

"The humility of Jesus is no superfluous detail," Wisdom writes in Get Low, speaking of God's voluntary "downward mobility." "For those who want to follow him, humility is non-negotiable."

How timely is the "H" word? Besides the breath blowing in with the new pontiff—temporarily replacing "sequestration" as the word of the moment—President Obama spoke on it in his speech at this year's Na-

tional Prayer Breakfast. Expect to see it less in news from sports, entertainment, business . . . oh, and law. Wit pierces every trenchant essay as Wisdom beats the reader to "What's a lawyer know about humility?" Of the Bible's chief paradox, that we must die to self to fully live, he writes: "We are a proud people called to imitate a humble king."

Still a Young Life leader, still an attorney, Wisdom went from Trinity University in San Antonio to—on a dare—two years on the Dallas Police force. Then followed Gordon-Conwell seminary in Boston; seven years in Texas starting Young Life groups from scratch; and then a law degree. Now Wisdom, named one of the top attorneys in the U.S., is a name partner in a firm with offices across Texas—with a readable take on humility.

The unusual book, with its unlikely topic and wildly unlikely author, opens with a chapter on Pride and ends with one on Victory. Neither fits supposed definitions in what Wisdom frequently terms "the bogus world system."



Full steam ahead for Rail Nation

Trains have always fascinated people – millions of enthusiasts worldwide dedicate their free time to the pursuit of this fascination for everything to do with railroads, locomotives and the routes they follow. Successful board games, computer games and entire TV shows are dedicated to the theme. Now all the tracks are in place and the free-of-charge Rail Nation is powering out of the station on its first open beta journey!

The strategy game is divided into six consecutive railroad eras and has undergone a period of comprehensive fine-tuning during an intensive closed-beta phase with thousands of layers. Now all interested strategy gamers and railroad enthusiasts have the opportunity to found their own railroad company, use their strategic knowhow to create economically viable transport s and create alliances in the form of corporations:

Because movement is everything in the railroad business, Rail Nation has a dynamic landscape map with 3D train models. Every new digital railroad tycoon develops their personal wealth and their company's prestige in direct competition with other companies. With strategic cunning, efficient routes must be planned along with comprehensive timetables for transporting over 40 different goods. Growing profits can be used o build a growing fleet of steam, diesel or electric locomotives and different types of railcar. During the game, the company can service more and more cities and meet the challenges of largescale transportation competitions against their players. Targeted goods deliveries to the cities also influence their development.

Players cannot afford to neglect their station infrastructure, and they also have the option to win lucrative bonuses if they make the right improvements to their locomotive sheds, control centers or train stations, for example. With the option of founding a multiplayer company and uniting friends, competitors or even bitter rivals into a single corporation, Rail Nation places a great deal of value in a joint gaming experience.

Rail Nation is user friendly and appeals both to expert browser gamers and also novices without dispensing with more advanced strategic options. The first real railroad browser game is played in rounds of 3 - 4 months and provides many exciting features for railroad enthusiasts. It is currently available in English and German – more language will follow in the near future.



GRACE UNPLUGGED IN THEATERS OCTOBER 4, 2013

LIONSGATE, a leading global entertainment company and Roadside Attractions announced today that production has completed on the inspirational film GRACE UNPLUGGED and it will release in theaters on October 4, 2013. The film features a cast led by AJ Michalka, James Denton, Kevin Pollak, Michael Welch and Shawnee Smith. Lead actress Michalka is known for both her acting roles and her singing career as half of the duo Aly & AJ, more recently known as 78Violet.

The film features the acting or feature film debuts of three music stars: Christian singer Jamie-Grace, American Idol Season 10 Finalist Pia Toscano, and an appearance by renowned Christian artist/songwriter and Grammy Award® winner, Chris Tomlin. Written and directed by Brad J. Silverman GRACE UNPLUGGED is produced by Russ Rice, Larry Frenzel, Chris Zarpas and Robert Norton, and executive produced by Mark Burg, Larry Mestel and Dan Heffner.

Over the next seven months Lionsgate and Roadside Attractions will be showing the film to a variety of Christian leaders and youth pastors as part of early outreach plans for the film. In addition, both Capitol Christian Music Group and Lifeway Christian Resources have teamed up to promote a film they feel will strongly appeal to Christian audiences throughout the world.

"We love GRACE UNPLUGGED, an entertaining story of a talented teenager rising in the music industry who gets a chance to achieve her dreams but realizes in the process the importance of family and her faith. While the story is specific to the

world of music, the themes are universal to every family in this inspiring movie," said Lionsgate President of Acquisitions and Co-Productions Jason Constantine.

"We are thrilled to be releasing GRACE UNPLUGGED, a terrific, emotional story of a contemporary father and daughter who must each reconcile their faith with their love of music and performing," said Roadside Attractions' Co-President Howard Cohen.

"GRACE UNPLUGGED is the perfect film to showcase the power of music in our culture and the positive impact it can have on lives," said Bill Hearn, CEO of Capitol Christian Music Group. "We're thrilled to be the music and soundtrack partner with Lionsgate which allows us to offer powerful songs to enhance this incredible

story of reconciliation."

GRACE UNPLUGGED stars Amanda "AJ" Michalka as 18-year-old Christian singer/songwriter Grace Rose Trey, who plays guitar and leads worship with her dad Johnny (James Denton). Her dad is a former rock star who has left his secular career behind and is now a worship leader at their small-town Alabama church. Grace is restless for her own shot at pop stardom, and seizes on an opportunity to go to L.A., against the wishes of her family. Cutting off contact with her parents, Grace seems prepared to walk away from her Christian faith and music to achieve her Hollywood dream. Will the experience cause her to reject her faith or rediscover it? GRACE UNPLUGGED is a modern day prodigaldaughter story and is Rated PG.

Pay Dirt Treasures of Chichen Itza Launches on the App Store

Independent production studio Hoserland Productions, in partnership with development studio Genius Factor Games, is proud to announce Pay Dirt: Treasures of Chichen Itza, the first archaeology games experience, for iPad and iPhone(1).

Put your archaeological skills to the test and unearth some of the most valuable artifacts of the ancient Mayan civilization.

Join Miguel, your trusty guide, as he takes you through the various sites of this ancient city. Uncover countless valuable relics for your private gallery and maybe even a few faithful reproductions of real Mayan artifacts. But beware, patience is a virtue. Excavate your treasures with the utmost care or risk damaging and destroying its value.

