

Disney Infinity, Pikmin
3, Strider, The Smurfs 2,
and more!

Lego Marvel
Super Heroes is
magnetic!!

Are your kids ready to
Zumba? Check it out
inside!!!

Family Friendly Gaming™

The VOICE of
the FAMILY in
GAMING



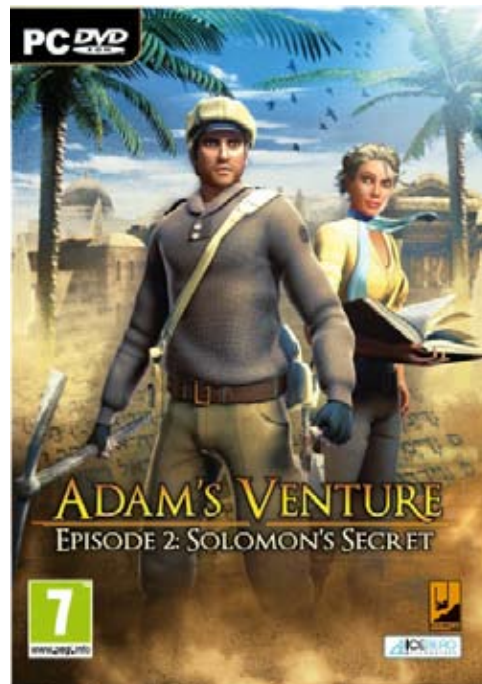
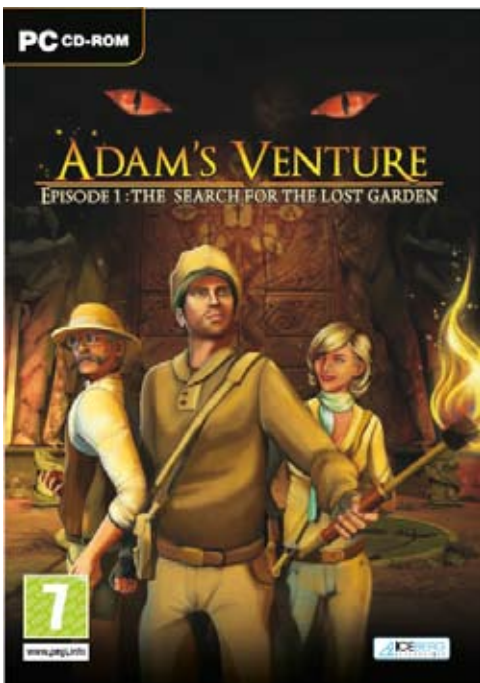
Issue #74

September 2013

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Editor's Desk

Piecemeal

I am starting to notice the long term damage being done thanks to the PR Piecemeal strategy. Not clear on what the PR Piecemeal strategy is? It is where the company and/or PR firm string along information over a period of time. So instead of an announcement press release, and a launch press release; they add many more to tell you about one feature of the game at a time. This multiplies the work those of us in the media have to do. Without any additional compensation I might add. Some companies provide no compensation for the work done. They expect all of us in the media to work for them for free. They expect us to make them wealthy, and they refuse to share any of their millions with those of us who helped them attain it. President Obama has done nothing to give us hope for any change in this.

We have been chronicling this trend of PR Piecemeal for a few years now at Family Friendly Gaming. We have noticed two disturbing trends - no surprises, and no energy. When we cover something again and again we see almost everything there is to see before we play the game. The lack of surprise means the reviews reflect a lack of the wow factor. We are expect-

ing everything we see. So there is no opportunity for the product to review higher. In fact disappointment is the usual response by a reviewer. They expected something more. Especially when they have read about a product for so many months now. Seen all the screenshots, and watched all the videos. I have even had some reviewers ask me: "What is the point of playing this game?" The controls were the only thing they were missing.

Exhaustion and burn out is something that happens in the video game industry. It has been compounded by the PR Piecemeal strategy. Especially when press releases contain many of the same paragraphs at the end. There is no energy left to review the game once it comes in. What makes matters worse is some companies are carrying the PR Piecemeal strategy past the launch of the product. So we are trying to review it, and have to stop playing to deal with yet another press release, screenshot, or video on the game. That completely takes the winds out of your sails. Plus playing a game you have seen everything on already feels like rehash.

It is my hope that in the coming years companies will acknowledge the PR Piecemeal strategy has been a failure. It causes problems that they want

to avoid being associated with. They are not that insecure. They are not that self centered. They will pick a better path going forward.

Another new disturbing trend is Youtube. Family Friendly Gaming has a policy on embedded code from channels other than our own - we will not use them. We have been burned by that in the past. A few companies are trying to force everyone into their channels so they can receive compensation from Google on the advertising. FFG does not monetize videos we receive from companies. We can also upload videos to Facebook if some company wants to have a Youtube exclusive. Denying us the video file denies coverage.

God bless you, and yours,
Paul Bury



Female Side

Match Three

For those that are not aware, I like the match three games. I play them on my iPhone at a frequent rate. In fact they are one of the few kinds of games I like to play. The time management games can be a fun diversion. Every once in awhile I like to play a hidden object game. I will help out with a party game. I have no interest in any game that gives me a gun and wants to go murder all these different people in a game. I have no interest in taking on the role of someone in a lengthy quest through some fantasy kingdom. I am not interested in grinding for hours. Minecrack is one of those games I can not get into. I know my sons are all into crafting this and that while they mine for diamonds. There are even songs devoted to that game. Evercrack has decided it wants to be like Minecraft now too. Sports games are not my thing. I know enough to know the difference between a touch down, and a grand slam home run. I do not mind watching a sports game here and there to spend time with my family. But play them? No thank you. I know I will lose, and those games do not appeal to me.

Match Three games, now those get my interest. I have played them on every

system that companies send us games. Wii, PS3, Nintendo DS, Nintendo 3DS, Xbox 360, and more. I want to take this column to let companies know that I like playing Match Three on the home consoles and hand holds. I have tried a variety of match three games on my iPad, and my iPhone. Many of them have turned out to be bait and switch free apps. The kind that make you pay to play. I prefer to pay that ninety-nine cents once, and then enjoy the hundred levels of more. It is nice to have a free version to try the game, but I hate it when they have all those in app purchases. It is lame when they have all these difficult levels trying to get you to pay them something to keep playing. I usually delete those kinds of apps.

