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Madden, Scribblenauts,
Girls Fashion and more!

Pac-Man has
got you with his
tongue!

Sonic's Lost Planet is
discovered in this very
issue!!

Family Friendly Gaming™

The VOICE of
the FAMILY in
GAMING



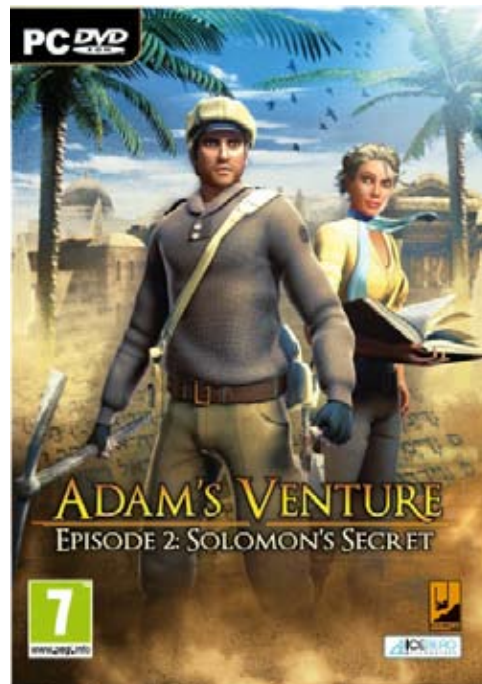
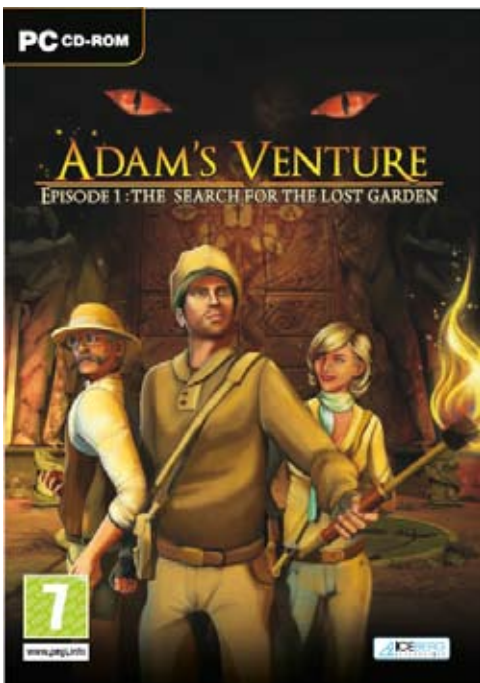
Issue #72

July 2013

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Editor's Desk

Sensitive to the Holy Spirit

A lot has happened this last month. For months I had gloom and doom on my brain concerning E3 2013. Everything except the shuttle from the airport to the hotel and back was paid for. Plenty of appointments were on our schedule. As I was setting up the shuttle reservation I noticed something odd - our hotel reservation was in NY instead of where we requested in downtown Los Angeles. As we worked on this with the website that changed our reservation I heard the Holy Spirit. It was one word - cancel. So I asked if canceling was a possibility. It was, and we canceled. We then canceled our flights. From there I had to cancel all of our E3 2013 appointments. We would cover it from Memphis, TN. And that is exactly what we did.

I have attended E3 in person for the past five straight years. Too often the Microsoft and Sony press conferences have nothing for us. Nintendo canceled their press conference this year. Is it the start of a trend? Sony decided they did not want Family Friendly Gaming to attend their press conference. They had nothing planned for families, and thought banning us would stop

any negative coverage. So I faced an interesting dilemma - why watch their press conference in a hotel room in LA when I could watch it in comfort here? Other companies like Atari and THQ are gone. Companies like 2K Play decided not to attend the event this year. There has been a definite contraction at E3 this year. Family Friendly Gaming is not the only media outlet to put less toward covering the event. Many are wondering if it is still needed.

E3 is a gluttony of information, and games. Is that really good for the industry? Why can't the information release be stretched out? Cramming all this coverage into a few days exhausts employees for the companies, PR firms, and those of us in the media. Isn't it about time we all rethink this? Find a better way to impart the information?

Hype and propaganda is another major problem with E3. All of these companies want to drone on about positives, and perceived positives. If there are issues or problems they completely ignore them. Canned answers and canned presentations are a major portion of the show. Sure there are opportunities here and there to ask diverse questions. Every single time Family Friendly Gaming has done it, we have shocked presenters. Why?

Because they are used to questions like: "how come your so awesome?" Too many in the gaming media have lost touch with investigative journalism. They lazily repeat the propaganda they have been presented with. More in the gaming media need to think for themselves.

I do not plan on going to E3 2014 either. Instead we will save for an upgrade to the magazine software, a better camera, and a video capture device. Then Lord willing go back in 2015 to cover the event bigger and better than ever. I hope I do not get too spoiled by covering it from Memphis though. This year was one of the best for me in terms of coverage.

God bless you, and yours,
Paul Bury



Female Side

Father's Day

Want to know something that is troubling? Want to know something I recognized recently? Men are constantly under attack from the culture, and political correctness movement. We women are celebrated, and honored on Mother's Day. Yet men are told what they are doing wrong on Father's Day. Why is that?

Fathers make all kinds of sacrifices. Our Heavenly Father gave up His only Son so that we could receive eternal life. Men are the head of the households. The captains of the ships so to speak. Yet they are constantly being torn down, assaulted, and attacked. My own father made countless sacrifices for my mother, my sister, and me. He sacrificed for his church. He sacrificed for friends and extended family. He asks for nothing in return.

My own husband sacrifices for me, our children, God, ministry work, and more. Do you know what he asks in return? He asks for the holier than thou political correctness crowd to stop attacking men. They have no right to criticize all of the wonderful good men out there. They have no concept of reality when they mock and make fun of men who are following God's will. They are making the planet a worse

place to live one. Whereas the good men are making the planet a worse place to live on.

Are there men who mess up and think of only themselves? Yes there are. There are also women and children who act the same way. Why single men out for that and then ignore women and children that do the same thing? Too often the political correctness crowd and fussy women send the men away. They demand the men leave, and when they get their way they complain about the men doing what they said. Don't say it if you don't mean it.

We need to appreciate the strengths in men. Wives need to help them in the areas they are weak. Not complain at them, not attack them, not fuss at them; instead lovingly become their helpers in the areas they need help. Too many women are trying to take on the role of men. Lets be honest ladies, we do not have the tools to be men. Let the men be men, and can be women.

A return to traditional values in all areas of our lives makes perfect sense to me. As the female population increased in the work force so did our heart attacks, heart disease, and earlier deaths. Why do we women want to die earlier? Most men do not have the temperament to be

stay at home dads. Most women do have the temperament. Our society needs to embrace facts and reality. If we want to truly honor men then we need to honor their place as the head of our households. They are answerable to God - not us.

I hope you honored, appreciated, and thanked the fathers in your life. I hope you brought a smile to their faces.

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

Intolerance of Gamers

One of the deepest, darkest secrets in the video game industry is how intolerant most gamers are. The loud mouths that will shout down any kind of diversity of thought. They only want to hear what they like. They viciously attack anything and anyone that disagrees with them. Why? For that answer the WMG went to the Video Game Lies book. It is clearly defined in this must have educational resource for families, schools, and all gamers. Our minds are like sponges - they absorb what we see, hear, feel, taste, and touch. What comes out of us was put in there in the first place. So what was in the sponge minds of the gamer haters? Venom, vitriol, anger, madness, and hatred. Where did it come from? What do you think they heard, felt, tasted, saw, and touched? Did they just come back from a war zone and are having trouble adapting to the civilian world? In a way. In a form. In a shape. The WMG has found one common denominator for all the angry psycho gamers who attack diversity of thought. They play the most violent, angry, aggression, and hate filled games they can get their hands on. They even go so far as to call those gross games - good. Death threats can come when anyone tries to disagree with them on that backwards label. The truly troubling thing is the WMG (and others here at Family Friendly Gaming) want to help them get out of that twisted and warped mind set. The WMG wants them to come out of the darkness and into the light. The WMG wants them to embrace GIGO. The garbage they let into their minds changes them. It is molding them into something else. Society should ask if they are being made into something good or something evil. Is their new form helpful to the poor, elderly, needy, disabled? Does being quick to anger, and quick to attack those that differ from you make our world a better one? The video game industry has big money to attack anyone and anything they see as a threat. They have a long history of being aggressive against every single whistle blower. Don't let their Gestapo tactics scare you from doing and saying the right thing.

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!

Not Yet

Wanted to share a quick clarification regarding FINAL FANTASY XIV: A REALM REBORN. The game is actually set to release August 27, so is still currently in beta. Also, the current ESRB is simply RP (Rating Pending). Noticed it within your Recent Releases, so thought I'd share.

*Best,
Steve*

{PB}: Apologies for that in the last issue Steve. We meant to denote it was currently in Beta. I keep telling people I am human and prone to errors. This is a wonderful example of that. Again I apologize for the insight. Hopefully millions have not been going

to stores trying to buy Final Fantasy XIV A Realm Reborn before it is officially released. We also put a notification of this mistake on our Twitter feed, and Facebook page. Which is a wonderful reminder to all our readers to check those pages out.

Should Sony Stop Making Hardware?

I mean I understand, you know the media has change things and its no longer just about the joy of gaming but the perceptions and influences. Many issues are blown out of proportion for the sake of hits and what not, but the fact is Sony of the 3 is likely to still support the ps3 long after the other two discontinue their current gen platforms.

Sony works in reverse to Nintendo in the sense that they are not making a profit at the start, but losses and since they are primarily an electronics company they see the need to hang around until they regain and recoup their losses no matter how big or wide they may be.

MS is different because what they lose in hardware they more than make up through xbox live, so its usually Sony who is forced to stand the test of time where



as the others have the option to move on without much concern.

This is why I believe the ps3 will eventually surpass the other two platforms, Sony will continue to support it for some time, even if it isn't the prime focus to them anymore. So many small developers are creeping and they are releasing indies and foreign RPGs in different markets, the tools for 3rd party developers are already in place and what you will see is a number cross generation releases with the ps3 taking the lions share out of the 3.

Just look at the global numbers and see how the tables have turned between the 360 and the ps3, Sony knows that as soon as the ps3 dies down in the main markets it will have to sell the platform

OFF

to developing markets which is why they are planning to start developing PS3s in Brazil and in India to cut on shipping costs and overhead costs.

MS will stop selling the 360 in a years time once its new platform picks up enough steam for them to start realizing their Trojan horse tactic into entertainment. If you think about it; the only reason why MS even has stuck around with 360 this long has been because they are making a decent profit on each machine sold and know in what kinda shape Sony is in, so they see no reason why to rush a new product so soon.

Sony isn't perfect, but they have better relations and a better understanding of the global market. I am not much of a Nintendo fan but I can appreciate their passion and creativity in games, what I feel they should change however is how they approach their hardware business. Make it in line with the other two so they won't run into issues with 3rd parties and market your product while you are at it, lets not forget the market is a much more saturated environment than it was in the cretaceous times. But that's just my opinion.

- *Supremacy (@Gaming-NewsLink)*

{PB}: For those unaware, I wrote an article entitled - "Should Sony Stop Making Hardware?" It became a bit of a lightning rod. Family Friendly Gaming has been a long time support of polite, civil, and respectful debate. Supremacy had the best response that fit into that category.

I need to disclose a few things. Sony has the least amount to offer families in terms of games in my opinion. I was using the US sales numbers and not global numbers - that is a very fair criticism of the article. I am learning, developing and growing as a writer. This article was a wonderful learning opportunity for me. Sony has also been a huge pain to work with over the last nine months. They have the worst press site to use of the three. Getting responses from questions we have been asking for months has been worse than pulling teeth. This piece was a bit of a hatchet job on Sony. I hope they see it as a wake up call and turn things around. I loved playing Larry Boy, and the Bible Game on the PS2. I like having Sesame Street on the Wii and Xbox

360. The Playstation 3 has been a disappointment in those kinds of games. I hope to see games like that on the Playstation 4.

Hall of Fame

How did you guys come up with the idea to do a Hall of Fame? That is such a cool thing to do. Will it have new inductees every single year? Will there always be three a year? Will you guys build a building to house paraphernalia of the games? Will it be somewhere families can come visit?

- *Martha*

{YB}: My hubby is an amazing man of God who brings so many awesome ideas to the gaming industry. I believe that is one of the reasons Family Friendly Gaming has been so popular all these years. He tries to make things better on a daily basis. He came to me after praying and said: "Holy Spirit gave me an idea - a Hall of Fame." He then outlined the various steps/stages. I asked him all kinds of questions. I could tell it was from God - which means its always a good idea.

It has been a lot of hard work thus far creating the Hall of Fame. A shout out goes to the astounding artist



Elijah Leon. Right now the Family Friendly Gaming Hall of Fame is just online - like some other recent Hall of Famers for other industries. We would love to be blessed to be able to build a building in the future. Whenever that fits into God's timing.