Features

-- Skillfully excavate ancient Mayan artifacts from the famed Chichen Itza

archaeology site

- -- Use your ground penetrating radar to locate objects hidden below the surface
- -- View your private gallery and attempt to build a perfect collection worth 1 million dollars
- -- Challenge one of two mini games and physically shake and sift the debris

from your artifact or blow the dust clear for bonus coins

-- Discover countless real-world Mayan artifacts such as stone tablets and

crystal skulls

(1) Supported hardware: iPad 2, iPad 3, iPad Mini, iPhone 4, iPhone 4S, iPhone 5



Anuman Interactive Announces its first two games on Facebook

French publisher Anuman Interactive initiates its Facebook strategy and presents its first two games on the social network: "Hidden Treasure" and "Blue Coats - North vs South".

With more than a billion active users in 2013, a worldwide presence and 56 million Internet adepts who play every day on this social network, Facebook has become one of the leading players on the entertainment market

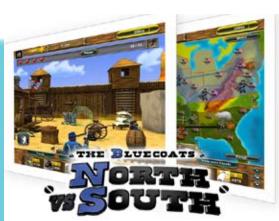
As such, after taking up the Mobile market in 2009 via the AppStore, Anuman Interactive now shows its will to always go further in addressing to a wider public, throughout the world.

The French publisher unveils its first two social games: Hidden Treasures: halfway between a board game and a hidden object game, it aims at a feminine public through several interactive adventures and a board to cross. The Blue Coats - North vs South: an adaptation of the remastered version of the game, launched by



Anuman in May 2012 on PC/Mac and Mobiles. Accessible to all publics, this turn-based strategy game includes real-time gameplay and aims at all kinds of players.

Stéphane Longeard, CEO at Anuman Interactive explains that "The strength of Anuman Interactive has always been to be able to adapt to the trends and the consumers' habits. Today, 53% of Facebook users connect to the



platform to play. Facebook has structured its store so that it can easily be accessible to publishers and developers. We think it is now time for Anuman Interactive to offer its games and applications to users of this network".

Another World – 20th Anniversary Edition is out on Steam

Also known under the name "Out of this World", Another World is a precursor action/platform game, that has been ported since its debuts in 1991 to nearly a dozen different platforms. Another World, recognized as one of the most original and innovative games of its era, has since acquired a status of "cult" video game for critics and lovers of video games classics. The game has recently been selected to be one of the few chosen for exposure at New York's Museum of Modern Art (MoMA).

Thanks to the combined efforts of visionary conceptor of the original game Eric Chahi, and developer DotEmu, this mythical game that has enthralled a whole generation of gamers is being given new life on PC and Mac, with Another World - 20th Anniversary Edition, through the Steam digital download platform!

Another World - 20th Anniversary Edition offers new, high-definition graphics that stay true to the original style of the game, and the sound effects have also been totally remastered. You will be able to discover - or re-discover - an incredible adventure in a whole new light! Today's screenshots show the attention to detail in

this re-creation of this game and its environments.



Another World - 20th Anniversary Edition also offers a few bonus surprises: 3 difficulty modes so players can play the game in its original difficulty, in an easier mode, or for the most skilled gamers, in a mode even more difficult than the original! Hardcore fans of Another World, rest assured, this edition will allow you, if you wish so, to play the adventure with the original graphics! Another World - 20th Anniversary Edition is also comes with the Development Journal and the Video Making-off, that will let you discover how this edition has been created.

Another World – 20th Anniversary Edition is now available on Steam for PC and Mac.

Paradox Interactive Expands Into Books

Paradox Interactive, the global PC strategy games publisher announced they are branching out to book publishing with a new e-book initiative called "Paradox Books".

"We've spent more than a decade creating and telling compelling stories through our computer games, stories that have engaged and captivated people from all parts of the globe, and books are just another medium to get those stories out there and engage with our audience," said Fredrik Wester, CEO of Paradox Interactive. "Add to that the fact that our company was founded on pen and paper role-playing games and books, and that we have several published authors amongst our ranks here at Paradox, so this felt like a very natural progression for us."

Three books will be available under Paradox Books initially, and several more have been signed and will be distributed later in the year. The books will broach everything from biographical behind the scenes books to game strategy guides to fiction and novels. The inaugural round of books to be made available will include:

"A Year with Mojang: Behind the Scenes of Minecraft" With over 20 million copies of Minecraft sold, the book that brings you behind the scenes with Markus "Notch" Persson, the creator behind the wildly successful game, and his studio Mojang is finally out. Seasoned Swedish gaming journalist, Thomas Arnroth, spent 2012 following Markus Persson, Jens Bergensten, Carl Manneh and the others at Mojang and the result is a personal and entertaining account of the phenomenon Minecraft, and its creators.



Crazy Island Golf Releases

'Assyria Game Studio' and 'Enormous Small Things' are proud to announce the worldwide release of 'Crazy Island Golf' to the iOS® and Mac OSTM app stores!

'Crazy Island Golf' is a hilarious take on the sport of Mini Golf, and is available as a USD \$1.99 premium download, as well as a FREE trial lite version! In real life, playing Mini Golf has always been fun! Whether you embarrass yourself in front of friends, or make a fool of yourself with your family, Mini Golf has forever been an activity that makes you burst with laughter! Why break tradition now? With 'Crazy Island Golf' you will quickly be immersed through 32 unique islands of hilarious golfing! Unlock achievements and perform loop-theloop and other crazy moves as you strive for the Holy Grail, the hole-in-on! With gorgeous 3D graphics (Retina Supported) and addicting gameplay, swing yourself to the app store immediately!

Pangalore Announces ZooVale

Multi-platform social RPG creator Pangalore revealed it is developing ZooVale, a brand new social RPG in which a kingdom of talking animals is under threat by an evil witch. The new cross-platform HTML5 game features colorful, cartoon-style 2D graphics and compelling animal characters. ZooVale, which can be seen today in a freshly revealed trailer, is scheduled to be available this spring for multiple devices including iPhone, iPad, and iPod touch as well as PC/Mac over Facebook. ZooVale is free-to-play.

In ZooVale, players will meet a dynamic cast of expressive animal friends. With the help of their animal allies, players will build a village, breed a menagerie, and battle against the evil witch and her minions who are kidnapping innocent animals. Every creature must band together to rescue lost animals, defeat the witch, and restore the kingdom to its former glory.

ZooVale's hybrid social RPG model includes three main forms of play. Players start by building their zoo village. They can build and upgrade buildings and farms while decorating their town to gain maximum Fame points. To populate their village, players can rescue animals from the witch as well as breed a menagerie by pairing up animal mates. The resulting little babies are then nurtured into adulthood to become valuable helpers and fighters. Training up their main lion character and their other animal allies, players also undertake missions to rescue kidnapped animals from the witch and her evil creatures. All battles are turnbased affairs with three options per round in a "rock, paper, scissors" style of strategy, and players can strategically choose up to three animals to send into each fight.