I came up with an interesting thought on match three games recently. Why aren't they match two? After all pairing is what we do in real life. Three is a crowd. So why are we making crowds in these games? Just something I ponder when our youngest has trouble sleeping due to his developmental issues. Another thought that came to my brain recently was - there have not been many recent DS or 3DS match three games. At least none that have entered Family

Friendly Gaming Nation. I miss playing them on my Nintendo DS. I hope some of these companies start to provide for female gamers like myself who love the Match Three genre. The Playstation Vita would receive a bump in sales if they actually provided something for the female side of gaming. Maybe they will listen, and then act. Once it works they can send me the games, and payment for guiding them.

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

Big Money

While millions were going about their daily duties, the video game industry has become BIG MONEY. Whenever an industry becomes BIG MONEY, people need to pay attention. There are those with power. Like so many times in the past - those that have power want more of it. They also do not want to let go of any of their power. There will also be those who will try and take the power from them. There will more attention given to it. More problems, and issues associated with it.

Video games have produced millionaires, and also bankrupted others. Dreams have been made true, and others have been dashed to bits. There are dreams out there still waiting to be fulfilled. Technology continues to improve the look, feel, and depth of these games. In fact video game budgets can rival that of Hollywood movies. The video game industry continues to make more money than Hollywood. Expect idol worship to come soon to the video game industry.

BIG MONEY also means money can be spent to pay for propaganda, and to purchase politicians. Laws can be made, or killed thanks to BIG MONEY. Laws can be made to try and improve the industry. Thus far the BIG MONEY has influenced the courts. A time may be coming where the courts will start to ignore the BIG MONEY of the video game industry.

Besides being aware of the BIG MONEY of the video game industry, is there anything else you can do? Yes, yes there is. The video game industry gets their money from you - the consumer. If you choose to spend your money on something else you will impact their bottom line. If you choose to only purchase good games that are good for families, then the industry will take notice and publish more of those games. If you tell them what you want to see, then you will also impact the industry. If you support ministries and gaming sites improving the industry then you will also be impacting the industry.

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!

Dragon Quest

I turn to Family Friendly Gaming for all my important news. You guys know stuff before others too. So I want

you to help me out. I am missing a certain series and want a new game. Any news on any new Dragon Quest games coming to the US?

- Peter

{PB}: Thank you for your kind words, and your amazing question. We contacted Square Enix, and here is the response we received: "Thanks for your inquiry—unfortunately we have not announced new Dragon Quest games for North America. We'll keep you updated if anything changes." Do not fret though, because Square Enix is now aware of your interest in new Dragon Quest games.

Unboxing Video

Skylanders Monopoly video is hilarious!!!!

- Donna

{PB}: We are so happy you enjoyed the Skylanders Monopoly unboxing video. We had a lot of fun working on it. That was the first and only take. So the different



personalities are able to shine. We are constantly trying new things, and appreciate your feedback.

Recovering Gamer

I am a recovering gamer thanks to your book Video Game Lies. My mom got me your book and made me read it. I hated it. It exposed

VIDEO GAME LIES



by
Paul Bury



OFF

things I did not want to face. I said all kinds of hateful things about you, and Family Friendly Gaming. My mom asked why I was so mad. Why was I so emotional? Slowly she got me to calm down, and rationally look at your book. To analyze the points you made. To then try and disprove them. To debate them. Halfway through the book I was shocked. I was wrong. I was wrong to be angry. I was wrong about my opinions. I was wrong about you. I was wrong about Family Friendly Gaming. I had been living for myself. I had neglected others. I let video games take control of me. I am so sorry that I wronged you. Can you forgive me? I take each day at a time. I live in abstinence from video games. I help others, all because of you. Thank you.

- Leon

{PB}: Your story is so powerful that we had to publish it in the Sound Off section. First off, yes you are forgiven. I am pleased as punch that you read Video Game Lies. I am excited beyond belief that it had such an impact on you. Your mom is an amazing woman. Give her a hug, and tell her how wonderful she is. God called me to this

industry to point others to Him. So I am so thankful to hear your story. God pressed that book upon my heart. It is far from perfect and a second edition is in Proofing. I am nobody really. I am just trying to do what God called me to do with the limited talents I have.



Ten Commandments

How do you do it? You guys come up with the most thought provoking articles in all of video games. There are other Christian gaming sites out there - they normally repeat what the world says. Family Friendly Gaming applies the Bible to video games in ways I never think of. Is it possible to keep the Ten Commandments while gaming?

- Brian

{PB}: Let us look and see what Jesus said. Matthew 19:26 Jesus looked at them and said, "With man this is

impossible, but with God all things are possible." So by our own might, and our own power there are things that are impossible. With God's help it is possible.

Thank you for your kind words about FFG being thought provoking. We strive to come up with new and different ideas to bring something different to the table. We don't get a hit every time we swing. We are very thankful for any impact we can make with anyone.

As far as other Christian gaming ministries let me encourage you. They are trying to reach the lost for Christ. We may not always agree on what is acceptable, but we are on the same team. We have the same focus - the Kingdom of God. Please keep that in mind. Also there may come a time where you disagree with something we say or do. We are only human, and prone to errors. I make mistakes every single day. It reminds me that I am far from perfect. Grace really does go a long way.

Reactions Prove Studies

Finally! Someone goes out on a limb and says it. I have been thinking the same thing for years now. Your 'Reactions Prove Studies' article is

perfect! Keep up the GOOD WORK!

- Tom

{PB}: Thank you for your kind words of encouragement. It warms my heart that I was not the only one to notice that. It is also encouraging to me that I was able to be used in some small way to provide a voice for you.



for my iPod. ummmm its not there. Do you know when Square Enix will release that song?

- Greg

{PB}: I verified what you are saying is true. That song is not on iTunes. I also listened to the song over and over again, and it is very pleasing to the ears. :) Contacted Square Enix, and here is the response: "I agree, it's a great track! Unfortunately we have not officially released the soundtrack from QC yet. I am checking to see if I can get a timetable on it though." Worst case scenario - you let them know they can make money off that song.

Piracy?

I read that Nintendo is suing HackYourConsole.com. They are claiming they are pirates who are stealing money from them. That is not true - Nintendo is wrong. Plus they are greedy. HackYourConsole.com sells backup devices that allow gamers to enhance their games. I bought these NES,

SNES, and DS games. Why should I have to pay Nintendo a second time to play what I already own on a newer system? Its already my property. Nintendo is missing it here. They double charge and expect us to keep forking over money. They need to lower their prices. Not everyone who pirates a game is going to pay full retail for a game too. So they can not count that as a sale.