Christian Gamers

Thank you for making Christian gamers look better. Sick of those hypocrites who say they are Christians but drone on and on about how much they love the world. Keep citing Bible verse. Keep being a good role model.

- Darlene

{PB}: First and foremost thank you for your kind words. You have no idea how exhausting some days are for me. Especially when those who should have unity with us, absolutely refuse it. It can be discouraging at times. With that said it is important to acknowledge I am merely a man. I make mistakes. I am far from perfect.

It is important to

remember that each and everyone of us have some weakness. There are chinks in our armor. We are broken pots. Different people struggle with different sins, false idols, and more. We need to be loving to our brothers and sisters in Christ who struggle with different things than us. Which is why I constantly try to point people to God. Its not about me, or what I do. It is about what Christ did for us. It is about being holy for God. It is about being separate and apart from the sins of the world. It is about being salt and light for this tasteless and dark world.

Stop Dragonvale

Why I stopped playing Dragonvale was so powerful. You are a talent writer who needs to be in national papers. I stopped playing free apps and will never touch them again.

- Greg

{PB}: Thank you for your kind words. I cherish them deeply. I appreciate the compliments. I do not see myself as being very talented as a writer. In fact I see my many mistakes and feel my writing style is clunky. I am just a man doing what God called me to do. There are many talented people out there who have had all kinds of training. I just listen to what God tells

me to do.

I am so grateful that the "Why I stopped playing Dragonvale" article was so well received.

Top Five Problems with Downloading Games

The Top Five Problems with Downloading Games was a great read. Thank you for publishing it. Thank you for putting it out there for the community to discuss. We need to be aware of this important issue.

- Kate

{YB}: Thank you for your wonderful email. I am so glad you enjoyed Top Five Problems with Downloading Games. It was a wonderful collaborative article that we kicked around for some months here at Family Friendly Gaming. It is my hope these problems are addressed and consumer rights are respected.

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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FFG NATION

Hall of Fame

Since 1998 those of involved with Family Friendly Gaming have been promoting good games for families. We have been involved in the industry for decades. We are constantly honoring good games for families. The Holy Bible has been the set in stone standards we have applied to the definitions we use. Covering these games in a wide variety of forms has been the order of the day for these games. We wanted to do something additional, and special for some of the best of the best. Yes we have a rarely given seal of approval.

What about something else though? Some companies and some franchises deserve a lifetime achievement award. Which is usually given when that lifetime is over with. In video games a franchise can come back. Companies can come back. So after much prayer, fasting, and earnestly seeking God's will we have an exciting announcement. Welcome to the Family Friendly Gaming Hall of Fame. In the year of our Lord 2013 we have the inaugural inductees. Each inductee will receive a plaque to commemorate their status of as a Family Friendly Gaming Hall of Famer.

Cooking Mama - Majesco Entertainment

Mama has cooked, done crafts, babysat, gone camping and more. The Cooking Mama franchise has been amazing for families. Majesco Entertainment was one of the first companies to really embrace the idea that girls and women want a different kind of game. They also want a role model to look up to. A role model that acts like a woman. Cooking Mama is loving, caring, nurturing, helpful, and kind. She encouraging and never treats anyone bad. This is probably why this franchise has been blessed with so many sequels, and financial successes. Cooking Mama is a breath of fresh air that has never gotten stale. Families continue to embrace Mama and the Cooking Mama franchise. Congratulations to this franchise for being one of the first inductees into the Family Friendly Gaming Hall of Fame.

Cars games (THQ)

This includes Cars, Cars Mater-National Championship, Cars Race O Rama. On systems like Gamecube, Playstation 2, Xbox, Wii, Playstation 3, Xbox 360, Nintendo DS, Nintendo 3DS, Playstation Portable, Playstation Vita and more. Movie based games have a bad name. Yet this movie based game spawned sequels. THQ crossed the finish line first with their Disney-Pixar Cars based video games. These Cars games allowed families the ability to take on the role of Lightning McQueen and find out what happened after the first movie. In fact the story progression in this open sandbox world is one of its key components. Families embraced these Cars games over a wide variety of systems and years. Congratulations to the THQ Cars games for being one of the first inductees into the Family Friendly Gaming Hall of Fame.

Interactive Parables - Graceworks Interactive

There is one giant in the Christian video game industry - Graceworks Interactive. Their Interactive Parables games have shown the entire world that a non-violent first person shooter can be created. Not only that, but it can be used to educate anyone with an open mind. Interactive Parables was so well received that Graceworks Interactive created multiple sequels on a variety of different books of the Holy Bible. Intelligent Christians immediately embraced this franchise with all of the love and support Christ called them to. This Personal Computer (PC) game shows even those with few talents can create a masterpiece. Congratulations to the Interactive Parables franchise games for being one of the first inductees into the Family Friendly Gaming Hall of Fame.

EVENTS

Los Angeles Zoo



In this photo provided by Nintendo of America, 26-year-old Silverback Gorilla named Kelly of the Los Angeles Zoo's Campo Gorilla Reserve celebrates today's launch of Donkey Kong Country Returns 3D on Nintendo 3DS, Friday, May 24, 2013 in Los Angeles. As part of the zoo's special animal enrichment activity, Kelly channeled his inner "Kong" and enjoyed a snack from themed cardboard barrels filled with food. During Memorial Day weekend, Nintendo and the Los Angeles Zoo are hosting a four-day event and renaming the Campo Gorilla Reserve to the "Donkey Kong Country Returns 3D at Campo Gorilla

Reserve." Donkey Kong Country Returns 3D brings the popular series to 3D for the first time in its 22 year history.

In this photo provided by Nintendo of America, Donkey Kong welcomes visitors to the Donkey Kong Country Returns 3D experience at the Los Angeles Zoo's Campo Gorilla Reserve on Friday, May 24, 2013 in Los Angeles. To celebrate today's launch of Donkey Kong Country Returns 3D on Nintendo 3DS, Nintendo partnered with the Los Angeles Zoo during Memorial Day weekend to rename the Campo Gorilla Reserve to "Donkey Kong Country Returns 3D at Campo Gorilla Reserve."



In this photo provided by Nintendo of America, Nicholas O., 8, of Granada Hills section of Los Angeles, enjoys some hands-on time with Donkey Kong Country Returns 3D during an exclusive experience at the Los Angeles Zoo on Friday, May 24, 2013. To celebrate the game's launch, Nintendo teamed up with the Los Angeles Zoo to host an event during Memorial Day Weekend, which included game sampling. Released today on Nintendo 3DS, Donkey Kong Country Returns 3D brings the popular series to 3D for the first time in its 22 year history.

In this photo provided by Nintendo of America, a female gorilla named Glenda "monkeys" around with her friend at the Los Angeles Zoo's Campo Gorilla reserve in Los Angeles on Friday, May 24, 2013. To celebrate today's launch of Donkey Kong Country Returns 3D on Nintendo 3DS and bring awareness to the gorillas at the zoo, Nintendo and the Los Angeles Zoo teamed up to host an event and rename the Campo Gorilla Reserve to the "Donkey Kong Country Returns 3D at Campo Gorilla Reserve" throughout Memorial Day weekend.



SPORTS



Game: Madden NFL 25
Available: August 2013
Rating: 'RP' - Rating Pending

FEATURE



Company: EA Sports
System: Playstation 3/Xbox 360



Game: Madden NFL 25
Available: August 2013
Rating: 'RP' - Rating Pending



Company: EA Sports
System: Playstation 3/Xbox 360

In the

Dollar Dash More Ways To Win DLC

Kalypso Media Digital, Ltd. is proud to reveal the first Dollar Dash DLC, entitled “More Ways To Win”, is now available for Xbox Live for the Xbox 360® video game and entertainment system from Microsoft, Windows® PC and PlayStation®Network. Introducing Topscorer -- a brand new game mode where players race to rack up more money -- available on six maps along with an incredible amount of new in-game shop content, Dollar Dash will once again have players bashing their opponents, grabbing cash, and earning bank.

Topscorer is a fast-paced and fiercely competitive game mode, which will crown winners after they have collected \$1,000 and have successfully fended off their opponents for 60 seconds once the countdown for victory begins. With no bank to deposit cash, players will have to use every tactic in their arsenal to ensure a triumph



over their opponents. In addition, new in-game shop content, such as a mighty new victory dance to show your strength, goofy cosmetics like

the cool Crew Cut, and in-game icons will be made available through “More Ways To

Win.”

Developed by Candygun Games, Dollar Dash offers a huge amount of customization and personalization as players attack, defend, and outrun their fellow thieves with comedic tactics to achieve victory.

The “More Ways to Win” DLC is now available for Xbox Live for the Xbox 360 for 240 Microsoft Points, and Windows® PC and PlayStation®Network for \$2.99.

News

Atari by Design Display Opened

Arcade video games often sport stunning graphics and wildly different playing elements—like shifters, pedals, joysticks, buttons, and steering wheels—to heighten a gamer’s playing pleasure. See the creative thinking behind the finished designs of some of the most popular video arcade games at Atari by Design: From Concept to Creation, an original new display opened at the National Museum of Play at The Strong Saturday, June 22, in the year of our Lord 2013. The display offers game enthusiasts a rare opportunity to delve into the development of Gauntlet, Street Fighter, Gran Trak 10, Red Baron, and Gotcha. Game cabinets are paired with displays of preliminary designs, drawings, and sketches that went into their creation as well as some of the fliers and advertising materials used to promote their sale. Several of the machines, including Street Fighter and Gauntlet, are available for play.

KIXEYE Raises \$50K+ for Iraq/Afghanistan Veterans

KIXEYE announced it has raised over \$50,000 through a special charity drive to support the non-profit organization, Iraq and Afghanistan Veterans of America (IAVA). In partnership with VirtGood, which connects leading non-profits with online game companies, players had the opportunity to purchase for a limited-time \$2 gold bundles in Battle Pirates, and as an added bonus would receive a custom IAVA badge displayed on their base through the duration of the charity drive. The promotion generated more than \$50,000 in revenue over the course of the six-day promotion and 100% of the proceeds will be donated to support IAVA.

“We felt that it was important to recognize our veterans this Memorial Day by running this promotion and donating all proceeds,” said Will Harbin, CEO at KIXEYE. “Many of our employees have family mem-

bers and close friends that have and are still serving in Iraq and Afghanistan. We plan to organize more charity events in the future, and this was just one small way of showing our support.”

“Highly engaged communities like KIXEYE’s are incredibly valuable for leading non-profits like IAVA, and we’re thrilled with the outcome of this IAVA Memorial Day campaign,” said Daniel Hayes, founder and CEO at Virtgood. “It’s amazing to see how two very different organizations who might not have previously thought to partner, can collaborate for the greater good. VirtGood is looking forward to coming out of our closed beta to make a broader impact across both industries.”

IAVA is the first and largest non-profit, non-partisan organization for new veterans, with over 200,000 Member Veterans and supporters nationwide. IAVA is dedicated to standing with the 2.5 million veterans of Iraq and Afghanistan from their first day home through the rest of their lives. The mission for the IAVA is to build an empowered generation of veterans who provide sustainable leadership for our country and their local

communities. They work toward this vision through programs in four key impact areas: supporting new veterans in health, education, employment and building a lasting community for vets and their families.

“We can’t thank KIXEYE enough for their critical leadership in helping improve the lives of Iraq and Afghanistan veterans and their families,” said Paul Rieckhoff, founder and CEO at IAVA. “KIXEYE’s innovative support allows us to continue fighting to ensure all veterans receive the care and benefits they deserve, and we hope they will inspire more companies to join them in supporting our mission.”

Razer Introduces the Blade

Razer unveiled Razer Blade, the world’s thinnest gaming laptop. The Razer Blade, measuring in at just 0.66-inches thin, packs more power-per-cubic-inch than any other laptop in the world. The Razer Blade is powered with a future 4th gen Intel Core processor, the latest NVIDIA GeForce GTX 765M GPU and utilizes solid-state storage technology with boot speeds of up to four-times faster than a traditional 5400-RPM notebook hard drive. The Razer Blade has a rigid all-aluminum chassis, with a stunning 14-inch LED-backlit HD+ display and features a custom-designed trackpad and backlit gaming grade keyboard.

“We’ve designed and built the thinnest, most powerful 14-inch laptop in the world,” says Min-Liang Tan, Razer co-founder, CEO and creative director. “Thinner than a dime and more powerful than other traditional desktop replacements today, we’ve created an entirely new category of thin and powerful laptops that is generations ahead of other PCs.”

Designed entirely in-house by the multi-award winning Razer design team, the Razer Blade has an incredible 14-inch LED-backlit HD+ display with a native resolution of 1600 x 900 and its custom-made gaming grade trackpad offers multi-touch gesture support. The Razer Blade also features a full-size backlit gaming keyboard that has full anti-ghosting capabilities and programmable keys powered by the revolutionary Synapse 2.0.