Skylanders invade Golden Arches

Skylanders Giants Happy Meals arrive at Mc-Donald's restaurants as Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc., launches the company's first-ever partnership with McDonald's USA LLC, the nation's leading foodservice provider. In North America, the inaugural Skylanders Giants Happy Meal program will run from April 12 - May 2, while supplies last, and will rollout in other select countries later this year.

Participating McDonald's restaurants across the United States and Canada will offer customers who purchase a Happy Meal one of nine unique toys from Skylanders Giants, each with their own play feature, as well as a coupon for \$10 off the Skylanders Giants starter pack. The upcoming Happy Meal program includes figurines inspired by such fan-favorite Skylanders Giants characters as Spyro, Gill Grunt, Drobot, Chop Chop, Ignitor, Jet-Vac, Tree Rex, Crusher – and the diabolically-likable nemesis Kaos, which are based on the \$1 billion, award-winning video game and action figure toy line that pioneered bringing toys to life.

"The Skylanders Giants Happy Meal illustrates how strong the Skylanders Spyro's Adventure and Skylanders Giants brand has

become in just 18 months," said Tim Ellis, chief marketing officer, Activision Publishing, Inc.





State State Of Gaming



POSITIONING

Sony and Microsoft are both posturing for the impending arrival of their next generation home console video game systems. Specs, philosophies, machines, controllers, and more are a part of the gaming news. We expect to hear more about games as E3 2013 draws closer. There is one major company talking games - Nintendo. Wii U and Nintendo 3DS. Lets be honest they have wrapped up the current hand held generation war already. The Playstation Vita is a really slick device. It will not catch the Nintendo 3DS though. There are not enough

games for the families on it. Too often Sony throws out E10+ rated games and claims they are for all ages. What is worse is many look at those games and ask if it actually deserved a 'T' for Teen rating. The Vita needs more 'E' for Everyone rated games.

The Wii U still has not caught on. It will have extremely stiff competition very soon. It is possible that Microsoft will win the upcoming console war. They are the one to beat this upcoming console generation. Sony will be tough competition. Whatever you do, do not count Nintendo out yet. They could do some neat things with the Wii U to make a real run of it.

On the movie side of things - take a good look at the Shout Factory. They are making major in-roads into all kinds of different arenas. They are certainly a company to watch. They might even be making Disney a little nervous.

On the app front we have seen some companies rise, and some companies fall. We have also seen some companies continue to remain at the top. Chillingo marches forward as one of the top publishers of apps. Disney Mobile is making a bigger name for themselves as well. Numerous independent developers are jockeying for position as well.

John 10:7-10

7 Therefore Jesus said again, "Very truly I tell you, I am the gate for the sheep. 8 All who have come before me are thieves and robbers, but the sheep have not listened to them. 9 I am the gate; whoever enters through me will be saved. They will come in and go out, and find pasture. 10 The thief comes only to steal and kill and destroy; I have come that they may have life, and have it to the full.

REVIEWS

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here - http://www.familyfriendlygaming.com/Game%20Review%20Template.html. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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Guardians of Middle Earth	42	36
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Pokemon Mystery Dungeon Gates to Infinity

Axew is controlling the game.

Axew used

Cragon Ragel

SCORE: 69

The Pokemon Mystery Dungeon has finally made it to the Nintendo 3DS platform. In this franchise humans are turned into Pokemon. They need to save the Pokemon world without much direction. Pokemon Mystery Dungeon Gates to Infinity repeats these

concepts, as well as the game play mechanics. We move our Pokemon team around the dungeon one space at a time. The Pokemon in the dungeon also move around one space at a time. We fight them with attacks when we are close enough.

Pokemon Mystery
Dungeon Gates to Infinity is
a slicker looking game in the
franchise. Some of the rough
edges visually are rounded out.
There are also more details in
terms of things in the background. The 3D in Pokemon
Mystery Dungeon Gates to



Infinity is also neat to look at. But this is not enough to save this game.

Pokemon Mystery Dungeon Gates to Infinity has an annoying way of complaining about how Pokemon are not being nice to one another. So we have to make them be nice to each

other. Like a den mother or something telling kids to hug, and make up. Or like the gov-

to help out the poor. When it is forced there is not a real change of heart.
Leveling up takes forever in Pokemon Mystery Dungeon Gates to Infinity. To make things worse we

ernment stealing

peoples money

Pokemon we can interact with and enlist to aid us in saving this fake world. As I played this game I felt convicted over all the needy people in our world. I could have fed quite a few in other countries instead of purchasing this game. I guess that can be said for any money spent on entertainment.

Maybe my words with reach a few people, and they will make a better decision with their money. I am going to spend less on video games, and more on making this world a better place. I can actually thank Nintendo and Pokemon Mystery Dungeon Gates to Infinity for helping me to come to that decision.

Pokemon Mystery Dungeon Gates to Infinity contains some religious aspects that parents need to be aware of - on top of the previously mentioned lessons. Battling in this 3DS game gets old quickly.

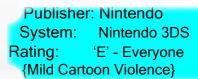
3DS game ge old quickly.
- RPG Master

things worse we have all kinds of

Graphics: 78%

Sounds: 70% Replay/Extras: 87% Gameplay: 42%

Family Friendly Factor: 68%







Harvest Moon 3D A New Beginning

SCORE: 69



Harvest Moon 3D A New Beginning is a bit of a disappointment for me. It is one of the slowest Harvest Moon games I have ever played. It takes almost the full first season for things to start to progress. At that point only the truest most die hard fans will still be playing. It is obvious the ESRB did not make it this far otherwise Suggestive Themes would have been on the descriptors. And it should be one of the descriptors too.

The big deal in Harvest Moon 3D A New Beginning is building our own buildings. We purchase blueprints and then we can amass the resources to make the buildings. Some resources can be purchased from the same shop that sells the blueprints.

Many of the graphics in

Harvest Moon 3D A New Beginning have been supersized. Those vegetables have been made huge. The 3D is okay, and not one of the reasons I play this semi farming simulator. The harvest goddess makes her return unfortunately. So

does that lame witch princess. Why?