- Anonymous

{PB}: You make some very valid points. I am not a fan of piracy, and I am not a fan of corporate greed. I will be praying the courts will be guided by God to the right outcome.

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



Rocking to Quantum Conundrum

That theme song to Quantum Conundrum is awesome. Flip a Switch by Chris Ballew is what the credits say. I tried to purchase the song on iTunes



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Talk to Me NOW

Daniel Beck from 116boyz.com took some time out of his busy schedule to answer some questions for the Family Friendly Gaming Nation.

Q. How did 116 Boyz get its name?

A. Prayed about it.

Q. What is the meaning behind 116 Boyz?

A. Romans 1:16, We are all male clan.. Z stands for Zealous for God

Q. What made you realize online video games are a missions field?

A. Back in '06 I was introduced to Xbox 360 online, I was playing NES, didn't know you could play online & when a co-worker let me try it at his house... I thought WOW, I could totally preach on here :) which I was doing that at work.

Q. Where does Church Mice Comics come from?

A. Umm. That was just a blog,

Q. Does 116 Boyz allow girls or women to participate?

A. No, but to my understanding there is a 116 Girlz, a lot smaller tho. We keep each other accountable.

Q. How is 116 Boyz.com different from GameChurch.com or CCGR.org?

A. All male clan/ministry

Q. Any thoughts or plans on Christian versions being made of your favorite games?

A. We do have different thoughts, I do know one a couple guys whom makes Christian games.

Q. We have noticed online games denying any talk of religion (giving atheists a monopoly) in their code of conduct recently. How do ya'll get around it?

A. We haven't ran into that. Surrounded the Holy Spirit, we get hate messages, but a lot of good messages & gamers coming to know the Lord. Last week a man from

Talk to Me NOW

AR 36 yrs old surrender.

Q. Have members been banned from any servers for witnessing?

A. Nope not yet to my knowledge

Q. How long has 116 Boyz been around?

A. 1 year 3 months, very fast growing, Looking to upgrade our website. & go deeper.

Q. What game(s) have ya'll seen the most impact in for the Kingdom of God?

A. Call of Duty games, I got gamefly so I witness on all different games, right now have AC3

Q. Have you read the Video Games Lies book?

A. no

Q. Do ya'll do anything to honor the pioneers in this missions field?

A. No Comment

Q. What age range of games do you target mainly?

A. any age, we have ages from 9-65, but I tend to go after older ones, 25+, I love talking to 40s & such, I'm 29.

Q. Any plans to enter the hand held market? Games like Animal Crossing for example.

A. Yes, all devices & games, not just that but conventions, MLG tournaments, hold events of our own, & much more.

Q. Will ya'll reach gamers on the PS4 and Xbox One?

A. Yes



SPORTS



Game: Need for Speed Rivals
Available: November 2013
Rating: 'RP' - Rating Pending

FEATURE



Company: EA Sports
System: Playstation 3/PC/Xbox 360



Game: Need for Speed Rivals
Available: November 2013
Rating: 'RP' - Rating Pending



Company: EA Sports
System: Playstation 3/PC/Xbox 360

In the

Halfbrick announces Colossatron: Massive World Threat

The most explosive game ever made from smash-hit mobile developer Halfbrick will be landing soon, with the world premiere trailer and first gameplay details being announced today.

Colossatron: Massive World Threat is the story of the biggest and most powerful being to ever wage war against mankind, with a unique style reminiscent of the craziest anime and cartoons of the 80s. And this time, the power is in the hands of the players in the ultimate role reversal, as they take control of Colossatron and wreak havoc across the globe!

From the unknown depths of space, the gargantuan robotic snake Colossatron crash-lands on Earth with no purpose other than causing ultimate chaos. With all the action being covered live by Rick Dalton and Katie

Hazard of Metro 6 Action News, players must build and shape Colossatron to become an unstoppable force of destruction.

The military mobilizes under the command of General Moustache, and the battle begins! The key to victory is extending Colossatron by attaching red, yellow and blue Pownodes. Each color represents a different weapon or ability, and can also be combined to form new colors, stronger Pownode tiers, and more explosive secrets. Experimenting with how different build strategies hold up during the heat of battle is all part of the fun!

Success is measured by one key metric – dollars of damage caused. The more powerful Colossatron is, the more destroyed and the higher the score. Players can compare and even combine their destructive powers, with additional competitive and cooperative social features revealed soon.

Colossatron: Massive World Threat is fast, fun and non-stop action combined with signature Halfbrick design innovation and polish to make it something truly special.

Vidzone Launches in the US on Playstation 3

Sony Computer Entertainment America LLC (SCEA) announced the launch of VidZone, a streaming music video service now available on the PlayStation 3 (PS3) computer entertainment system in the U.S. PlayStation gamers can access VidZone on their PS3 system for free by installing the VidZone app directly from the TV/Video Services category on the XMB (XrossMediaBar). The VidZone app can also be found on the PlayStation Store under the Media & Apps category. Supported by major industry labels and more than 7,500 independent labels, the ad-supported VidZone app offers PlayStation music fans a wealth of music videos.

The VidZone app is designed to leverage the power of the PS3 system to offer gamers a rich and interactive experience for accessing their favorite music video content.

News

Key features include:

Browse a huge catalogue of music videos and compile personalized video playlists. There's no limit to how many playlists can be created, such as a workout mix or a band's greatest hits.

Watch VidZone TV channels based on personal musical taste, including Hip Hop TV, 80's Party TV, Rock Legends TV, and more.

Choose from a huge selection of genre based Zones, including Hip-Hop Zone, Pop Zone, and Rock Zone, to find music for every mood or preference. Users can also store their favorite music videos in their very own personal library, My Zone.

Instantly generate artist related playlists with V:Mix. Users can press Play to view the entire V:Mix or select a specific artist music video from the list.

Share favorite music videos via Facebook or to other VidZone app users.

Regular updates to give users access to the latest music videos and a wide variety of all-time classics.

"PlayStation gamers are passionate about music and VidZone is set to transform the way they view music videos by offering them the ability to completely tailor and share their viewing experiences via their PS3 system," said Chris Mahoney, Director of Home Business Management at PlayStation. "Whether it's playing award winning games, watching great TV shows and movies through services like Video Unlimited and Netflix®, or streaming the latest music videos with VidZone, the PS3 system offers an immersive world of entertainment for everyone."