“Incredible innovation is happening across the computing landscape, and the new mobile gaming experience Razer is delivering with the Edge, and now its Blade, is remarkable,” says Navin Shenoy, vice president and general manager of Intel’s Mobile Client Platforms. “Powered by a future 4th gen Intel Core processor, people can expect the highest level performance from the Blade for the most discerning gamer.”

The ultra-portable laptop features 8 GB of fast 1600 MHz DDR3L memory and comes standard with 128 GB of total solid-state storage with options for a 256 GB or 512 GB SSD. The Razer Blade also comes with Dolby Home Theatre v4, featuring immersive audio-quality output that is custom-tuned to deliver a cinematic sound experience.

The Razer Blade delivers up to six hours of battery life and includes a Killer Wireless-N high-performance wireless networking adapter, combining intelligence and control along with up to five-times the wireless networking speed of competitive wireless adapters.

“The 14-inch Razer Blade packs a ton of horsepower into a very small chassis,” says Rene Haas, vice president and general manager of notebook GPUs at NVIDIA. “The new NVIDIA GeForce GTX 765M GPU delivers blazing performance with incredibly efficient power usage to this ultra-portable gaming machine.”

Shootmania Storm Update Adds More Player Customization

Ubisoft's ShootMania Storm, the online multiplayer first person action game developed by Nadeo, creators of the TrackMania series, has been updated recently, adding the ability to import custom player skins and in-game objects so players can further customize the game. ShootMania Storm is already one of the most player-modified games available, with an easy-to-use editor included that has allowed users to generate their own maps and modes by the thousands.

This update includes :

Character Skin Importer: Players may now create and play with their own customizable avatars so they can design team uniforms, use clan insignias or simply develop any avatar of their own imagination

Object Importer: Players may create and import items and dynamic objects

Additional Features:

- New features for scripts

- Additional controls for bots

- New items and objects API and features

- The ability to use Mousewheel to change actions or weapons

- New Storm blocks for map creation and decoration

The game also offers stout community support and interaction, connecting players from around the world with ladder rankings, friend-finding, community events, tournaments and more. The game's easy-to-use drag-and-drop editing tool is a revelation for amateur game designers, providing an avenue for world-building and design as well as immediate feedback from the people who know best -- the 600,000-strong ManiaPlanet community.

Ludei proves HTML5 is thriving

Ludei, the only HTML5 platform that brings native performance and features to mobile developers, announced that, just five months after its launch, more than 5,000 developers have adopted its platform and are publishing games like Lunch Bug, Bubble Soccer, Rhino Hero and Architect Puzzle Game.

"There's still skepticism out there about whether HTML5 is ready for game development, but the developers on the Ludei Platform are proof that its time has come," said Ludei CEO Eneko Knorr. "Our developers are publishing high-performance games with full native features including in-app payments, social and ad networks to every popular mobile and Web marketplace from a single HTML5 codebase."

Developers using the Ludei Platform range from some of the biggest names in entertainment to up-and-coming independent developers. Ludei is helping large, established developers solve challenging problems, including performance and audio issues and distribution to the major mobile app stores like iTunes and Google Play, and empowering smaller, independent developers to expand their audience and earn money with multi-platform distribution and native payment features.

"Ludei's platform has completely changed the landscape for HTML5 mobile development," said Geoff Blair of Lost Decade Games. "Without it, our games would be stuck running below 15 frames per second, and with nowhere to deploy and monetize them. Now, we can deploy HTML5 games to the most popular app stores which perform on par with native games and make us real money."



Close to 400 games, from rising developers like Goko and major household names, are using the Ludei Platform. Ludei is the only platform that offers all the tools, API and cloud services developers need to quickly and easily develop, accelerate and publish fully featured HTML5 games to every popular mobile and Web marketplace. The company is adding new features regularly, and announced 3D game development support via the open WebGL standard in March.

The Ludei Platform supports the Apple App Store, Google Play, and the Amazon, NOOK®, Tizen, FirefoxOS, Chrome and Pokki markets.

Razer Launches Atrax Arcade Stick

Razer announced the Razer Atrax Arcade Stick for Xbox 360®, the final product following an extensive beta testing program.

Tested by some of the world's best pro-gamers and Fighting Game Community members all over the world, the Razer Atrax Arcade Stick is constructed with modders and tournament gamers in mind. Featuring premium quality Sanwa components, the 10 highly responsive buttons and a precision eight-way joystick allow gamers to strike instantly and surely, game after game, while maintaining peak performance and reliability.

An extremely moddable controller, the inside of the arcade stick platform opens up at the touch of a button, making the Razer Atrax a breeze to customize for all tastes and play styles. Users can swap in their own personal designs for a unique look, while also getting access to the internal compartments and honeycomb structure for easy screw mounting.

The easily accessible internal compartment of the Razer Atrax reveals dedicated slots to store an includ-

ed alternate bat top joystick, the detachable cable, and a screwdriver for modding, giving gamers plenty of room for storage as they travel around dominating FGC events.

“Following a huge beta testing program, we’re confident that we’ve built an arcade stick enthusiasts will love,” says Min-Liang Tan, Razer co-founder, CEO and creative director. “We know that the Fighting Game Community is huge on modding their arcade sticks, and that is why we made the Razer Atrax extremely mod friendly. We are excited to see what extreme mods the Razer Atrax will be the base for.”



Kingdom Rush Frontiers Lays Siege to iOS

Ironhide Game Studio launched its latest assault on your sanity with Kingdom Rush: Frontiers, available now on iPhone, iPad, and iPod touch. As a bigger, badder, and beefed-up return to Kingdom Rush's intoxicating world of dwarfs and dragons, Kingdom Rush: Frontiers builds on the original game's furious tower-defense gameplay with flashy new towers, levels, and heroes. It's like a catapult-load of awesome features launched straight into your face... and it hurts so good!

"To one-up our own tower-defense formula, we basically took the original Kingdom Rush, shoved it into a bottle of dragon's blood, gorilla hair, and arrowheads... then we shook things up and popped the cork. What spilled out is this {edited} thing we call Kingdom Rush Frontiers," said Alvaro Azofra, Dark Arts Master and Co-founder of Ironhide. "It sounds messy, but after a full year of toil, we've got loads of content and deeper, more devilishly addictive gameplay than ever."

Kingdom Rush: Frontiers extends Ironhide's mastery of the tower-defense genre, keeping its signature accessibility while packing in a treasure-trove of new stuff for the brand's millions of fans. With dozens of new levels, towers, heroes, and enemies – and snazzy ways to murder them – the game really takes Kingdom Rush to a new... uh, frontier. Ka-blammo!

Features:

Eight New Special Towers – Blitz the battlefield with new units like spooky necromancers, dead-eye cross-bow-women, and even earthquake machines... shake things up, literally.

Exotic New Levels – Fortify the frontier across three new terrains in desolate deserts, lush jungles, and the caves of the underworld ruled by the great Dark Lord. Oh, you thought spelunking was already scary enough?

A Whole New Horde – Slice, sizzle, and

stomp more than 40 would-be assailants, from cursed mummies to mystical genies. What were you expecting? More goblins? That's so 2012.

A Heap of Heroes – Throw down the gauntlet with nine fully customizable heroes like Grawl the stone giant and Captain Blackthorne the renegade corsair. Yo-ho!

Bells and Whistles... and Giant Sandworms – If you like widgets and doo-dads, well... we're chock full of 'em. Seventy achievements, unlockable weapons, and even a Dragon that will set your enemies on fire -- all that and plenty more.



Pacific Rim Mobile Game Announced

Reliance Games is bringing the sci-fi action-adventure Warner Bros. Pictures and Legendary Pictures Pacific Rim to mobile devices. Based on the Guillermo del Toro directed film coming to theaters July 12, 2013, the Pacific Rim mobile game tasks players with protecting the world's most famous cities from the Kaijus, monstrous aliens that have risen from the seas to destroy humanity.

Commanding a giant Jaeger robot, players can hone their skills in a story mode that will take their Jockey from rookie to ace, building up lethal combos and discovering new weapons and technology to give them an edge against the Kaijus. Upgraded Jaegers can also be used in survival mode, challenging players to beat back the alien menace and keep the world safe.

"Pacific Rim the mobile game will extend Guillermo del Toro's epic adventure beyond the theater screen and into the pockets of gamers around the world," Joel Chiodi, EVP of Theatrical Marketing at Legendary. "Reliance Games' has developed an entertaining mobile game that matches the action-packed power of the film."

"Working with Warner Bros. Pictures and Legendary Pictures continues our history of partnering with the most influential names in the entertainment world," commented Manish Agarwal, CEO of Reliance Games. "With the Pacific Rim mobile game, we are drawing from deep experience to create a thrilling standalone component to the Pacific Rim brand that will wow mobile gamers and film fans alike." Pacific Rim the game will be available this summer on smartphone and tablets.

The Love Dare for Parents

From Stephen and Alex Kendrick—the writers/producer/director of FIREPROOF and the author's of the No. 1 New York Times best-selling book it inspired, The Love Dare—comes a life-changing tool for building strong, godly families—The Love Dare for Parents.

"The Love Dare for Parents offers a 40-day journey of daily 'dares' that challenge parents to know what Christ-like love looks like and to share it with their children," Stephen Kendrick said.

The Love Dare for Parents also includes free access to an online parenting evaluation tool to make the book even more impactful.

"We know that family life is busy," Alex Kendrick said. "We purposefully made The Love Dare for Parents easy and enjoyable to read with biblical principles you can apply to your parenting from Day One."

Each of the 40 days of The Love Dare for Parents begins with an encouraging promise from scripture then draws a biblical principle from it. Parents receive daily challenges to put the principles to work in the lives of their children. And, there is room for readers to make the book their own, with space to journal reflections about the material and about personal experiences, putting it into action. The Love Dare for Parents is helpful and encouraging to parents and children of all ages—whether a new parent looking to win the heart of their young child or an older parent hoping to win a heart back.

Alex and Stephen Kendrick, founders of Kendrick Brothers Productions, are international best-selling authors of books inspired by their films. In FIREPROOF, a major character whose marriage is crumbling is challenged to take The Love Dare,

40 days of showing sacrificial love to his wife. The book *The Love Dare* was inspired by FIREPROOF and has spent 131 weeks on the New York Times Advice best-seller list and has sold nearly 6 million copies. On June 2, five years after its release, it is still earning accolades, as it received the Impact Book Award in the K-LOVE radio network's first-ever fan-voted awards program. Alex Kendrick accepted the award at the famed Ryman Auditorium in Nashville

In the wake of *The Love Dare*'s positive impact on marriages, the No. 1 request the Kendricks received was for *The Love Dare for Parents*. With this book, they break new ground for building biblically-based families. *The Love Dare for Parents* helps moms and dads more fully enjoy and delight in their children and offers the perfect tool to, "Win the heart of your child."

DLC for Dollar Dash

Kalypso announces that *The Robbers Tool Kit*, the second DLC is now available to purchase on the PlayStation®Store for \$1.99 USD, Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft for 160 Microsoft Points and Windows PC for \$1.99 USD. *The Robbers Tool Kit* offers a wealth of new weapons and upgrades, accompanied by a number of different shop items that are instantly unlocked for you. Two new maps to challenge you. Find yourself stranded on a Container Ship, not only battling against your fellow robbers, but also fighting against the swaying ship as it travels through the unpredictable ocean waves. The Parking Lot offers a new and interactive environment. Move trollies to stop an incoming snow ball, or simply run around one to deny your opponents from robbing your hard earned dollars.

Troy Duniway Joins The Awesome Game Studio

The Awesome Game Studio (TAGS) announced that it has appointed games industry veteran Troy Duniway as its Design Director. Duniway previously held leading development executive positions at Microsoft, Electronic Arts, Westwood Studios, Ubisoft and Insomniac Games and will sit on the board of Directors of TAGS. His role will include management of the studios in house development.

"TAGS are a talented studio with a passion for developing original innovative IP", said Troy Duniway, Design Director of The Awesome Game Studio, "With some amazing internal tech and tools, I'm excited about what compelling creations will come out of this Indian powerhouse of gaming next".

With over 23 years of experience in games development, Duniway has worked across the board in games development in varied roles including Creative Director, Executive Producer, Game Designer, having worked on best-selling global franchise including *Age of Empires*, *Ratchet and Clank*.

"Troy has an amazing track record of working on some of the best loved franchises released in gaming and his joining TAGS is a step towards achieving into what we originally envisioned", said Rajat Ojha Managing Director of The Awesome Game Studio, "We welcome him into the TAGS family

TAGS is currently prototyping concepts for the next generation of consoles and is working on two mobile games - puzzle game *Alphaman* and another property based upon popular toy series *Switchbotz* by Imagability. TAGS first release *Wobble Bobble* was released on iOS in 2012 and got showcased in *Casual Connect*, Europe and Singapore.