If Harvest Moon 3D A New Beginning is supposed to be a new beginning why not drop them? It was the perfect

opportunity. One that
Natsume squandered.
From the waist up all the
harvest goddess is wearing is essentially a bikini
top. I go back to why?
It can take six to eight
hours to get the ball
rolling in Harvest Moon
3D A New Beginning.
Once you do you real-



climb up just to do much of anything. We also have to do the same things day after day in this 3DS game. The slowness of Harvest Moon 3D A New Beginning amplified the repetitive nature. Ultimately it hurts it - bad. Harvest

Moon 3D A New Beginning feels extremely stagnant. Aside from the blueprints there is little new in this game. We plant, take care of animals, forage for items on the same screens over and over again. We have to deal with sprites, and other religious characters.

The town in Harvest
Moon 3D A New Beginning
starts extremely tiny and eventually grows. Players can amass
huge amounts of wealth in this
hand held game since we can
sell almost everything.

- Yolanda



Publisher: Natsume
System: Nintendo 3DS
Rating: 'E' for Everyone
{Comic Mischief, Use of Alcohol}

Graphics: 72% Sounds: 69% Replay/Extras: 81% Gameplay: 65%

Family Friendly Factor: 60%





Lego City Undercover



SCORE: 81

Lego video games are huge here at Family Friendly Gaming. So we were all very stoked to play and review Lego City Undercover. So much so that I was willing to pay two and a half times what I normally spend on a video game. I was worried that Nintendo may have injected too much input into this game. Thankfully that is not the case.

Lego City Undercover is absolutely hilarious. From the intro movie to the various comments by Chase McCain. We learn the back story and why officer Chase McCain left Lego City. We also find out he is back to capture Rex Fury - who



escaped from prison.

As the name implies we need to go undercover.



We work our way through the criminal ranks to find Rex Fury. This means a wide array of disguises. These disguises grant Chase additional skills. By the end of the thirteen chapters we have almost every skill we need to completely levels totally in Lego City Undercover. Yes if you want one hundred percent you will need to go back and replay all of the levels.

Lego City Undercover is a one player game only. This is bad for families, and a horrible direction for the Lego games - which are normally multiplayer. The loading times in Lego City Undercover are insanely long. Not only that but

Publisher: Nintendo System: Wii U

Rating: 'E10+' - Everyone 10+ {Cartoon Violence, Crude Humor}

Graphics: 85% Sounds: 87% Replay/Extras: 87% Gameplay: 65%

Family Friendly Factor: 80%





Lego City Undercover



SCORE: 81

they happen way too often. We can steal anyone's vehicle and take it for a spin. We can also bash into people's vehicles to quickly earn bricks. Studs are only important for purchasing additional characters. Bricks are needed for Super Builds and game progression. So the bricks become way more important.

I love the directions in Lego City Undercover. Get in a vehicle and green studs mark the way to go. Get out and many times a green arrow will appear on the screen. The Wii U Gamepad also shows a map of the city and has a bold



green line for where the player needs to go. Holding the Wii U Gamepad up and moving it around to find hidden objects, and eavesdrop on conversations is another interesting aspect of this home console game.

The lack of bosses until the end makes portions of Lego City Undercover feel monotonous. When we do have to fight it is beyond boring. There is little diversity in what we do in this game. There is also no direction after the game is beaten. Just go around the massive city and find hidden objects. I do love how many different things there are in Lego City Undercover. All in all this is a fun game.

31

- Paul

Publisher: Nintendo System: Wii U

Rating: 'E10+' - Everyone 10+
{Cartoon Violence, Crude Humor}

Graphics: 85%
Sounds: 87%
Replay/Extras: 87%
Gameplay: 65%

Family Friendly Factor: 80%





Proper planning for your Royal Gala will make it a wonderful success.

Prepare Delicious Food

It'll be a magical event with proper treats and delicious delights for your guests to enjoy.

Invite Your Guests

Send your invitations: Proclaiming a Royal Event!

Be sure to include all the important details that your guests will need to know: Date, time and what to wear.

Set a Royal Table

Arrange place settings fit for a Princess! Colorful tablecloths and napkins make your table pretty. Be sure to have proper settings for all your party guests.

Decorate for a **Festive Event**

Create the perfect look for your Princess Party with flowers, balloons, streamers and confetti. Choose royal colors of purple & pink.

Games & Activities

Entertain your guests with fun activities - Flipper Slipper Relays / Crown Toss / Enchanted Jewel Hunt. Try these fun activities provided or create your own ideas.

With these helpful tips, you're sure to be crowned the Princess of the Ball!

DISNEY JUNIOR'S FULL LENGTH MOVIE ARRIVES ON DVD MARCH 5





Sherlock Holmes and the Mystery of Osborne House

SCORE: 60

Sherlock Holmes and the Mystery of Osborne House is similar to the Professor Layton series. Which makes sense if you think about it. Sherlock Holmes is the worlds most famous detective. Putting him in a detective game with all kinds of puzzles makes marvelous sense. Unfortunately there are a few problems plaguing this hand held video game.

Sherlock Holmes and the Mystery of Osborne House does not provide the players with much guidance in the puzzles. Hints can be purchased which will lower the amount of points the player receives for that puzzle. The problem is

the hints are not always very help-ful. So you find yourself sitting there with less points and no clue how to solve the puzzle.

Holmes
has an attitude in
Sherlock Holmes
and the Mystery
of Osborne House
on the Nintendo
DS. I started to
cringe whenever
he had something

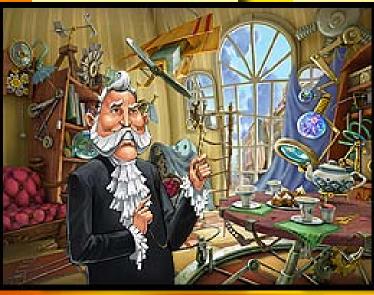
to say because I expected some other snide remark to spew forth. I also wondered

if this was my reward for finally solving that puzzle I was not able to skip. Certain female characters could have acted and dressed with more class. Alcohol and violence play strong roles in Sherlock Holmes and the Mystery of Osborne House

too. We learn about an array of different characters with a variety of seedy lives and professions. Then there are wealthy characters who act like they are better than everyone else. Sherlock Holmes and the Mystery of Osborne House was a real downer in so many arenas.

I purchased Sherlock
Holmes and the Mystery of
Osborne House on clearance
for a very cheap price. So I am
not out a lot of money. I am
out a lot of time. Time that I
hope you will spend better than
I did. Why? I feel like my time
was wasted on this Nintendo
DS brain teaser.

- Luke



Publisher: THQ
System: Nintendo DS
Rating: 'E10+' for Everyone 10+
{Alcohol Reference, Mild Suggestive

Graphics: 60% Sounds: 61% Replay/Extras: 58% Gameplay: 57%

Family Friendly Factor: 65%



Themes, Violent References)



Poptropica Adventures

SCORE: 58

Watch out for Space Sharks. Those suckers AREN'T ON ANY MAP...