"VidZone is not just about giving music fans access to thousands of music videos, but offering a completely interactive and personalized music video experience," said Adrian Workman, CEO of VidZone. "The great thing about using PS3 as a platform for VidZone is that fans can enjoy their favorite music videos in their living room for a much more social experience."

Guitar Hero Founders Reveal Blue Goji

Kai and Charles Huang, the founders of RedOctane and brothers behind the multi-billion dollar Guitar Hero franchise, and Coleman Fung, philanthropist and founder of OpenLink, have announced a new venture to launch interactive fitness company Blue Goji. The company's mission is to transform the cardio exercise experience through immersive gameplay, track activity towards personal fitness goals, and create a social workout experience with friends. The Blue Goji platform combines innovative software and hardware with the portability and power of tablets and smartphones to make cardio exercise routines an entertaining and rewarding experience.

"Our goal is to help people lead healthier and more active lives by providing anyone across all fitness

levels with a fun way to work out, one that is accessible and compelling to use,” said Kai Huang, Blue Goji co-founder and CEO. “With Blue Goji, we’re developing a platform to support a variety of entertainment content that enables people to immerse themselves in their workout routines for a more enjoyable and social experience.”

Blue Goji’s platform of content and products will work together with tablets and smartphones on cardio equipment such as treadmills, stationary bicycles, and elliptical machines. Currently undergoing private user testing, Blue Goji will reveal additional information about the platform in the coming months and is currently accepting applications on its website from developers to create or adapt their mobile games for its library.

Slaves or Students?

By 2025, half a million former “slum-dogs”—young slum residents in India—can pursue better lives as graduates from one of the 1,000-plus schools built and led by the Not Today Coalition, a partnership headed by Dr. Joseph D’souza of India’s Dalit Freedom Network and Matthew Cork, a U.S. megachurch pastor and author of the book *Why Not Today*.

“Every new school, every graduate is a frontal attack on the poverty and prejudice that fuel human trafficking,” D’souza said.

Different from sponsorship and literacy programs, the Not Today Coalition brings churches, organizations and individuals together to purchase land for schools and facilitate construction and permanent employment of teachers. The group’s Good Shepherd Schools—registered with and

authorized by local governments—teach students English, math, science, health and nutrition.

“The Not Today Coalition is a collective, a band of modern-day abolitionists who are declaring an end to the injustices that are being done to the Dalits of India,” said Cork—lead pastor of Friends Church of Yorba Linda, Calif., executive producer of the film *NOT TODAY* and *Why Not Today* author. “Together, our voices can be heard and our actions can produce life-changing results.”

India, the world’s third-largest economy, ranks 136th on the United Nations Human Development Index (a 10-year low) and is home to one-third of the world’s poor.

D’souza, president of the Dalit Freedom Network, announced the Coalition Sunday at Friends Church. The group already has received \$225,000, including \$100,000 from another church joining the effort.

The Not Today Coalition’s roots formed following Cork’s 2007 trip to India where he saw firsthand the plight of the Dalits. As the lowest caste in India—even though the constitution bans caste discrimination—the Dalits remain in dire poverty often cut off from educational or other advancement opportunities. They are the most trafficked people in India with an estimated 1.2 million children trapped in sexual slavery.

The Friends Church congregation quickly caught Cork’s vision aided by meeting and hearing from D’souza. They formed the Global Freedom Network to raise awareness about and fight human trafficking and committed to help the Dalit Freedom Network with a commitment of \$20 million to build 200 schools.

Now, their efforts expand to include any individual or group wanting to make a difference. At NotTodayCoalition.org sup-

porters can:

Learn about the Coalition, its history and activities

Start an individual or group campaign to help

Buy a \$10 “brick” to help build a school (one school takes 32,500 bricks, enough for three schools have already been purchased)

Monitor Coalition progress toward its goals

Register to receive updates, and Donate

Even though human trafficking is a worldwide problem—including in the United States—a challenge remained to engage those not directly affected, particularly in western nations. Cork and Friends Church saw a theatrical film as the right communication tool to bring the story home.

The movie NOT TODAY, produced by the church, debuted in theaters nationwide in April and soon releases on DVD. Cork followed that with the July 1 release of the book Why Not Today from Moody Publishers that details his personal journey. Cork’s epiphany was simple: I may not be able to end slavery, but there’s something I can do. “Instead of ringing my hands, I rolled up my sleeves and so did the members of my church,” said Cork. “There’s a tendency to see a big problem and think ‘Someday I’ll do something about that.’ But I say, forget ‘someday.’ WHY NOT TODAY?”

The book and the film have generated widespread interest from people and organizations wanting to know what they can do to fight human trafficking. The Not Today Coalition answers that need.

“A Dalit child who has been educated is a Dalit child who has been rescued from human trafficking,” said D’souza. “Our experience is that once a school is built in a village or community it becomes the focus of the community and transformation begins to take place.”

Playfest announces line-up

The second annual PlayFest -- Music, Animation and Videogames Festival, moves to Fuengirola in Málaga, Spain from September 5-8, 2013. Playfest is a unique event dedicated to one of the fastest growing industries today that will bring together leading artists, composers and companies to participate in master classes, conferences, screenings and concerts.

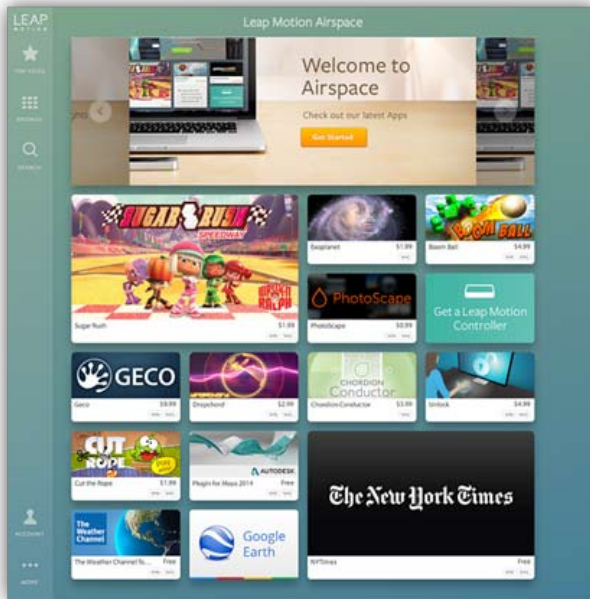
This year’s concert will spotlight music from Star Trek Video Games and conducted by Kevin Kiner, the works of composers Jason Graves Oscar Araujo, and Cris Velasco. The headliner of the concert will be a special presentation of the music Lorne Balfe, which he will conduct -- portions of which will be selected by you – the fans! The concert will be presented at the Fuengirola castle.