State of Gaming



CONSOLE WAR TIGHTENS

E3 in the year of our Lord 2013 showed Family Friendly Gaming a couple of things. First and foremost the next generation home console war is tightening up. So much so that at this time Family Friendly Gaming is not making any predictions on a possible winner. Microsoft, Nintendo, and Sony are all doing good things, and they are all doing bad things. There is no clear dominate player at this time. The Wii U is overpriced for what it delivers. The Xbox One is also way overpriced. The Playstation 4 is the only

one with an acceptable price point for what is being delivered. The used games problem, and always online problem plague the Xbox One. Sony made a big push at their lame E3 2013 press conference that they would allow used games (without any additional fees) on the PS4. Time will tell if Microsoft decides to continue to punish consumers or not. When it came to games Nintendo continues to dominate. Microsoft comes in a distant second, and Sony brings up the rear. The few semi-family friendly video games that Sony had to show did not excite anyone here at Family Friendly Gaming. In fact the comment was made: “if those games indicate the next generation,

then I am content to stay in the current one.”

The rest of the companies at E3 2013 contracted quite a bit. There were less games of interest, and many known franchises with updated games. In fact there were so few original games that many gamers reacted with a ho-hum to the game announcements.

Family Friendly Gaming attended one of the Best Buy Nintendo events. It was probably one of the worst E3 experiences we have ever had. Only one machine was present with three games. Waiting hours and never getting a turn plagued that event.

Luke 12:13-15

13 Someone in the crowd said to him, “Teacher, tell my brother to divide the inheritance with me.”

14 Jesus replied, “Man, who appointed me a judge or an arbiter between you?”

15 Then he said to them, “Watch out! Be on your guard against all kinds of greed; life does not consist in an abundance of possessions.”

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.

DVD	Score	Page
Smallville Season Four	63	38
Warehouse 13 Season Three	49	39

Genesis	Score	Page
Shinobi III	61	37

PS3	Score	Page
Start the Party	59	35
The Cave	75	34

Xbox 360	Score	Page
The Cave	75	34

Wii	Score	Page
SimCity Creator	82	30

Nintendo DS	Score	Page
Etrian Odyssey III The Drowned City	60	28

Nintendo 3DS	Score	Page
Fire Emblem Awakening	61	29
Yoshi	78	37

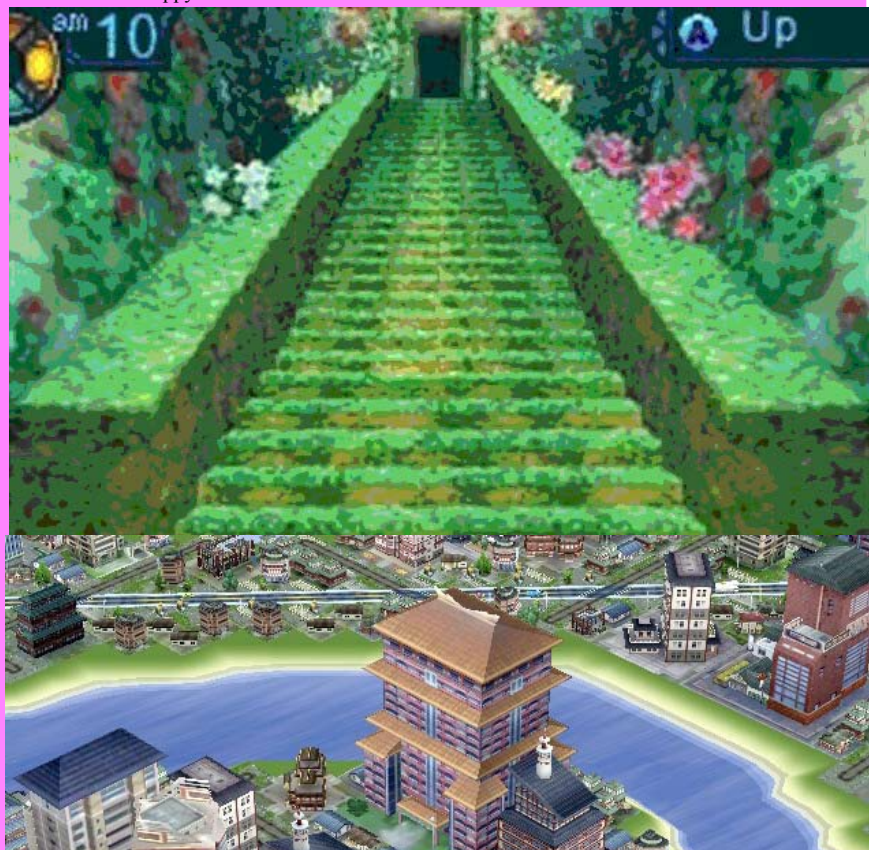
Personal Computer	Score	Page
The Cave	75	34

Wii U	Score	Page
The Cave	75	34

Gameboy Advance	Score	Page
Yoshi	78	37

NES	Score	Page
Yoshi	78	37

iPod Touch	Score	Page
Endless Road	68	33
Happy Street	56	36





Etrian Odyssey III The Drowned City



SCORE: 60

After playing Etrian Odyssey IV, I was curious to see what the previous game in the franchise was like. I learned something important - this franchise got better by leaps and bounds. Etrian Odyssey III The Drowned City on the Nintendo DS is a poor game on so many levels. It is neat to see so many things that were improved in Etrian Odyssey IV.



The map making in Etrian Odyssey III The Drowned City is insane, and required. The first thing we have to do (once we get into a dungeon) is to make a map. I tried over and over again to get that guard to let me pass. He kept rejecting my map until it was perfect. After six hours I was through the tutorial. That is crazy.

Expect to spend mindless hours in Etrian Odyssey III The Drowned City grinding. If you make a mistake and your

party dies, then it is back to your last in town save. No casual mode, no keeping your experience. Etrian Odyssey III The Drowned City is a hardcore game for the most hardcore gamers.

The graphics are meh in Etrian Odyssey III The Drowned City. We have to deal with

the normal issues; enticement to lust, violence, bad language, alcohol and tobacco. Why can't

any RPG company break out of those crutches and target a wider gaming audience. Plenty of kids would play their games if they did not throw in so many bad things.

Eastern religious themes are found in Etrian Odyssey III The Drowned City. Do not expect this Nintendo DS game to reinforce your Christian beliefs. It will instead attack them, and try and lead you astray. Its funny that there are warnings about sex, violence, tobacco, and alcohol; but nothing that could send your soul to eternal damnation. It would seem your eternal destination would be a bit more important than the damage done to the physical body.

Etrian Odyssey III The Drowned City is slow and tedious. Expect to replay areas of this game over and over again. Sailing is annoying since you have to buy provisions for each day you are out. Etrian Odyssey III The Drowned City is nowhere near the level of Etrian Odyssey IV, the gap is wider than I would have thought though.

- RPG Master



Publisher: Atlus

System: Nintendo DS

Rating: 'E10+' - Everyone 10+

{Alcohol and Tobacco Reference, Language, Mild Fantasy Violence, Suggestive Themes}

Graphics: 50%
Sounds: 60%
Replay/Extras: 80%
Gameplay: 58%
Family Friendly Factor: 53%





Fire Emblem Awakening

SCORE: 61



Hopefully you read my preview on Fire Emblem Awakening. If not it would be a good idea to read it before reading this review. I found this Nintendo 3DS game to be a huge disappointment. I do not get some things about Fire Emblem Awakening. Why is there this entire religious system in it devoted to false gods? Why can't they point people to the one true God? At least in the American version.

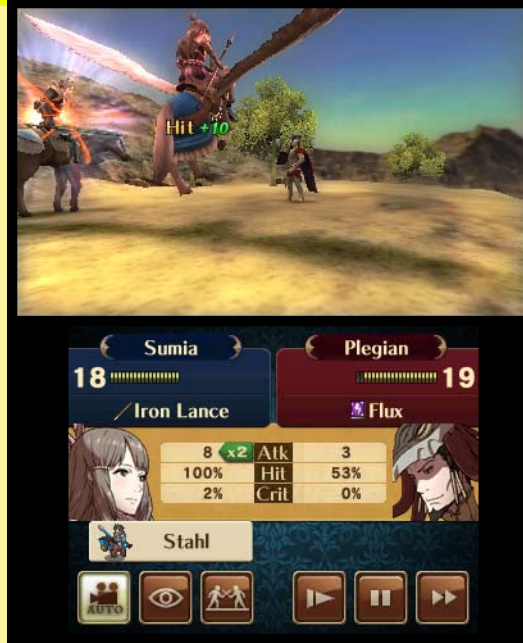
The Fire Emblem franchise is known to be devilishly difficult. Fire Emblem Awakening contains a normal mode and a hard mode. In the normal mode if your character is killed in battle they are brought back to life for the very next fight. In hard if they die, they are dead forever. In

either mode the leveling up system is grossly imbalanced.

Visually we have to deal with enticement to lust, and violence. The map screens contain tiny graphics. When characters fight we are given a close up view of the violence. There are anime like movies, and cut scenes with an encyclopedia of text to read. Why don't these characters have feet in the cut scenes?

One of the characters in Fire Emblem Awakening is a belly dancer and we have to watch her gyrate every time we use her. I could have done without that.

The battles in Fire Emblem Awakening feel too similar, and the storyline nev-



er invokes any emotion. Maybe because the characters drone on too often saying the same things. Maybe the brain washing did not take with me like some others in the industry. Players can skip through

the boring story elements to quickly beat this game.

One strategy in Fire Emblem Awakening works almost every single time. Move forward slowly en mass. Kill a few bad guys, and then rinse and repeat. The whole strategy element to Fire Emblem Awakening feels lost. Especially when they added in stay near friends to help one another out. I avoid that pairing up option as much as possible. Save your money for something that will strengthen your faith, not try to destroy it. - Paul



Publisher: Nintendo
System: Nintendo 3DS
Rating: 'T' for Teen
{Alcohol Reference, Fantasy Violence, Mild Language, Mild Suggestive Themes}

Graphics: 60%
Sounds: 63%
Replay/Extras: 66%
Gameplay: 60%
Family Friendly Factor: 55%





SimCity Creator



SCORE: 82

I love to play games that encourage creating over ones that encourage destroying. SimCity Creator is a bit of a dual edged sword on this since it allows the player to institute disasters. These range from natural disasters to giant mutant creatures that attack your city. For most of this review I will be dealing with the creationism aspects of this Wii game.

The graphics in SimCity Creator are okay. I was not impressed with much of it, and it did not let me zoom in to get a good look at anything. I am guessing this has to do with the limitations of the Wii. I could generally tell what was what as I was building and zoning areas. The violence comes from the disasters.

The music in SimCity Creator is so mellow and relaxing. It encourages creative thoughts - at least in my mind.



SimCity Creator pauses itself as I performed construction so there was no rush. If I got impatient SimCity Creator has a fast forward and a double fast forward which speeds things up.

SimCity Creator on the Wii includes a variety of mis-

sions for the player to perform. There is also a sandbox mode so you can take an area of the map and build to your hearts content. I have played SimCity games on the PC and they generally include more content. What the Wii version does have will keep gamers busy for a few weeks at the very least.

I feel like I got my moneys worth out of SimCity Creator. I did pick up a used copy pretty cheap, but still. If you have ever wanted to design a city then SimCity Creator is the game for you. I loved exploring this game that encourages creation. The coolest thing about SimCity Creator is different family members can approach the game from different perspectives. Maybe you like order, maybe you like curves, maybe you like art, etc.

I am very blessed to have enough money to purchase a game like SimCity Creator. I encourage our readers to support this Wii home console video game that also works on the Wii U. - Paul



Publisher: EA

System: Wii

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

Graphics: 76%

Sounds: 90%

Replay/Extras: 90%

Gameplay: 75%

Family Friendly Factor: 80%



Disney
MICKEY MOUSE
CLUBHOUSE

QUEST for the

CRYSTAL
MICKEY

Crystal Maze

Follow the path to help Mickey find his way to the temple.