My boys were all into Poptropica on the PC. They found out about this game at school. Nothing like the public education system spreading important lessons like which video games they want you to play and support. I have always been more of a console and handheld guy whenever possible. So when I saw Poptropica

Adventures on the Nintendo DS I immediately went to work to get a copy. Saved up for some months to be able to purchase this hand held cash in attempt by Ubisoft.

First and foremost Poptropica Adventures is a waste of money for anything over five dollars. There are three worlds and very little to do. This DS game starts players in the mu-



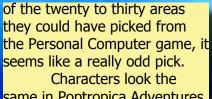
are tasked with fixing it up by bringing back the exhibits. This is done by going to the world associated with it and completing a couple of quests. Along the way we play a few mini games and deliver items to people. Then it is back to the museum to deliver the

seum. We

cargo.

Poptropica Adventures

contains a super hero area, a Greek mythology area, and a castle area with an alien influence. The whole Greek thing was ultra religious. Out



Characters look the same in Poptropica Adventures, and there is a wide array of customization. The music is nice in Poptropica Adventures. I enjoyed listening to this hand held game while I was playing it. The game play is absolutely lame. We go on scavenger hunts for items, or to find the people with the items.

If you get stuck in Poptropica Adventures you need to realize one thing - many of the background images can be jumped on. I know this can be confusing. Poptropica Adventures does not offer any aid, assistance, or hints in where to find the various items. Looking all around every little area in that world will generally pro-

duce the items.

Pass on Poptropica Adventures, and you can thank me later. I was really let down by this DS game.

- Paul



Publisher: Ubisoft System: Nintendo DS Rating: 'E' for Everyone

{Comic Mischief}

Graphics: 70%
Sounds: 79%
Replay/Extras: 40%
Gameplay: 55%

Family Friendly Factor: 45%





Sly Cooper Thieves in Time



SCORE: 68

Sony brought back Sly Cooper in the PS3 game Sly Cooper Thieves in Time. This home console game came with a free copy of the PS Vita version. The Cross Save feature allows gamers to save it on the Cloud. A game can be played on both the PS3 and PS Vita. Which means this home console game is also a portable game.

Sly Cooper Thieves in Time is all about stealing from other thieves. Stealing is stealing no matter who it is from. In this game the ancestors of Sly are having their items stolen. So Sly Cooper and his gang go on a time traveling excursion to try and save his ancestors.

The cel-shaded graphical style may have been great back in the day, but in this age it looks bad. Players are re-

quired to take violent action in a variety of areas. There are also stealth areas in this game. Sly Cooper Thieves in Time also contains enticement to lust.

The presentation in Sly Cooper Thieves in Time is top notch. The time travel story is also fantastic. The voice acting is also exceptional. Players can expend quite a few hours in Sly Cooper Thieves in Time.

The levels can be confusing at times, especially when the player is looking for

the next place to go to. Sly Cooper Thieves in Time is difficult at times, and feels like a 'T' rated game. Characters exhibit rebellious attitudes. There is even cross dressing in Sly Cooper Thieves in Time, which was a huge shock to me.

Levels in Sly Cooper
Thieves in Time can get repetitive. The same thing can be said for the boss battles.
The key to the boss battles are finding the right responses to the patterns. Once that is done they are easy to defeat. Before that pattern is found, Sly Cooper Thieves in Time can be difficult.

I love the rewinding in Sly Cooper Thieves in Time. If you fall into water the game will rewind you back to from right before you fell. The life bar in Sly Cooper Thieves in Time is long enough to keep most gamers going for some time. Playing on both systems is a great way to play.

- Sam

Publisher: Sony System: PS3/PS Vita

Rating: 'E10+' for Everyone 10+
{Alcohol Reference, Cartoon Violence,
Suggestive Themes, Use of Tobacco}

Gameplay: 62% Family Friendly Factor: 59%

Graphics: 66%

Replay/Extras: 84%

Sounds: 68%





Guardians of Middle Earth



SCORE: 42

Lord of the Rings is one of those masterful franchises that millions love. It shows the littlest guy can be the hero. It teaches that heart really matters. I had to check out Guardians

of Middle Earth. Man I wish
I had not done that. Please,
please, please learn from me.
Avoid this game like intelligent
people avoid redefining things
like marriage.

Guardians of Middle
Earth is an online only game.
Which means lag, dropped
games, and long wait times
are generally part of the experience. In fact that was the
majority of my experience with
this online only game. I have
the best online service in my
area and it was still horrible to
play Guardians of Middle Earth.
I have no problems with other
online games, but Guardians of
Middle Earth is nasty.

Guardians of Middle Earth strongly recommends players start with a tutorial.



This helps understand how to control this awkward violent game. Then you can get into a five player on five player violent fest of boring action. Or you can join four other players and take on five computer controlled characters.

Half of the characters in Guardians of Middle Earth are good guys, and half of them are evil. Which means you can play evil characters. I know absolutely no one who wants to do that. Who wants to fantasize about being evil? That is just disgusting to even think about.

The controls in Guardians of Middle Earth are confusing, annoying, and odd.
Guardians of Middle Earth may be one of the clunkiest games I have played in my life. The small words on the screen make this game even more difficult. This can be after waiting half an hour or more to get into a game.

I may have played worse games than Guardians of Middle Earth in my lifetime, but very few. We talk about how difficult it can be spiritually to play some games. Guardians of Middle Earth is a game that is not only spiritually draining,

but also mechanically. Save yourself some time, money, and tons of stress - avoid Guardians of Middle Earth. I never ever want to see this game again.

- Mark



Publisher: Warner Bros System: Xbox 360/PS3(tested)

Rating: 'T' for Teen {Fantasy Violence} Graphics: 50% Sounds: 60% Replay/Extras: 50% Gameplay: 0%

Family Friendly Factor: 50%



Alex Kidd in the Enchanted Castle

SCORE: 75

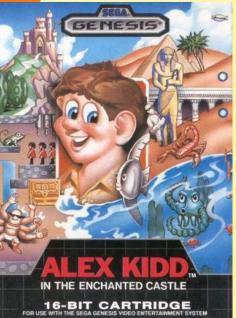
Donkey Kong Jr

SCORE: 69

Before Sonic the Hedgehog Sega tried to go with a different mascot - Alex Kidd. I apologize to our wonderful readers for not addressing Alex Kidd sooner. There are some really neat things in Alex Kidd in the Enchanted Castle on the Genesis. The colors in Alex Kidd in the Enchanted Castle are bright and alive. The sounds are fun, fresh, and vibrant. There are numerous great characters and animals to interact with in Alex Kidd in the Enchanted Castle too.