Scottish composer Lorne Balfe invites fans to help shape his program. Lorne Balfe is a Grammy award winning and BAFTA nominated film composer from Inverness, Scotland.

PlayFest is organized by Leitmotiv Music, with the cooperation of the City of Fuengirola and the Málaga Provincial Council, BuySoundtrax Records and BSOSpirit. Playfest will take place in Málaga, Spain from September 5-8, 2013.

Leitmotiv wishes to acknowledge the support of the Mayor of Fuengirola and the City Councilor of Culture, Esperanza Oña and Rodrigo Romero, respectively, as well as the vice president of the Provincial Council of Málaga, Ana Mata, BuySoundtrax Records, and all the public and private organizations that support PlayFest.





Disney Interactive Releases Wreck-It Ralph 'Sugar Rush' Game on New Leap Motion Platform

Disney Interactive launched Sugar Rush, based on Disney's animated film Wreck-it Ralph, for the new Leap Motion platform which lets users control their computers like never before using natural hand and finger movements. Using the Leap Motion controller's innovative 3D motion control and sensing technology, players can create their own kart or choose one of 10 candy creations and race it through four tracks on the Sugar Rush Speedway. Sugar Rush is now available for \$1.99 in the Airspace Store for Leap Motion.

Brainjogging for Kids Lite Releases

The English version of Brainjogging for Kids Lite (free download) for the Mac is shipping. Finally the #1 app in the kids category in Germany is available in a fully localized English version, including audio recordings from professional voice actors.

Brainjogging reinvented for kids! With great attention to detail this game addresses children and parents looking for family friendly gaming fun and a great learning experience. You will find the funny setting on the Isle of Brains an ideal environment with comical fruit taking the role of the brain trainers. A collection of challenging games is waiting to be solved by clever kids.

The instructions for each game are clearly written but they are also read out by professional voice actors, so that children less experienced in reading will have easy access to the rules and objectives of the games. All games come with friendly ambient background music and sounds and if there is progress and success the fruity trainers have encouraging comments all the time.

A rich and creatively drawn gaming world and great fun games leave no room for getting bored. Each success is recorded. The games encourage different skills. This is the light version which comes with two games and two levels of difficulty. As a separate purchase the full version features the island marathon, eight different games and four different levels of difficulty.

This game is great for children and parents if...

- you are five years or older.
- you are keen to expand the minds of your children.
- you are an adult nut nevertheless interested in funny puzzles to kill some time.
- you want to train your comprehensive skills in an entertaining way.

This game is not for you if...

- you are looking for screaming action.
- you want to shoot at things or blow them up.

Rail Nation Summer Update

Declare associations as friendly or rival: From now on, each association can share waiting time bonuses with other friendly associations - or let their rivals wait even longer. Additionally, each association can now have a designated home city.

City forum: Players can now easily plan together with other engine drivers of their city. The city forum will make it much easier for citizens to plan and manage the growth of their city in detail.

Language selection: From now on, players will be able to switch the game language to their preferred setting with just a single click. The selected language of other players will also be displayed in their profiles, making it easier to find kindred spirits in the race to build the largest railway empire.

New conductor: William L. Smith was also affected by the changes, as he was sent back to the academy. He has now finished his additional training and is back at the players' service with even more valuable hints and information throughout the game.

Pinball Rocks HD App for iOS

Sony Music Entertainment announced Pinball Rocks HD, a five-table pinball compilation game for iPhone, iPad and iPod touch is now available on the App Store. The app includes a free rock-themed table, as well as premium music content.

Pinball Rocks HD innovates on both discovery and a simplified purchase process of music featured in the game. For example, the game prominently features music that rotates on an ongoing basis, and allows players to seamlessly purchase those songs directly from iTunes without having to leave the app. These songs download in the background directly to the player's iTunes library for permanent ownership.



“Pinball Rocks HD takes the combination of mobile gaming, music discovery and commerce to the next level,” said Brad Spahr, Vice President of Product Development, Global Digital Business, Sony Music Entertainment. “This exciting expansion of our acclaimed Pinball Rocks franchise not only makes it easier than ever to try the game, but also offers fans powerful new ways to engage with artists, discover new music, and purchase songs and other premium content without interrupting play.”

Game add-ons such as multi-ball modes and extra ball packs will be offered as in-app purchases to enhance gameplay. Additional premium artist tables and featured music from Sony Music artists will be added over time. Pinball Rocks HD is a joint collaboration between Sony Music and Gameprom, the studio behind the top selling iOS app Pinball Collection





Fish Out Of Water gets a style treatment

Halfbrick's newest game Fish Out Of Water today receives its biggest update since launching on the App Store in April. The priority for Halfbrick is learning and getting feedback from its players and dedicated fans, and designing the best updates possible!

With version 1.1, each fish now has two costumes to collect which change the in-game physics and abilities to a massive degree. Using gems, players can unlock items such as the Top Hat for Olympus, which grants him the ability to attract many

more Boosties for extra distance. Using the Propellor Cap for the dolphin Finlay gives him the power to actually fly through the sky above the waves! A total of twelve costumes are available and exponentially increase the strategy options across different weather cycles.

The other major addition is the new Pro Scoring system, designed for players to break out of the 1 – 10 range and really heat up the competition. It's a simple yet elegant solution – the Pro Score is calculated simply by multiplying skips by distance. For example, skips of 104 and a distance of 473 will give a Pro score of 49,192. Perfect for nitty gritty contests against friends, with a new Game Center leaderboard added.

Kingdom Rush Frontiers gets Rising Tides Update

Ironhide Game Studio announced the Rising Tides update for Kingdom Rush: Frontiers, with brand new free content for the iPhone, iPad, and iPod touch apps. The nefarious sea devils seek vengeance in this nautical update, featuring three new stages with six never-before-seen baddies. You'll need the toughest towers to fend off hordes of aquatic baddies like green-fin man-hunters and their storm-summoning Bluegale commanders. Two new heroes enter the fray, including Kutsao the monk and Karkinos the Crab Man general... bringer of crustacean carnage! The Rising Tides update is a free download for Kingdom Rush: Frontiers; dive into the iOS app store today.