START

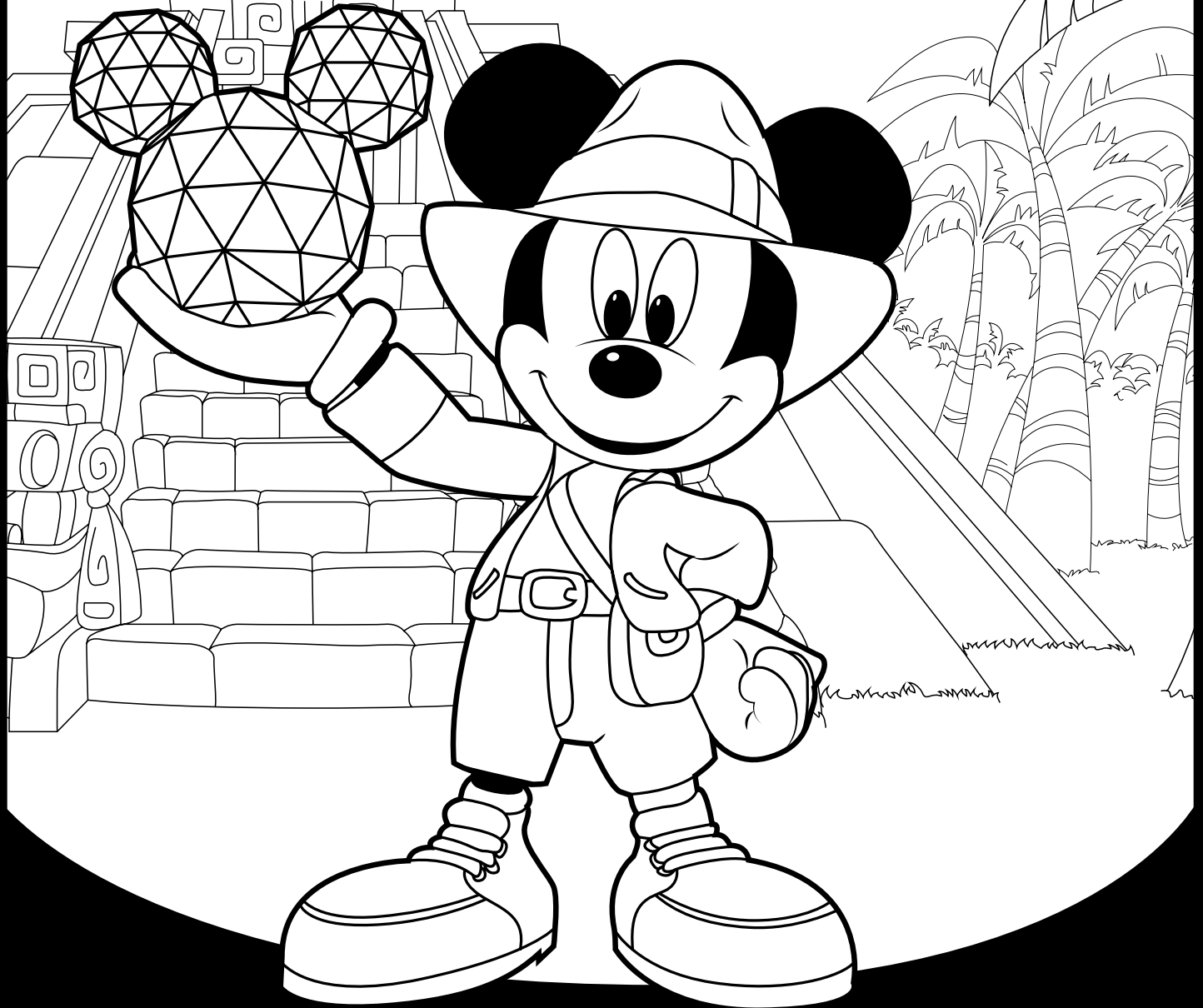
END



On Disney DVD May 21

**MICKEY MOUSE
CLUBHOUSE**

QUEST for the
**CRYSTAL
& MICKEY**



On Disney DVD May 21



Endless Road



SCORE: 68

When Endless Road first came out on the iPhone/iPod Touch I played it. I was too busy with games that cost money to devote mental energy to this free app. We play a car in Endless Road. This car is driving down the road. Pavement is placed in front of us, and it falls off behind us. So there is a sweet spot to be in.

Staying in that sweet spot should be a breeze right? There are other cars in your way, pits, things that slow you down, speed you up, and other obstacles. Staying right where you need to be in Endless Road can be extremely difficult.

I noticed two reactions to Endless Road. There are those that got into this game, and played it again and again. There are others who gave up

due to the difficulty. I stuck it out every single frustrating minute. And now I can write this review to assist you in your download decision.

Since Endless Road is a free app it is constantly trying to get you to pay it money for upgrades. You can earn most of these by playing for countless hours. Endless Road also wants access to your Facebook and Twitter so it can spam all of your friends. Playing free games means you have to consent to allow them to freely advertise to those you know. This must generate some kind of a return or companies would not do it.

The colors in Endless Road are bland, the game play is actually boring, and it is way too easy to die. The sounds and mu-



sic are good. They really shine in this little hand held video game. Cars change color depending on their speed. Their models are not the greatest to look at though. Animations can be chopping, and swiping controls do not always work.

The iTunes market place has plenty of runner games on it. Many of them are better than Endless Road. If you don't believe me then you can download this app and try it for yourself. I welcome any feedback, especially if you absolutely love this little car racer title. I also welcome feedback from anyone who is not impressed with Endless Road.
- Frank



Publisher: Chillingo
System: iPhone/iPod Touch
Rating: '4+' for 4+

Graphics: 65%
Sounds: 80%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 75%





The Cave

SCORE: 75



The Cave is one of the most unique titles the WMG has ever played. This downloadable home console game is all about a cave.

Gamers can pick three characters from a choice of seven. Then they go down into the cave and explore. The goal is to get completely through the cave and back up to the gift shop. Along the way gamers find cave paintings for the characters they picked. All seven have unique storylines.

If a gamer wants to see all seven storylines then they must go through the game three times. Some of the areas are the same every time - like the hermit on the island, the zoo, and the miner. Other areas are specifically for each character. The characters in The Cave are the Hillybilly, the Adventurer, the Scientist, the Monk, the Twins, the Knight, and the Time Traveler.

Certain characters in The Cave have abilities that can



help the gamer cheat their way through the game. Not that anyone in the Family Friendly Gaming Nation would do that of course. Speaking of humor The Cave is really funny. Well at least the first time you hear his lines. Not so much so the second and third times.

The game play in The Cave revolves all around the

puzzles. Sometimes one character can solve it, sometimes two characters are needed, and sometimes all three characters are needed. Gamers will be racking their brains trying to solve them - again the first time.

Why is a game that sounds so good rated Teen? The Cave has a really dark sense of humor. Every single characters story has some dark twist to it. There is also violence and death in every single characters story. Much of it fits into the stereotypes, and easily guessable if the gamer listens to what The Cave has to say. The cave paintings also share the same story.

The worst part about The Cave is having to replay all those areas multiple times.

It would have been neat to have a mode to play through all of the characters at once. Maybe by being able to swap in different characters.

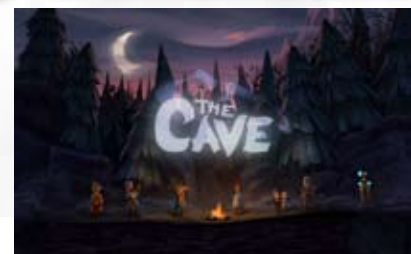
- WMG



Publisher: Sega
System: PC/Wii U/Xbox 360/
PS3(tested)
Rating: 'T' for Teen
{Fantasy Violence, Blood}

Family Friendly Gaming

Graphics: 65%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 85%
Family Friendly Factor: 65%





Start the Party



SCORE: 59

I wondered why the Playstation Move never really caught on. After all it was better than the Wii Remote. Sure it was not as good as the Kinect, but it should have resonated. Start the Party is the perfect example of what Sony did wrong. They make a "family" game, but they make it edgy, offensive, and to try and entice hardcore gamers. Here is the problem, hardcore gamers won't touch Start the Party because it is not full of disgusting content. Families won't touch Start the Party because it has too much offensive content for them.

So this is where Start the Party finds itself. I was able to pick it up extremely cheap. Even then my personal spending money was wasted on this Playstation 3 game. The one

consolation prize I have is your family can avoid this game. The ESRB must have been really kind to their donor Sony by giving this game an 'E' for Everyone rating. Start the Party should receive an 'E10+' for everyone ten years old and older.

The gross sounds in Start the Party are at the level of a Wario game. Maybe a bit higher. Comments by the narrator (which are repeated ad nauseam) can be funny or offensive. It depends on your perspective, background, training, and lenses. I found most of the comments to be a waste of air.

Most of the mini games in Start the Party have us whacking something. Its like they had a few good ideas for whacking things, and then added a couple more. The final step was to release it. It does not take long to play each of the mini games in Start the Party. Not one of



them stuck out in my mind. Not one of them are something I would ever want to replay.

The excessive amounts of violence, and blood are evidence as to why Start the Party needs a higher ESRB rating. I am not holding my breath for the ESRB to do the right thing. After all Family Friendly Gaming has had interview questions in their possession for 2-3 years now. Somehow they can't even figure out how to say: "No comment."

If you see Start the Party in the bargain bin, or a really low price online - keep walking/surfing. This game exhibits what is wrong with games Sony tries to falsely label as family friendly. Start the Party is an affront to all of us who support family friendly video games.

- Paul



Publisher: Sony
System: PS3
Rating: 'T' for Teen
{Comic Mischief, Mild Cartoon Violence, Animated Blood}

Graphics: 55%
Sounds: 50%
Replay/Extras: 60%
Gameplay: 70%
Family Friendly Factor: 60%





Happy Street



SCORE: 56

Happy Street is being promoted as Animal Crossing on the iPhone. Animal Crossing is a franchise that has done extremely well in the Family Friendly Gaming Nation. Happy Street is a free app so I was worried. I

downloaded it and started to play it. My worries were right on target. Happy Street is nothing like Animal Crossing. It is false advertising. Which should come as no surprise since free apps are all kinds of false advertising.

Graphically Happy Street looks okay. Many of the graphics are re-used, and there are disgusting images. For example one of the missions in Happy Street is to have a bird poop on five of the characters on your street. The poop stays on the characters or on the ground for some time.

The game play in Happy Street is extremely simple. Build houses for the characters, build stores, and complete missions. One of the early missions sets the tone for this app - pay them \$1.99. In fact Happy



Street likes to ask for money for numerous things. The lamest part about Happy Street is it does not take long to unlock everything.

Happy Street contains gambling in the form of a slot machine, and fortune telling. Neither of which are helpful to families. In fact both have been known to destroy families. I am surprised Happy Street did not earn the twelve plus age rating

from Apple.

The characters in Happy Street are animals. They have quests for the player like find another character on the street. Which takes about two seconds if you have to scroll the screen. Or they want to know where a certain shop is. Again it does not take very long. Players will also provide the players missions like pay the company who made this game some money. Or build a certain store/object. Most of this is pretty typical of the free app genre.

Happy Street is really small. I am baffled that anyone would even try to compare Happy Street to Animal Crossing. Animal Crossing is so much more than Happy Street on so many different levels. Characters in Happy Street can

wear different hats, shirts, and glasses on their birthday. Aside from that there is not a lot of customization to do in Happy Street. Don't waste your time on Happy Street.
- Yolanda



Publisher: Godzilab
System: iPhone/iPod Touch
Rating: '9+' for 9+
{Infrequent/Mild Profanity or Crude Humor}

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



Shinobi III

SCORE: 61

The 16-bit era had some of the most interesting ninja games. Thankfully the games in that era were much more family friendly than ones that came in later generations. The Shinobi series is one of the most well known video game ninja franchises. Shinobi III touts huge character models (for that era). Levels are long which leads to the repetitive problem. How many times can I throw shurikens at the same looking enemies? Until I run out or complete the level. Shinobi III provides the players multiple lives and continues to progress through this violent game.

The character models are one of the most impressive things about Shinobi III. To this day they look big on these screens. The controls are average at best. Wall jumping can be difficult at first. Later it is not always reliable. Even though I got better at that skill. The computer intelligence of Shinobi III is lame at best. I quickly found ways to get them before they could get me - which is the biggest lesson in Shinobi III on the Genesis.

Shinobi III did have a Sega provided rating that does not fit the content. So I am not listing it for this review. Shinobi III should earn a 'T' for Teen rating in my opinion. The excessive amounts of violence, and blood are what I base this opinion on. Shinobi III shows potential, but also limitations in terms of level design.
- Paul



Publisher: Sega
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 60%
Sounds: 63%
Replay/Extras: 70%
Gameplay: 60%
Family Friendly Factor: 50%

Yoshi

SCORE: 79

Back in the day there was not a lot of diversity to the puzzle genre. In fact most thought they needed to drop something from the top to the bottom. The same items would match and vanish. Yoshi comes from that era. We have four rows and must match two of the same objects. The cool feature in Yoshi is swapping the rows at the bottom. Mario is at the bottom and he swaps the plates. This is done to match two vertically. I noticed two horizontally, and diagonally did not produce matches. Maybe the technology was not ready for that.