The section that Alex Kidd in the Enchanted Castle is lacking is saves and difficulty. I died in the first and second level more times than I would like to recount. One little mistake and you have to start the entire level over. Thankfully the industry has moved pass this in most instances.

There is mild violence against characters who lose the rock paper scissors mini game, and against the animals we run across. Alex Kidd can



knock round blocks into them. He can also kick and punch things in this home console video game. There is gambling involved with the rock paper scissors mini game too.

Alex Kidd in the Enchanted Castle shows the potential to take on the Super Mario Bros, but fell flat in too many areas. I hope Sega revisits this franchise in the future.

- Paul

Donkey Kong Jr takes the formula from the original Donkey Kong and shakes it up. This time Mario is the bad guy, and one of the few games I can remember him being the bad guy. He has captured Donkey Kong. As Donkey Kong Jr it is your duty to traverse through the four levels to save him.

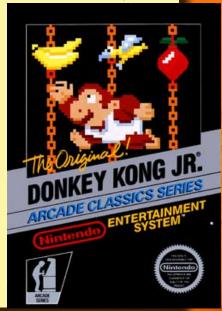
After beating all four levels in Donkey Kong Jr the game will recycle at the first level. The difficulty is increased. This happens each time you beat the four levels. Donkey Kong Jr is not very costly however we do not get much. And this game has been released in the past on multiple other and different systems - including the arcade. If you previously purchased it on the NES, why pay again for the same game on the Nintendo 3DS?

Graphically Donkey Kong Jr is definitely showing its age. This would not be much of a problem except for certain glitches and lag. I lost track of how many times I died thanks to that monkey not

moving like I told him to do. Or because he died by falling down from one platform to the one just below it. This is not a forgiving game.

Donkey Kong Jr is a piece of history that long time fans will enjoy. It shows us some of the roots of the video game industry. Donkey Kong Jr helped me understand where the industry has made major strides over the decades.

- Sam



Publisher: Sega System: Genesis Rating: 'E' - Everyone {Comic Mischief} Graphics: 79% Sounds: 90% Replay/Extras: 70% Gameplay: 60%

Family Friendly Factor: 75%

Publisher: Nintendo System: NES/3DS/Wii Rating: 'E' - Everyone Graphics: 77%
Sounds: 70%
Replay/Extras: 65%
Gameplay: 60%

Family Friendly Factor: 73%



Monster Hunter 3 Ultimate



SCORE: 69

The Wii U version of Monster Hunter 3
Ultimate is better in so many ways than the Nintendo 3DS version. It also amplifies certain issues and problems. The characters are all bigger,

and so are the monsters. Which really amplified to me how some of them need some more clothes on.

The blood in Monster Hunter 3 Ultimate really makes little sense to me. Especially the large monsters that lose gallons of blood in one fight. A health bar for the big bad guys would have been helpful in my opinion. Getting to play with friends and online is one of the cool features of the Wii U version.

Playing with the Nintendo 3DS, or even transferring a game to the Nintendo 3DS is not simple, or easy. I had to go to the instruction manual to find out I needed to download additional software just to transfer. Then I find out my 3DS save will not come up to the Wii U version. Unless I first transfer the Wii U save down, and then that save can come back up.

After multiple attempts and many option adjustments we were finally able to play the Nintendo 3DS and Wii U versions together in the same game. I could not even tell you

what all we changed to make it work because we are not sure which combination was finally the right one. We just know we finally figured it out, and it has worked since then.

No game is worth sixty dollars in my book. That is what I had to plop down to purchase the Wii U version of Monster Hunter 3 Ultimate. I feel this game would be worth half of that price. It was a rare treat that I spent that much money on a game. I wanted to see the connectivity with the 3DS version.

I can see Monster
Hunter 3 Ultimate improving
in future releases. The blood
can be dropped. I do not think
anyone will miss blood splatter
every time we slice a monster

with a sword.
Better attire
choices for the
villagers, and
some diversity
in the quests.
Go and kill so
many of these
are too prevalent in Monster Hunter 3
Ultimate.

- Paul



Publisher: Capcom System: Wii U

Rating: 'T' - Teen {Blood, Crude Humor, Fantasy Violence}

Graphics: 61% Sound: 70% Replay/Extras: 66% Gameplay: 83%

Family Friendly Factor: 67%





Warehouse 13 Season One

SCORE: 64



Throughout different science fiction conversations, I have been told about Warehouse 13. So I saved up the money and purchased Warehouse 13 Season One. The premise of Warehouse 13 Season One

is very interesting. Two secret service agents get re-assigned to a warehouse. This warehouse houses all kinds of dangerous and powerful artifacts. They also go out and hunt down artifacts.

The agents in Ware-house 13 Season One are usually non-lethal. They have Tesla guns that allow them the ability to shoot people with an electrical charge. They utilize special containment to stop the various artifacts. Most of the artifacts in Warehouse 13 Season One have a spiritual connection to them.

The cast of Warehouse 13 Season One do a wonderful job. All kinds of TV shows claim



the actors are a family. It shows in Warehouse 13 Season One that these people are actually connected to one another. They get on one anothers nerves and work out their problems.

Warehouse 13 Season One shows us the tip of what could be a very large iceberg. The possibilities open to them with this show are near endless. I am interested in future seasons now that I finished Warehouse 13 Season One.

Unfortunately not everything in Warehouse 13 Season One is milk and cookies. The show has a very twisted view on sex and marriage. Warehouse 13 Season One also treats men like dirt, and women like queens. No wonder there is gender confusion problems in the US culture. Shows like Warehouse 13 Season One are causing that problem. Certain characters have major attitude problems in Warehouse 13 Season One. Nothing good can come from that.

Warehouse 13 Season One is insanely short. There are only twelve episodes. That

is half of a season where I come from, not a full one. There are some bonus features for those that like to watch that kind of content.