The Rising Tides update for Kingdom Rush: Frontiers features:

Brand new levels featuring a three stage campaign against marauding sea devils.

Six new enemies with special abilities to keep you on your toes... or flippers! Face green-fin man-hunters, storm-summoning Bluegales and wave after wave of scurvy sea-dogs.

Leviathan boss battle pits you against a vengeful deep-sea god.

Five new achievements to challenge your skills.

Two new heroes including Kutsao the mysterious monk from distant lands and Karkinos the Crab Man general, packing perilous pinchers and an evasive scuttle.

Easter eggs, specials and mOAr of the tower defense action you crave!

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.

Royal Revolt is a Hit

flaregames GmbH, a leading developer and publisher of mobile games, today announced that game downloads of Royal Revolt!, first published in early June for Windows platforms, have now significantly exceeded the one million mark. The Windows 8 version for desktops and Surface tablets currently stands at just over 500,000, and the Windows Phone version has seen 750,000 installations.

Royal Revolt! was developed by Keen flare GmbH in Frankfurt, a joint venture of flaregames and Frankfurt-based studio, keen games. The title is optimized for Windows 8 PCs, Surface tablets and Windows phones and can be downloaded free of charge through the Windows Store.

The colorful and humorous Royal Revolt! is about a young prince, who after the death of his father, the king, has his kingdom stolen by his evil relatives. With simple and intuitive (touch) controls, players direct the Prince through the lovingly designed levels and helps him conquer castles on his way to regaining the country.

"The release of Windows 8 and Windows Phone has been a tremendous success, and the numbers speak for themselves. We are particularly pleased with the enthusiastic response of many players," said Pete Valentin, Managing Director of Keen flare GmbH "We also want to say thank you to Microsoft, who have exemplary support and have always believed in our game."

Stephan Harms, Gaming Evangelist at Microsoft Germany added, "The Windows platforms has been a key element of flaregames growth strategy and it has definitely paid off. This shows the importance of windows in the games sector and I am especially pleased because I am one of the million plus enthusiastic Royal Revolt! players."

State of Gaming



BREATH

Video games have taken a back seat to kids going back to school. Families have returned from missions trips, vacations, and family gatherings. Summer free time, and summer jobs have come to an end. Video game play time takes an immediate drop as homework has to be accomplished.

The video game industry is taking this time to prepare for the upcoming Christmas season. They know Thanksgiving will kick off a variety products that families will take an interest in. Families will be looking at the Wii U, Playstation 4, and Xbox

One. There are many questions surrounding all three home consoles. Will Sony or Microsoft hold back on supply in hopes of increasing demand? Will there be much demand for either system? What does Nintendo have up their sleeve for the Wii U? Can the OUYA climb out of obscurity and enter a position of notice? Will GameStick have an impact?

On the hand held front the Nintendo 3DS continues its dominance. The Playstation Vita is a nice add on to the Playstation 3, but beyond that it continues to stumble around like someone with an inner ear infection. The iPad and iPhone/iPod Touch have some competition from Google Play, and

Windows 8. But that competition has done little to stop Apple from making insane amounts of money. Your money. You are deciding who wins and who loses in this marketplace. Family Friendly Gaming merely reports on this.

Quietly the Personal Computer (PC) continues to show that it is an open platform for all to develop and publish on. Families have rediscovered video games on the PC. Macintosh has also made a resurgence as of late. Tablet gaming may threaten the Personal Computer in coming years. Right now it is just an additional place to port games.

James 3:16-18

16 For where you have envy and selfish ambition, there you find disorder and every evil practice.

17 But the wisdom that comes from heaven is first of all pure; then peace-loving, considerate, submissive, full of mercy and good fruit, impartial and sincere.

18 Peacemakers who sow in peace reap a harvest of righteousness.

REVIEWS

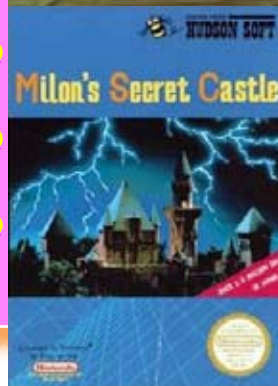
Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases,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

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

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

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

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Kingdom Hearts Re: coded



SCORE: 63

Playing certain role playing games is like singing praises to God at church. Other role playing games are like trudging through a deep muddy marsh. Kingdom Hearts Re:coded is more on the muddy marsh side for me. Square Enix tried to compress this series down for the Nintendo DS handheld. Ultimately it just did not work for me.

There are cut scene movies in Kingdom Hearts Re:coded that are impressive on the DS. Then there are other parts where there are pictures of the characters talking with no animation. This just feels wrong. It shows the limitations of this device. We hack and slash thousands of the same looking characters in Kingdom Hearts Re:coded. It gets boring very quickly.

The level of rehash in Kingdom Hearts Re:coded is the worst part about this game. There are new parts, and new sections. There is also a high level of repetition. Which



makes a reviewer wonder why even bother making a game - unless a cash grab is the ultimate goal. Parts of the first two games are repeated in Kingdom Hearts Re:coded. With lessened graphics, sounds, and everything else.

The music in Kingdom Hearts Re:coded is good. But then again you have probably heard a lot of it before. Which

is a real shame because there was an opportunity to hit the ball out of the park. Thankfully the Nintendo 3DS version of Kingdom Hearts is a lot better.

Kingdom Hearts Re:coded has a fantastic element in exploration. We find all these blocks, we get items from other blocks, and we navigate our way around these screens. This is where this hand held game excels. Kingdom Hearts Re:coded falls flat on its face in terms of combat. Fighting thousands of the same looking characters is dull and boring. Slicing and dicing these characters is mind numbingly boring.

It is a real shame Square Enix did not target a lower rating Kingdom Hearts Re:coded. Kids under ten love the characters in this game, and are excluded from being able to play. Less of a focus on combat, and more on puzzle exploration could go a long way for this franchise. Maybe this review can facilitate that kind of a change in future Kingdom Heart video games.

- RPG Master



Publisher: Square Enix
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}

Graphics: 60%
Sounds: 77%
Replay/Extras: 80%
Gameplay: 40%
Family Friendly Factor: 60%





The Forgotten Nightmare - A Text Adventure Game

SCORE: 79



Family Friendly Gaming reviews hundreds of products every year. We have thousands of online reviews. With all of these products reviewed there are always more. There are products we do not have time to get to. A few months back we made a policy to heavily restrict the free apps. We were drowning in them, and most are not very good quality.