There are a variety of different objects families can match. I liked matching two of the egg pieces since it hatched a little Yoshi - who quickly vanished. A game is over in Yoshi when the player stacks a row all the way up to the top. The one aspect parents need to be aware of with Yoshi is addiction. It is easy to get addicted to this game. I know I can do better next time. Oh no I am late for an appointment. Please be careful that playing Yoshi does not create real world problems in your life.

Yoshi has a nice color scheme and some fun little music. The game play can take some getting used to at first. Once you do it feels pretty natural. Yoshi is an above average game for families.
- Yolanda



Publisher: Nintendo
System: NES/GBA/3DS (tested)
Rating: 'E' - Everyone

Graphics: 78%
Sounds: 84%
Replay/Extras: 85%
Gameplay: 70%
Family Friendly Factor: 79%



Smallville Season Four



SCORE: 63

When I say I plan on getting back to something I mean it. It was difficult for me to go back to Smallville Season Four, but I find it more important to keep my word. I have a goal of finishing off this series, and as long as God allows me breath I will keep working this franchise back into my schedule. Smallville Season Four takes some odd twists and turns.



Magic is introduced in Smallville Season Four. Lana gets possessed by a 14th century witch. Lionel Luther turns into a good guy (at least for a short time). Clark has to pay the price for not finding these powerful stones in time. It does not help matters that one is used to murder someone.

Sadly the normal issues persists, and are increased in Smallville Season Four. We have violence, blood, lack of modesty, enticement to lust, lies, deceit, and sex is shown as very cheap. There are a few moments here and there where

sex is shown as important. Sadly they are not shown as important within marriage only. This just shows how far off the path of righteousness Hollywood has strayed.

Smallville Season Four has one of the most controversial two episode arcs as well. Alicia is brought back, and romance is rekindled between her and Clark. Lana is off with Jason - yes a little 90210 going

on there. Anyways Alicia is a fantastic character that could have gone on for many more episodes to even years. Shockingly they killed her off. And then Clark goes right back to pining after Lana. Which was a real shame because an important opportunity was missed.

Families need to be aware of the high volume of witchcraft in Smallville Season Four. I honestly found it to be very shocking. Then tying it to Lana to make it more sympathetic was just sickening. Clark finds out in Smallville Season Four that he is vulnerable to magic. They even steal his powers in one episode. A little too easily for my tastes.

Lois Lane comes to Smallville in this season. I know that has been controversial in some circles as well. Her character is annoying, and honestly rather pointless for most of the season. I wish they had kept her out of the show, but that is a personal preference. Smallville Season Four tries many new and different things - too many fall flat. - Paul



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

Graphics: 58%
Sound: 60%
Replay/Extras: 79%
Gameplay: 60%
Family Friendly Factor: 58%





Warehouse 13 Season Three



SCORE: 49

I really hate it when a show that has potential, throws it all away. Warehouse 13 Season Three throws away all of its potential and drives off that sexual deviant cliff. Which really should come as no surprise since the previous seasons view on sex was so warped and twisted that a pretzel would not even recognize it. Issues with previous seasons have become amplified.

I have grown weary of one of the problems with the Warehouse 13 seasons on DVD. Why are they calling twelve episodes an entire season? That is just over half a season. This half baked presentation just amplifies the greed of all those involved with the show. Warehouse 13 Season Three does contain one bonus episode

which is offensive on so many levels.

Warehouse 13 Season Three continues to show men as weak, and women constantly saving them. The attack on men is in full swing in Warehouse 13 Season Three. The show takes time to support sexual deviancy on almost every level, attack Christians, promote buddism, and support gender confusion. I have yet to receive any understanding as to why Warehouse 13 is so anti-man. Being pro-woman is one thing, but constantly attacking men is a completely different form of extremism.

Those that run the Warehouse are brought into the light quite a bit more in Warehouse 13 Season Three. A new evil is brought forth in this season, and there is an amazing cliff hanger. I did cheat and read about Warehouse 13 Season Four to find out that few of the changes at the end of Warehouse 13 Season Three actually stay in place. Which



makes them less dramatic in my book.

Lying is a central part and theme in Warehouse 13 Season Three. I am amazed at how the characters in Warehouse 13 Season Three justify their mis-deeds. I guess I should not be surprised since humans have a great capacity for self deception. Humans also have an oceans worth of excuses to justify (in their own minds at least) any mis-deed they perform.

Warehouse 13 Season Three has killed my interest in this show. I do not know if I will ever bother to watch this show again in the future.

- Paul



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

Graphics: 50%
Sounds: 55%
Replay/Extras: 56%
Gameplay: 50%
Family Friendly Factor: 35%



DEVELOPING GAMES





Game: PAC-MAN and the
Ghostly Adventures
Company: Namco Bandai Games
Release Date: Fall 2013
System: Xbox 360/PS3/Wii U
Rating: 'RP' - Rating Pending





Game: PAC-MAN and the Ghostly Adventures
Company: Namco Bandai Games
Release Date: Fall 2013
System: Xbox 360/PS3/Wii U
Rating: 'RP' - Rating Pending



Game: PAC-MAN and the Ghostly Adventures
Company: Namco Bandai Games
Release Date: Fall 2013
System: Nintendo 3DS
Rating: 'RP' - Rating Pending

PAC-MAN and the Ghostly Adventures

Leading video game publisher and developer NAMCO BANDAI Games America Inc. is thrilled to announce that Pac is back! PAC-MAN and the Ghostly Adventures will be coming to North and Latin American retailers in fall 2013 for the Xbox 360 video game and entertainment system from Microsoft, PlayStation 3 computer entertainment system, and

Wii U system from Nintendo with an exclusive side-scrolling version of the game coming to the Nintendo 3DS fall of 2013. Built upon the timeless and wildly successful PAC-MAN legacy, PAC-MAN and the Ghostly Adventures will boast an entirely new and exciting gaming adventure that is currently under development.

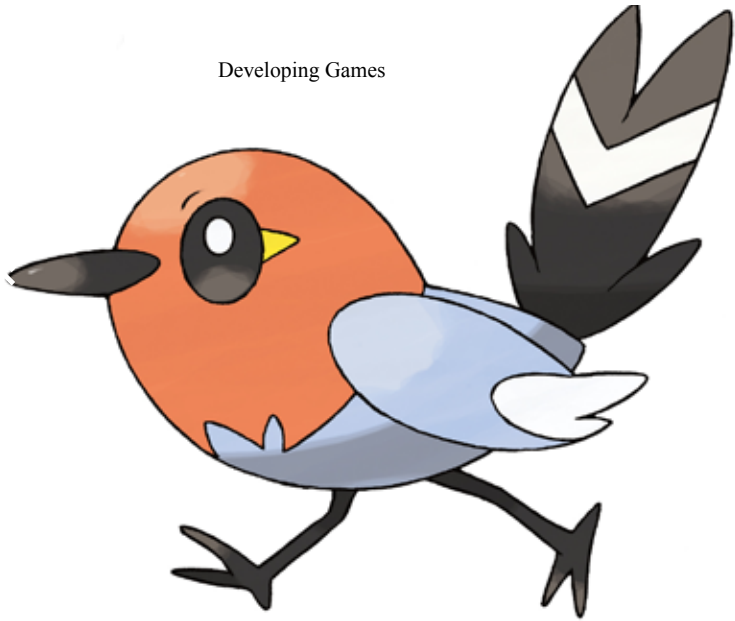
PAC-MAN and the Ghostly Adventures follows the exciting storyline and charming characters from the highly anticipated PAC-MAN and the Ghostly Adventures animated series created and produced by Avi Arad, acclaimed director and founder of Marvel Studios. The animated TV series, based on NAMCO BANDAI Games' classic PAC-MAN property, will begin airing on Disney XD. The game revolves around the vibrant universe of Pac-World, where Pacworlders lived in peace until the mischievous Netherworld ghosts, led by their wicked leader Betrayus, escaped from their ghoulish domain to forcibly take control of Pac-World. Pac-World's only hope lies in the last surviving yellow Pacworlder, our hero with a voracious appetite.

Not only will PAC-MAN and the Ghostly Adventures feature a revamped PAC-MAN universe, but it will also hearken back to PAC-MAN origins with classic elements such as Ghost encounters. The Ghost-chomping mechanics return from the original PAC-MAN but with exciting powered up variations in PAC-MAN and the Ghostly Adventures, creating an innovative yet familiar gameplay experience.

"The PAC-MAN franchise has touched millions of gamers and non-gamers since its humble beginnings more than 30 years ago," said Carlson Choi, Vice President of Marketing and Digital Sales at NAMCO BANDAI Games America. "With its long-standing history, PAC-MAN and the Ghostly Adventures emerges as a new and reimagined PAC-MAN universe that still retains classic gameplay elements that will appeal to a whole new generation of gamers."

PAC-MAN and the Ghostly Adventures will be coming to North and Latin America for Xbox 360, the PlayStation 3 system, Wii U and Nintendo 3DS in fall 2013. Currently there are no plans to release PAC-MAN and the Ghostly Adventures in Japan yet.







Game: Pokemon X Pokemon Y
Company: Nintendo
Release Date: October 2013
System: Nintendo 3DS
Rating: 'RP' - Rating Pending

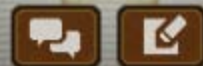
Phoenix

The defense is ready, Your Honor.

Athena

Well, I'll have you know that I practice presenting evidence every day myself!

Court Record



Athena

I'll be so good that, one day, you'll call me your partner!

Payne

Now, now, Your Honor. Don't let her seemingly innocent appearance fool you.

Phoenix Wright: Ace Attorney - Dual Destinies, previously announced for the West as Ace Attorney™ 5, sees the return of courtroom hero Phoenix Wright. Set eight years since his last appearance in the courts, the first case in Phoenix Wright: Ace Attorney - Dual Destinies sees the action start in a destroyed court room. It's down to Phoenix Wright and his team at the Wright Anything Agency to discover the cause of the destruction. Players will have to battle it out in court against Gaspem Payne, the younger brother of Winston Payne from previous Ace Attorney™ titles, as they defend the accused.

The much loved gameplay and features from previous titles in the Ace Attorney series return but for the first time with stunning 3D graphics, bringing the courtroom and characters to life and putting players directly in the heart of the action. Players will need to investigate each crime scene with dynamic 3D visuals, making it possible to change views and zoom-in on areas to uncover any hidden evidence or clues. The drama continues in the court room as players present their evidence, challenge witnesses and begin to unravel the truth behind each of the cases in Phoenix Wright: Ace Attorney - Dual Destinies.

Joining Phoenix is the young Attorney Apollo Justice and new Associate Attorney Athena Cykes. Athena's unique ability to psychoanalyse witnesses introduces a brand new element to proceedings. Using Athena's 'Mood Matrix' players can detect the emotional state of a witness and tell whether they're surprised, angry, happy or sad. Players can compare these feelings with the statement given by the witness, point out any contradictions between the two and challenge the witness testimony.

Game: Phoenix Wright Ace Attorney Dual Destinies

Release Date: Fall 2013

Rating: 'RP' - Rating Pending



Company: Capcom
System: Nintendo 3DS



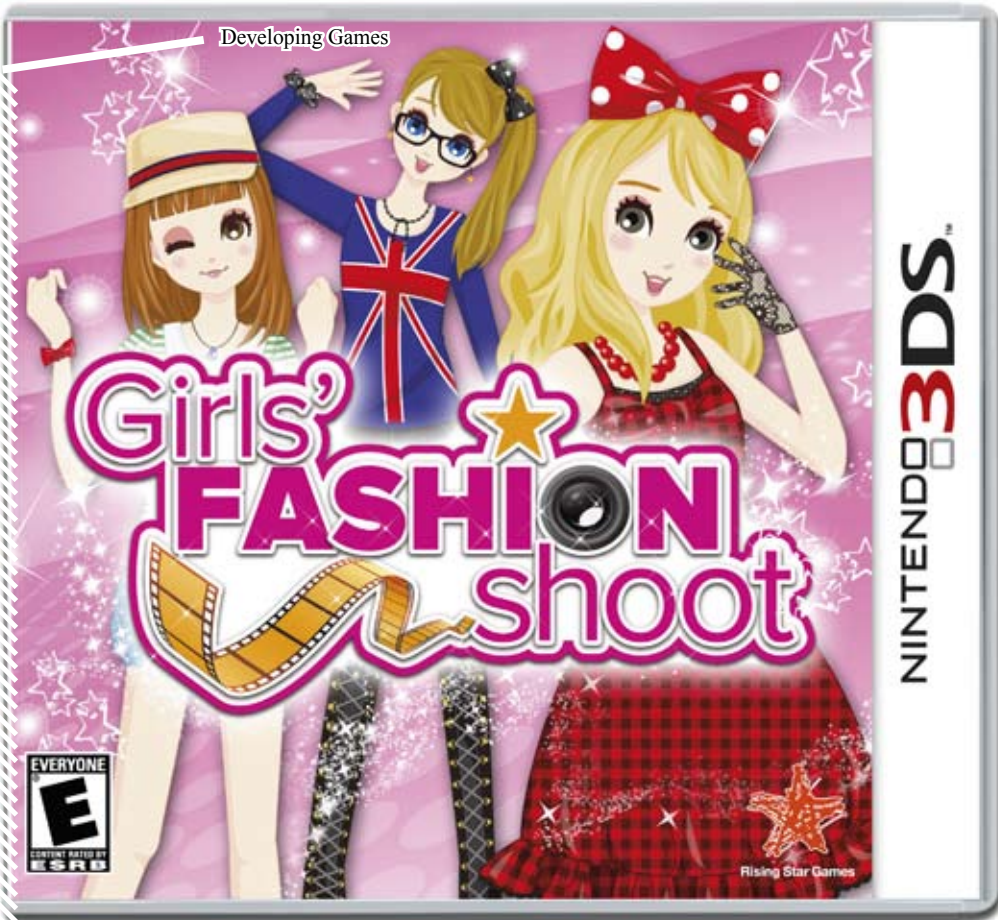


Game: Need for Speed Rivals
Company: EA
Release Date: November 19, 2013 - PC/PS3/Xbox 360
System: PS4/Xbox One (Release Date TBA)
Rating: 'RP' - Rating Pending