- Paul

Publisher: Syfy System: DVD

Rating: 'NR' for Not Rated

Graphics: 59%
Sounds: 63%
Replay/Extras: 66%
Gameplay: 75%

Family Friendly Factor: 58%



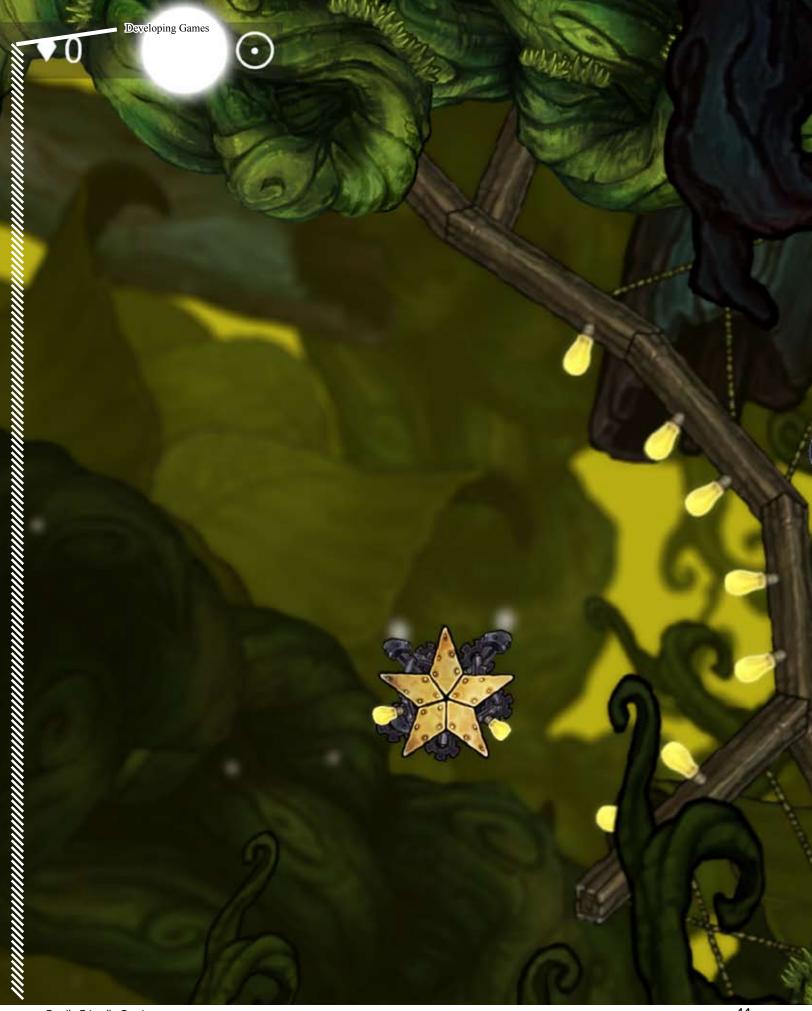






Further additions to the original include an all new tutorial level where players can get familiar with the iconic pogo jump and cane swing; while Scrooge McDuck's Museum allows players to track all their stats and compare their progress with others via global leaderboards.





































"These games are classic fan-favorites, and we hope that new and old FINAL FANTASY fans can experience the world of Spira and the story of Tidus and Yuna in a brand-new light with these remastered editions," said Yoshinori Kitase, producer of FINAL FANTASY X and FINAL FANTASY X-2.



Product: FINAL FANTASY X/X-2 HD Remaster
Release Date: 2013
Rating: 'RP' - Rating Pending

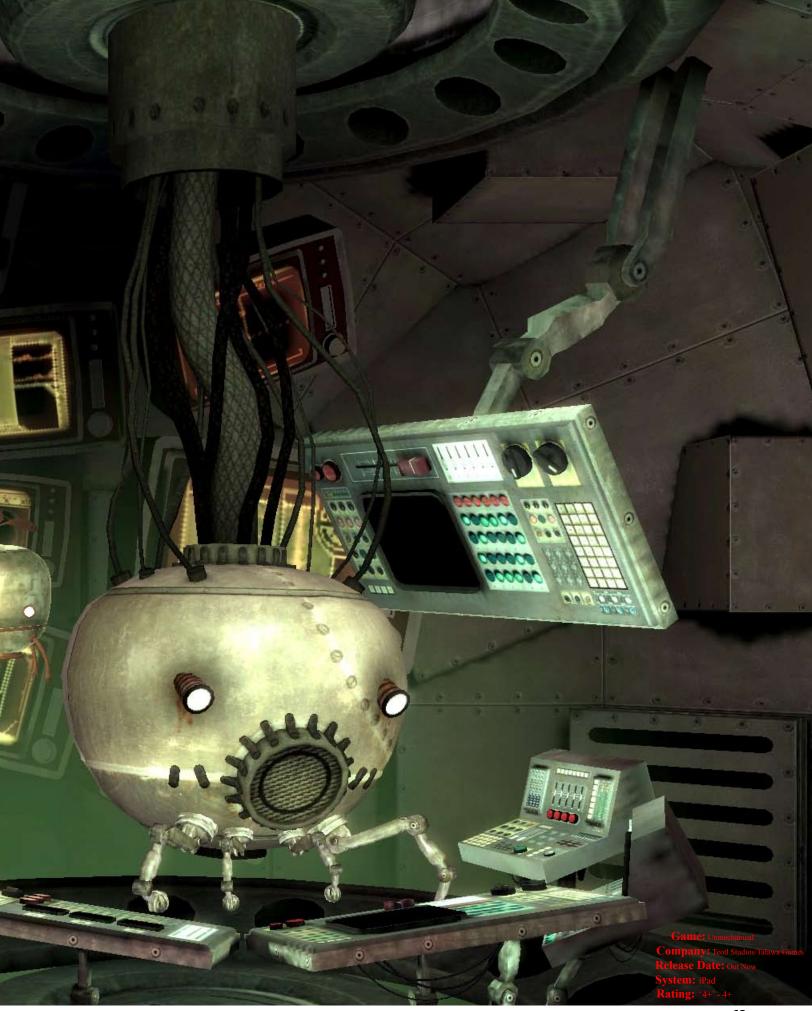
Company: Square Enix
System: Playstation 3/PS Vita