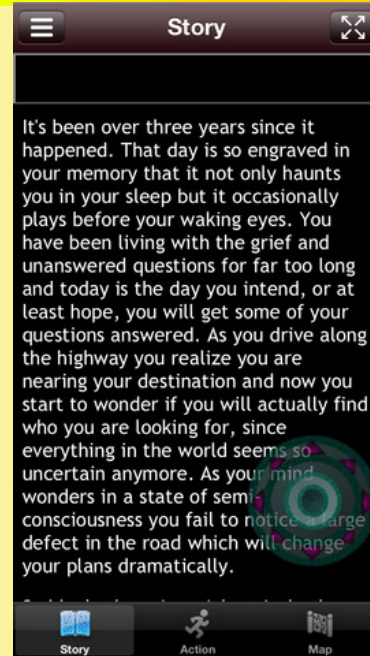
Every so often a free app comes along that impresses us. It captures our attention and we decide to invest time, and financial resources in covering it.

The Forgotten Nightmare - A Text Adventure Game is one such product. I have not played a text adventure game since I was a child. I remember playing them on my grandfather's computer. So this brings back memories.

Do not expect much graphically or

musically from The Forgotten Nightmare - A Text Adventure Game. A basic reading ability is needed to play this iPhone/iPod Touch hand held game. Interacting with the environment can take some getting used to. The on screen joystick is on top of the text that needs to be read. It can be removed from the screen and put back on. But that becomes a pain after some hours.

The storyline in The Forgotten Nightmare - A Text Adventure Game is interesting, engaging, and has a Christ centered nature to it. The best part is The Forgotten Nightmare - A Text Adventure Game is completely free. It has no in app purchases, and no points where you have to pay to play. It does have a spot where you can donate to support the developer. So if you like The Forgotten Nightmare



- A Text Adventure Game and want more of it, you can put your money where your mouth is. The Forgotten Nightmare - A Text Adventure Game can be confusing at first. Trying to figure out what to do, and how to do it. Thankfully the game comes with a complete walk-through tutorial.

If you get stuck you can go to that walkthrough and it will tell you what needs to be done next. Figuring out how to use the commands and items is up to you. Once you get it, you are good.

Parts of The Forgotten Nightmare - A Text Adventure Game could be considered scary. I would bump the rating up one year, and say ten year old and older. It is great to see this genre of game being kept alive. Plus Chris Radford put a lot of thought and effort into this game. - Paul



Publisher: Chris Radford
System: iPhone/iPod Touch
Rating: '9+' for 9+ {Infrequent/Mild Horror/Fear Themes}

Graphics: 70%
Sounds: 70%
Replay/Extras: 90%
Gameplay: 80%
Family Friendly Factor: 85%





Blinx 2 Masters of Time and Space

SCORE: 67



Every so often I get an email asking why we spend time reviewing older games. Some people think only the newest games need coverage. There are plenty of retro gamers out there. There are plenty of families who can not afford all of the newest, latest, and most expensive games and systems.

Family Friendly Gaming Nation is a big tent with over three million under it. There are members of Family Friendly Gaming Nation who appreciate reviews of older games.

With that in mind I recently purchased Blinx 2 Masters of Time and Space. The concept of time manipulation in a game always interested me. I have been aware of this franchise for some years now. It is a treat for me to play and review this home console title. The time concepts are one of the things that make Blinx 2 Masters of Time and Space so unique.

Blinx 2 Masters of



Time and Space starts really good. We can design our cat characters - we get a team of them by the way. We then go through a tutorial explaining how to play the game. Then we get into the first level. It is

at this point I realize time manipulation was just a gimmick. A gimmick to take an average platformer and hide the flaws.

Blinx 2 Masters of Time and Space brags about providing multiple ways of doing things. That is true in some situations. But in others there is only way one the player can progress. Which sets on course to go one way. Traps the players in one path.

There is multiplayer in Blinx 2 Masters of Time and Space. For those who team up or battle one another. The whole concept of battling others in Blinx 2 Masters of Time and Space makes little to no sense to me. It feels like a tacked on mode to try and reach a different audience.

Enemies can respawn in Blinx 2 Masters of Time and Space. Which implies the level of violence, and diminishes the level of exploration. There are some cool and interesting secrets in this Xbox game. The whole cat people and pig people is really strange.

- Paul



Publisher: Microsoft
System: Xbox
Rating: 'E' - Everyone
{Violence}

Graphics: 66%
Sounds: 74%
Replay/Extras: 77%
Gameplay: 60%
Family Friendly Factor: 60%



MASK



Disney
Oz
GREAT
POWERFUL

Have an adult cut out the mask on the dotted lines. Use string to hold it in place or attach it to a popsicle stick.

DISNEY

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High Velocity Bowling



SCORE: 70

High Velocity Bowling was Sony's attempt to make a bowling game for the PS Move. They got some things right. They got some things wrong. We are all here to sing that little song. The controls and bowling action in this PS3 game is fantastic.

For years Sony likes to brag about how they are more extreme than their competition. They are edgier. What does that mean? It means they contain more adult only content in their games. They exclude children. Even in games like High Velocity Bowling which should be safe for the entire family. Sony completely messed that up.

High Velocity Bowling has a nice look to the lanes, balls, pins, and characters. The characters in High Veloc-

ity Bowling look realistic. Sony included a wide variety of different characters in this Playstation 3 home console video game. Some of them could have used more clothing. No surprise the ESRB missed the sexual content in High Velocity Bowling. After all Sony pays them to review their games. I suspect some back scratching going on.

Bowling is a game of ups and downs. Players need to learn how to be consistent. High Velocity Bowling lets these characters vent their immature frustration with bad language. This hurts High Velocity Bowling, and excludes a large segment of families. The elevator music is nice if you want to take a nap.

High Velocity Bowling includes online play, trophies, ball room, leaderboards, trick shots,



challenge mode, and more. There could have been more locales to bowl. Sony spent more time on the balls and characters. I feel like I got my moneys worth out of this game - I bought it on clearance.

The controls in High Velocity Bowling are good for the most part. At times the Move felt glitchy. Other times I could do amazing things thanks to the multiple adjustments that can be made. I loved getting a strike after the game graded my throw with a 'D+' because it felt like I proved this game wrong.