Game: Need for Speed Rivals
Company: EA
Release Date: November 19, 2013 - PC/PS3/Xbox 360
System: PS4/Xbox One (Release Date TBA)
Rating: 'RP' - Rating Pending





Game: Girls Fashion Shoot
Company: Rising Star Games
Release Date: Fall 2013
System: Nintendo 3DS
Rating: 'E' - Everyone



Rising Star Games



Game: Might & Magic X Legacy
Company: Ubisoft
Release Date: TBA
System: Personal Computer
Rating: 'RP' - Rating Pending



Game: Might & Magic X Legacy
Release Date: TBA
Rating: 'RP' - Rating Pending



Company: Ubisoft
System: Personal Computer

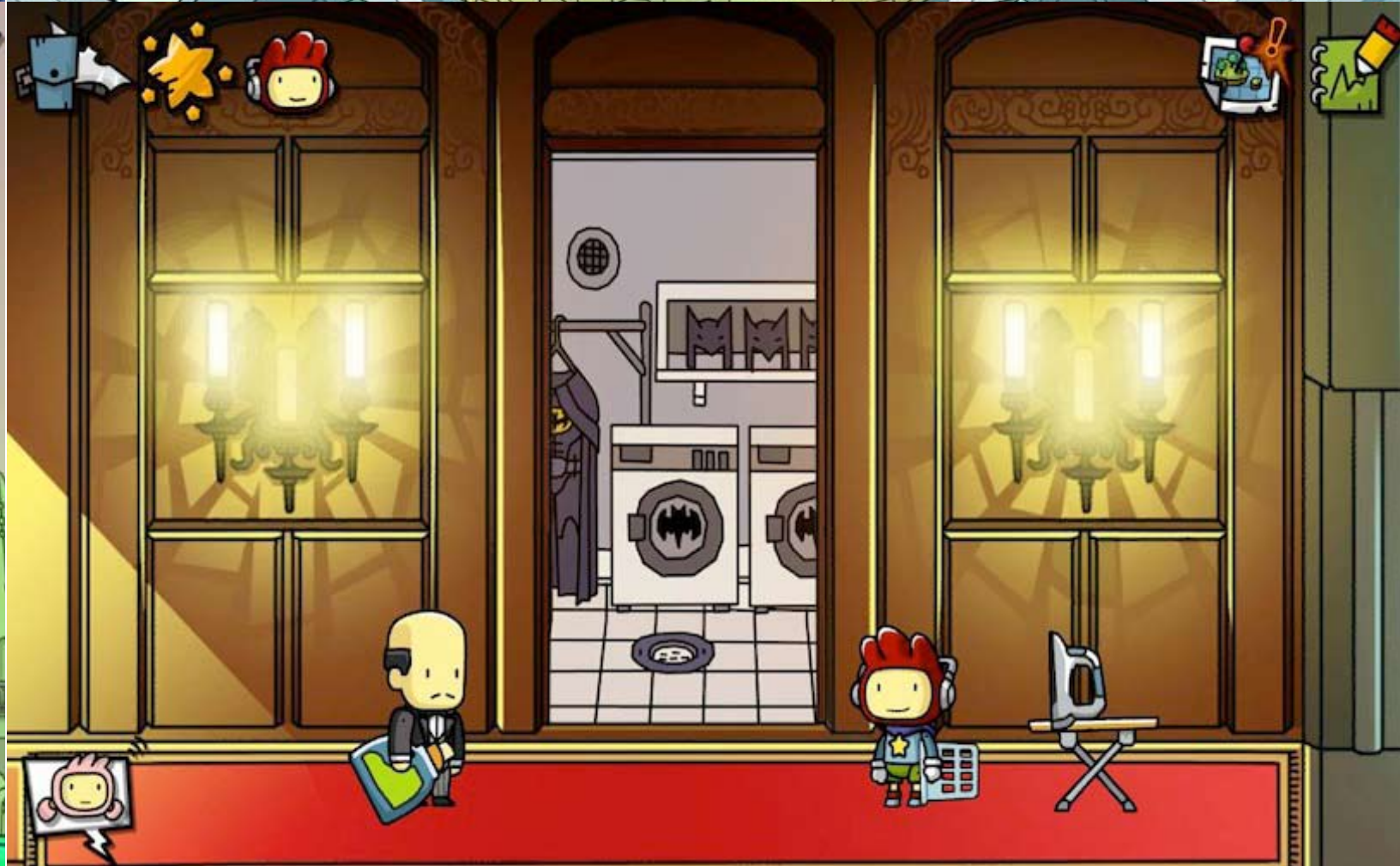


Game: Scribblenauts Unmasked
Company: Warner Bros Interactive
Release Date: Fall 2013
System: Wii U/3DS
Rating: 'RP' - Rating Pending





Game: Scribblenauts Unmasked
Company: Warner Bros Interactive
Release Date: Fall 2013
System: Wii U/3DS
Rating: 'RP' - Rating Pending







RECENT RELEASES





Game: Animal Crossing New Leaf
Company: Nintendo
Release Date: Out Now
System: Nintendo 3DS
Rating: 'E' - Everyone
{Comic Mischief}



Every Day's a New Day

It's time to start your new life as the mayor of a town that is always changing. *Animal Crossing: New Leaf* is the first game in the charming *Animal Crossing* series for the Nintendo 3DS system, and expands on the customized game play the series is known for. Take charge of your town as mayor and watch your personalized world grow as you design your character's life and the life of the town around you.

FEATURES:

Game: *Animal Crossing New Leaf*
Company: Nintendo
Release Date: Out Now
System: Nintendo 3DS
Rating: 'E' - Everyone
 {Comic Mischief}

- In a first for the series, you can become mayor and perform tasks that will directly affect your town. Set town ordinances, like whether shops open later or earlier than usual, and also select public works projects to build around town, including bridges, benches, clocks and new facilities such as the café.

• Once you get accustomed to your new life in the game after moving in, the previous mayor, Tortimer, will come visit you in the town to tell you about the tropical island he now lives on. It's the perfect location to search for unique items and play mini-games. You and up to three others can also participate in a wide variety of fun tours (mini-games). In a series first, you can even rent a wetsuit and dive into the ocean to catch underwater creatures or just leisurely swim around for some virtual exercise.

• Customization overload! The remarkably deep customization that fans love is back in Animal Crossing: New Leaf, but this time there are more customizable options than ever before, so you can personalize your town into your own happy place. In addition to personalizing your character's clothes and house, you can even change the specific look of furniture and create patterns to be used on clothes, wallpaper or carpets.

• Visit returning and new Animal Crossing characters as well as a variety of different stores and facilities, including shoe shop Kicks, Club LOL and the Shampoodle hair salon. You can even create custom designs at the Able Sisters' Tailor that can be turned into QR Code® patterns to be shared with others. All these shops will be located on Main Street, which will evolve and fill up with shops the more you play.

• Play locally with other Animal Crossing: New Leaf players who also own a copy of the game; share Friend Codes to travel to other players' towns and compete in mini-games via a wireless broadband Internet connection; or tag players using the StreetPass™ feature to add their personalized house to your Happy Home Showcase.

• Collect bells, insects, fish, fossils and fruit from all over town, at the tropical island or even underwater. All collectibles, except for fruit and bells, can be donated to the town museum so visitors to your town can admire your collections – or you can exchange them for more bells at the alpaca-run recycle shop Re-tail.

• Animal Crossing: New Leaf is played in real time. Even when the power is off on your Nintendo 3DS system, the town is constantly evolving and changing. Certain items can only be found at a certain time of day, and certain events can only be experienced during special in-game holidays on the calendar. New animals will even move in, even when you're away from the game. People who purchase the game from the Nintendo eShop can keep it on their systems at all times, and watch things change every day without the need to carry around a Game Card. There's something new to do every day in Animal Crossing: New Leaf. No two days are ever the same.



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Product: GHOSTS'N GOBLINS
Company: Capcom
Release Date: Out Now
System: Wii U
Rating: 'E' - Everyone
 (Mild Fantasy Violence)



Developed by Banpresto and Monolith Soft, Project X Zone features over 50 characters from 29 historic game franchises by three of Japan's most prolific video game companies. In Project X Zone players will use a team of two characters known as a Pair Unit to explore the world within the game. An additional character known as a Solo Unit can be combined with the Pair Unit to assist in battles with Solo Attacks as well as augment the attacks available for players to execute. Throughout the game, epic battles are waiting to erupt at a moment's notice. Players will have to master an array of screen-busting moves including Solo Attacks, Support Attacks, Cross Hits, and Finishing Moves in order to defeat a multitude of foes.

"Project X Zone is the first title to ever combine such a large cast of characters from a varied list of game franchises into one grand adventure," said Carlson Choi, Vice President of Marketing NAMCO BANDAI Games America Inc. "Developing a cohesive game and storyline to encompass all of these great characters and their battle-styles was a huge challenge that has paid off greatly with the creation of a truly unique and groundbreaking gaming experience."

Product: Project X Zone
Company: Namco Bandai Games
Release Date: June 25, 2013
System: Nintendo 3DS
Rating: 'T' - Teen {Alcohol and Tobacco Reference, Fantasy Violence, Mild Blood, Mild Language, Partial Nudity, Suggestive Themes}

SCORE 100
TIME 0:03
RINGS 0

XXXXXXXXXXXX

 **K·T·E**
X 2



SCORE 500
TIME 1:21
RINGS 6



Game: Sonic the Hedgehog
Company: Sega
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: 4+ - 4+