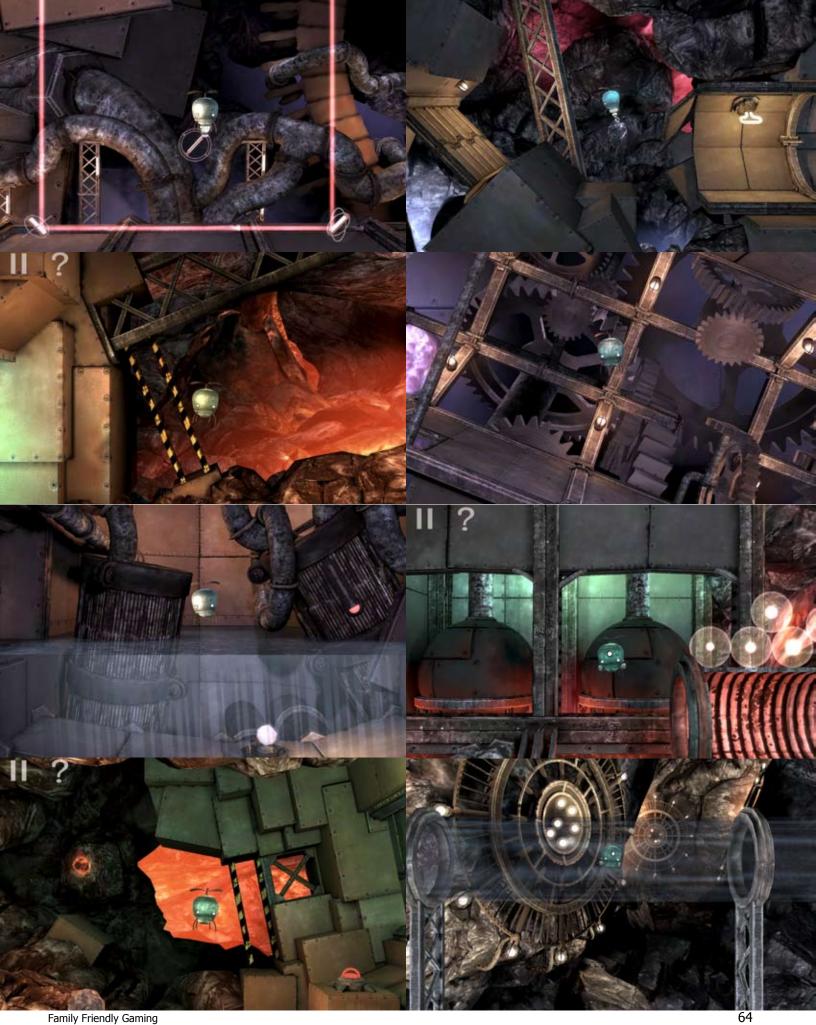




FINAL FANTASY X/X-2 HD Remaster is a single disc bundle that will be available on the PlayStation®3 system. FINAL FANTASY X HD Remaster and FINAL FANTASY X-2 HD Remaster will be available for the PlayStation®Vita system.







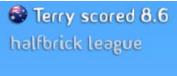










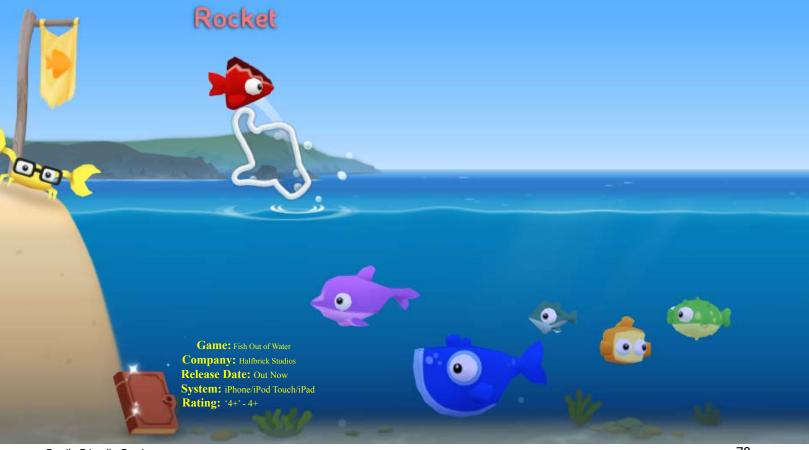








BOOST









Devotional

End All Be All

You want me to be happy right? How many times have you heard that question? How often has it been used as a justification to do something wrong? It is like being selfish and getting vour way has been redefined to be more palatable. More acceptable to the culture. Yet how often does that lead to harming someone else? It is the opposite of sacrifice and thinking of others. Yet too often we fall into that trap. Of course we want you to be happy. If driving off that cliff and destroying yourself makes you happy, who am I to say: "STOP!" A loving caring person is the one who tells them to stop when they are doing something self destructive. An intelligent caring person reminds them the damage they will cause others. Some people destroy families and ruin the lives of the children. Yet they got some temporary pleasure. That little tiny amount of selfish joy causes so much pain in others. Luke 10: 21 At that time

Jesus, full of joy through the Holy Spirit, said, "I praise you, Father, Lord of heaven and earth, because you have hidden these things from the wise and learned, and revealed them to little children. Yes. Father, for this is what you were pleased to do. Doing what God wants is more important than doing what we want. Pleasing God is more important than any temporary gain we may receive in this life. Serving others before ourselves shows a true heart of humility. It also shows we value others over ourselves

You would be amazed at how many times I put others before myself. Some days I am exhausted because so many people want so much. I run into selfish people who are never satisfied. Some listen about how Jesus Christ filled that bottomless pit in my heart. Some are so selfabsorbed they only care about what makes them look better in the eyes of the world. They bitterly cling onto their chains of selfishness. I pray for them as often as I can. Some nights I pass out from exhaustion after praying for so many who need a personal relationship

with God. I do not say this to make myself look good. Lord knows I make plenty of mistakes, and irritate some people. Just to let you know it is possible to walk a better path. It is possible to put others before yourself. It is possible to live without getting your way as often as you can swing it. I am not the only one living this way either.

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.





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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.

Wii U - The Wii U is a completely different home console than the Wii. It will play Wii games thanks to its backwards capabilities. Wii U games will not work on Wii home consoles. Wii controllers will work on the Wii U. The Wii U has a large Gamepad controller with a touch color screen on it. This has been implemented in a variety of ways. The Wii U is Nintendo's sixth home console

release in America.
There was the NES (Nintendo Entertainment System), SNES (Super Nintendo Entertainment System), N64 (Nintendo 64), Gamecube, Wii, and now Wii U.

Virtual Boy - This was a Nintendo created machine that attempted to bring 3D gaming to the industry. This machine would sit on a table top and there were giant binocular like glasses the player would look into. The system had a controller that could not be looked at while players faces were looking at the game. Virtual Boy games had two colors: red and black. The unit caused headaches in consumers and was quickly pulled.

PS4 - Playstation 4. Sony recently announced the Playstation 4. Not much is known about this home console yet. We do know Cloud gaming will be a part of it. As well as a

new controller with a touch pad on it, and a new Playstation Eye. The Playstation 4 will compete with the Wii U, and the yet to be announced next Xbox machine in the upcoming console war.

Bricking - Bricking is what a company does to your purchased product if you do something they do not approve of. Say you use pirated software, or an enhancement device like an Action Replay. Companies like Microsoft, Sony, and Nintendo have been known to brick your hand helds or home consoles. That means the machine stops working and has to be sent in to them for a repair. These repairs are costly.

OUYA - A new home console coming out where every game has to have some form of a free version on it. This system is slotted for retail in June 2013 for \$99.99.