SCORE 0
TIME 0:30
RINGS 13



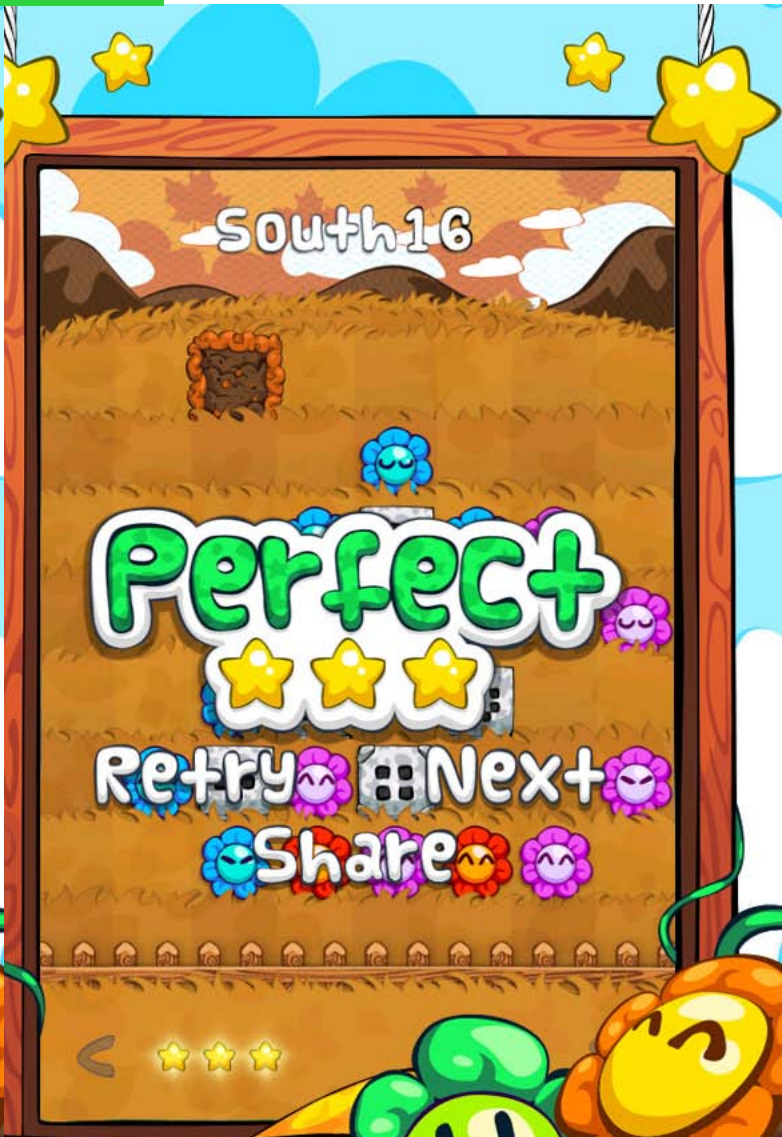
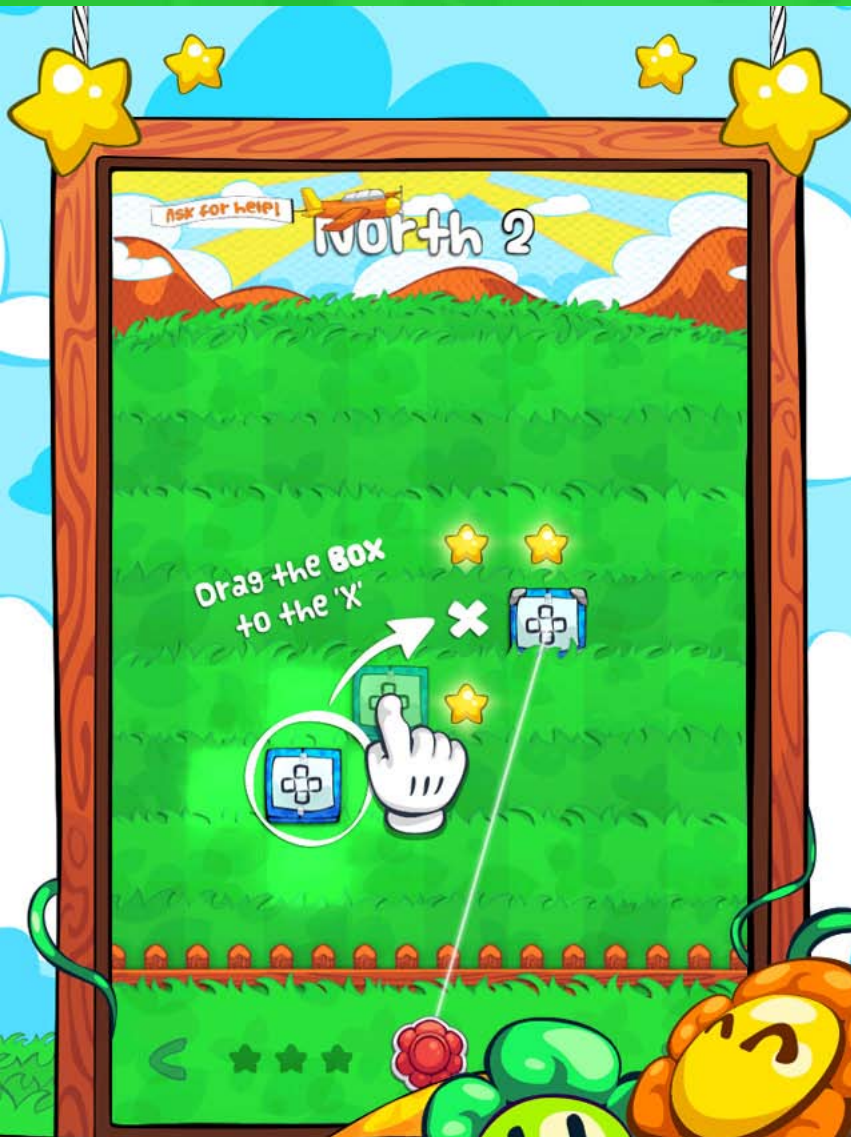
K.T.E
R3

RECENT RELEASES

SCORE 100
TIME 0:14
RINGS 13



Bloom BOX



Game: Bloom Box
Company: Nexx Studio
Release Date: Out Now
System: iPhone/iPod Touch
Rating: '4+' - 4+

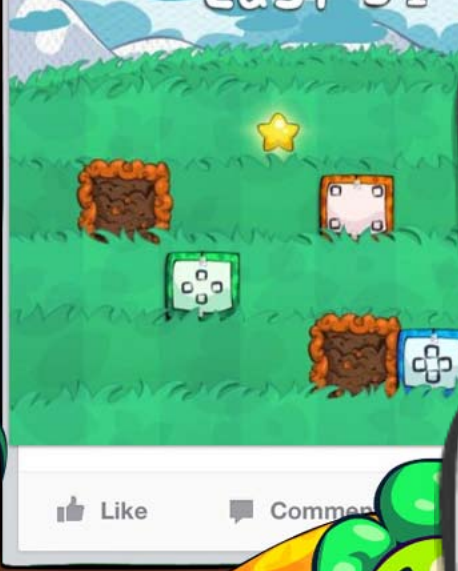
Multiple solutions
for each level

Bloom

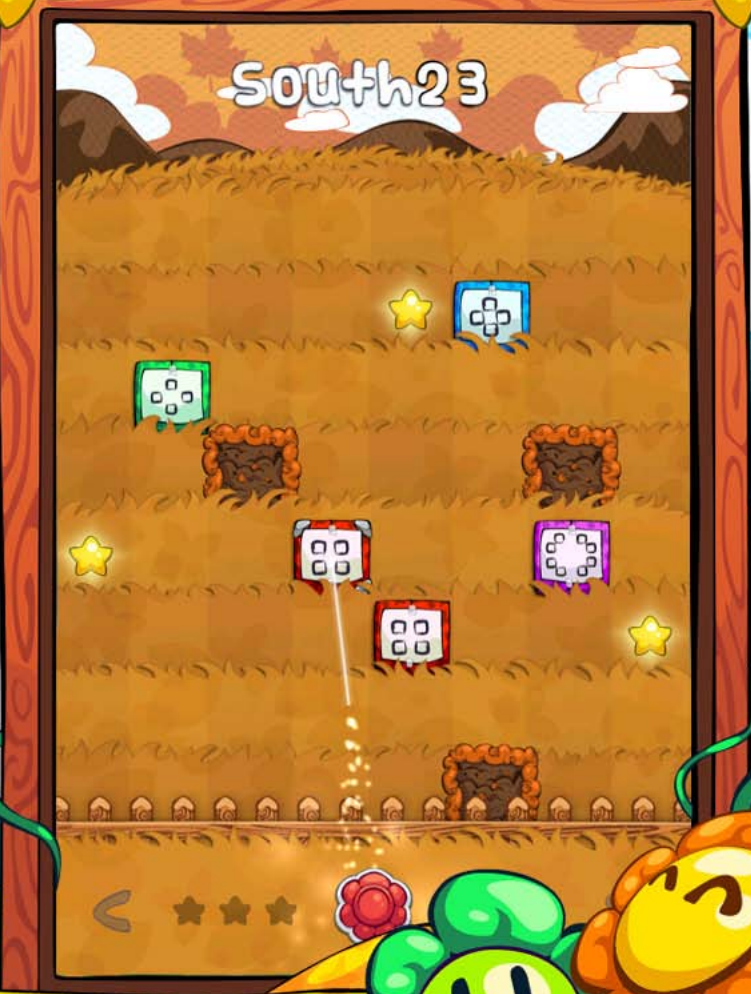
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et your friends
to help you!



Over 120 levels
available!

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Devotional

Selfishness

Something has been wearing me down lately. Something has been pressed upon my heart. It is the problem of selfishness in our modern day culture. Too many are obsessed with becoming famous. Too many are focused on how many followers, likes, and friends they have. Its all me, me, me from too many people in our culture. **Proverbs 18:1** *An unfriendly person pursues selfish ends and against all sound judgment starts quarrels.* The focus on self is sadly nothing new. It is just being marketed as something acceptable.

We can all regale instances where we have run into a selfish person. We can all acknowledge the problems they cause. Yet when we ourselves do it, we are not so quick to call attention to it. Why is that? Why don't we want to admit it? Is it because too few of us take the time to perform self analysis? Or do we recognize it, and try to disguise it? **Philippians 2:3-4** *Do nothing out of selfish ambition or vain conceit. Rather, in humility value others*

above yourselves, 4 not looking to your own interests but each of you to the interests of the others.

For those of us living as selflessly as we can there is another problem. It is the enticement to be just like everyone else. What keeps me from focusing on myself? I think of the world as a pie. In this pie ninety percent are being selfish, and ten percent are being selfless. That means the ten percent are running around doing stuff for the ninety percent. Too much work, and not enough time. If I go over to the ninety percent then I make it even worse on the ten percent. That is just not in my nature.

I will admit I get frustrated and irritated with running into so many selfish people in this industry, and this world. I know others do as well. For me some days are better than others. At times I ask: "Really?" when faced with someone thinking they need attention more than others. That their greed is more important than others surviving. I have seen too many things as well. People working tirelessly to help out a few, and they

return little to nothing for all of the work. It makes me sick to see. Our world needs to reward selfless acts and call out those being selfish. **James 3:16** *For where you have envy and selfish ambition, there you find disorder and every evil practice.* I worry that selfishness has become ingrained in the American culture now.

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.

Xbox One - In the year of our Lord 2013 Microsoft announced their most recent home console video game machine. Their first home console video game machine was the Xbox. Their second was the Xbox 360. The Xbox One is Microsoft's third machine. The system is expected to be released in the fourth quarter of 2013. The Xbox One will quickly swap between television viewing and video game

playing.

Playstation 4 - Sony's fourth home console machine is being called the Playstation 4. This is also known as the PS4. Sony's first home console was called the Playstation. From there they released the Playstation 2 (aka PS2). Their third machine was the Playstation 3 (aka PS3). The Playstation 4 will allow gamers to quickly share what they have done in a game on a variety of social sites.

Family Friendly Gaming Nation - Anyone who supports Family Friendly Gaming is a part of the Family Friendly Gaming Nation. Close to three million people support Family Friendly Gaming.

Wii U - The Wii U is a completely different machine than the Wii. It is an upgraded version of the Wii that displays in HD. It also incorporates

a Gamepad device that looks like an iPad with controls on it. Some games can be played on the Wii U Gamepad only so families can turn off the television set. Other gamers require both TV and Wii U Gamepad.

PS Vita - The PS Vita or Playstation Vita is Sony's second major attempt at a hand held device. This little unit is compatible with the Playstation 3 in multiple ways. Many games near the end of the PS3's life cycle can be played on the PS Vita as well. Sony released multiple games on the PS3 that contain download codes to play that same game on the PS Vita. Games can be saved on the Cloud to be played on either system.

Playstation Plus - This is Sony's online service that gamers can purchase. A yearly subscription is paid for which provides a variety of free content.

Last Minute Tidbits





Product: Pikmin 3
Company: Nintendo
System: Wii U
Release Date: August 4, 2013
Rating: 'RP' - Rating Pending



Product: Pikmin 3
Company: Nintendo
System: Wii U
Release Date: August 4, 2013
Rating: 'RP' - Rating Pending





Product: Capsized
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending



Company: Namco Bandai
Release Date: TBA

QUICK FIGHT

CAREER

MULTIPLAYER

GYM

PROFILE

OPTIONS

TATTOO

Xiao Chang

CASH: 28080



NONE



WINGS



TRIBAL DRAGON



TRIBAL BIRD



SKULL



BURNING CROSS



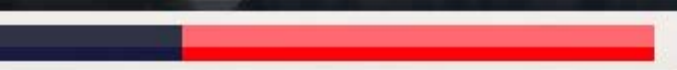
SCORPION



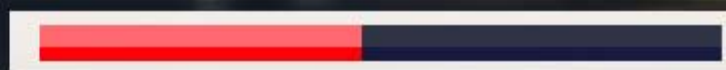
CHINESE DRAGON

BACK

OK



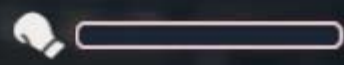
1:08



Seth Holden



ROUND 1
II



Xiao Chang



Product: Real Boxing
Company: Vivid Games
System: PS Vita
Release Date: August 2013
Rating: 'RP' - Rating Pending

Last Minute Tidbits
Continued



Product: Sonic Lost World
Company: Sega
System: Nintendo 3DS
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Sonic Lost World
Company: Sega
System: Wii U
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Sonic Lost World
Company: Sega
System: Wii U
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Tour de France 2013
Company: Focus Home Interactive
Release Date: July 2013
System: Xbox 360/PS3
Rating: 'RP' -Rating Pending





Product: Tour de France 2013
Company: Focus Home Interactive
Release Date: July 2013
System: Xbox 360/PS3
Rating: 'RP' -Rating Pending