Families can have some fun with High Velocity Bowling, although there are better bowling games on the market. - Frank



Publisher: Sony
System: Playstation 3
Rating: 'E10+' for Everyone 10+
{Crude Humor, Language}

Graphics: 60%
Sounds: 60%
Replay/Extras: 77%
Gameplay: 85%
Family Friendly Factor: 70%





Tekken Revolution



SCORE: 57

Namco Bandai Games decided to try to put Tekken into the free app model with Tekken Revolution on the Playstation 3. It is free to download and to play Tekken Revolution on that home console. Technically you can only play for a few minutes a day for free. Unless you feel like forking over money repeatedly. It is this reviewer's opinion that paying twenty dollars for a game once, and never paying again for it makes more sense.



are shown as objects of sexual objectification. There are a variety of bad attitudes expressed in Tekken Revolution. Characters will insult one another which makes no sense. If you are so much better than them, then why are you picking one someone with way less skill? Also if you are so much better, then winning is the expected outcome. Taunting makes them look bad, and leave them open to major embarrassment if they lose.

Tekken Revolution is a fighting game. Players have multiple stats that they can level up. Which means at the beginning of the game you can expect to lose. Tekken Revolution starts out with the player greatly underpowered. The goal here is to have you pay money to get better skills. Or to pay money to fight more often.

ning. It also is heavy on the online mode with very little to be done locally. What happened to the day when we purchased something, played it on our systems, and did not need an Internet connection to do everything?

Families need to pay attention to the rating in Tekken Revolution. The excessive violence, enticement to lust, and disrespect are major issues that make the world a worse place to live in. The whole bait and switch nature of Tekken Revolution in terms of finances will syphon off funds from those not paying attention.

Since Tekken Revolution is a fighting game we experience violence against a variety of characters. Women

Tekken Revolution is very discouraging at the begin-



Obsessive compulsive gamers may find themselves addicted to Tekken Revolution. Most others will get bored quickly and move on.

- WMG

Publisher: Namco Bandai

System: Playstation 3

Rating: 'T' for Teen

{Violence, Blood, Suggestive Themes}

Graphics: 50%

Sounds: 65%

Replay/Extras: 60%

Gameplay: 60%

Family Friendly Factor: 50%





The Oregon Trail



SCORE: 50

Red Wagon Games is known for some successes, and some losses when it comes to video games. Some of their games are great, and some are not so great. So I went into The Oregon Trail on the Nintendo 3DS with my eyes wide open. I knew there was a chance this game would be awesome, or lame. I hoped for something in the middle. I was wrong. Really, really, really wrong.

My first problem with The Oregon Trail was trying to figure out how to make my wagon move. I moved my hand cursor off the screen and did not know to tap the sign to leave the town. Did you know you can rest day after day in The Oregon Trail? Yes sir or ma'am. This 3DS game will not automatically stop after resting

a night. That thing just keeps going around and around.

Once I got out of town, I was bouncing away on this path. The washed out graphics looked bad. Even worse when I put it into 3D. The 3D bouncing around on the rocks made me physically ill. I turned the 3D off before I threw up. Avoiding all the rocks was bad enough, but the constant interruptions was even worse. It seems every so many feet there was someone standing around wanting to tell me something. Which broke up the wagon action.

What makes matters worse in The Oregon Trail is the controls. They are clunky at best. There are items we can collect along the bumpy trail, Steering your oxen to them is not always easy though. The more damage your wagon takes the worse things get. Navigating to the characters around town, and in the hunting screens is



just as bad. Slow, tedious, and not using the options of the Nintendo 3DS come to mind.

The positive parts of The Oregon Trail are taking care of your family, keeping them healthy, keeping them alive, taking care of your animals, and taking care of your wagon. I also enjoyed shooting animals. It was like having a mini game included. I am less thrilled about the fishing game in The Oregon Trail.

The four unique stories are present for those who can get into this hand held video game. I found The Oregon Trail too boring, and bland. The cumbersome interactions need to be improved in sequels.

- Luke



Publisher: Red Wagon Games
System: Nintendo 3DS
Rating: 'E10+' for Everyone 10+
{Mild Violence}

Graphics: 40%
Sounds: 60%
Replay/Extras: 60%
Gameplay: 20%
Family Friendly Factor: 70%





My Sims Sky Heroes



SCORE: 60

EA tried a few different kinds of games with My Sims. The one I am reviewing is My Sims Sky Heroes. My review score reflects ultimately how I feel about this Wii/Playstation 3/Xbox 360



title. I played it on the Xbox 360. The Sims strange speaking is in this game. Why can't they just use normal real words, or no sound bytes while reading the text? The way My Sims Sky Heroes is done is confusing.

My Sims Sky Heroes looks okay. The characters are blocky at best. There is some diversity to character design which did not interest me. There are two things My Sims Sky Heroes focus on - racing, and dogfighting. You may even dogfight a little bit in the races. But the goal is to get to the finish line first.

There are a variety of different powerful weapons the player can find in My Sims Sky Heroes. Then the goal is to use

them and destroy as many of the other characters as possible. Sounds easy huh? My Sims Sky Heroes is tough. I replayed early levels over and over again trying to beat them. The difficulty in My Sims Sky Heroes is like climbing a cliff wall. It goes straight up.

The controls are a bit too confusing for my tastes. I

went up when I should have gone down, or I went down when I should have gone up. This led to making things worse. Plus those controls are on the touchy side. I had little to no fun with My Sims Sky Heroes. In fact I found myself frustrated and irritated.

My Sims Sky Heroes allows for two family members to play locally, and up to ten players in the online mode (Xbox 360 version). Struggling with the controls with fellow humans is mildly better than having the computer trash you over and over again. Ultimately My Sims Sky Heroes falls short.

The storyline in My Sims Sky Heroes was not very interesting or engaging. There are way too many cliches that are used. I know there is nothing



new under the sun, but it felt like My Sims Sky Heroes was not even trying. I recommend families pass on My Sims Sky Heroes. Save your money for something better. - Frank

Publisher: EA
System: Wii/PS3/Xbox 360(tested)
Rating: 'E10+' for Everyone 10+ {Cartoon Violence}

Graphics: 55%
Sounds: 65%
Replay/Extras: 65%
Gameplay: 50%
Family Friendly Factor: 65%



Wario Ware Inc Mega Microgames

SCORE: 78

I get enjoyment out of going to the first game in a franchise and seeing what started something off. Take Wario Ware Inc Mega Microgames on the Gameboy Advance. This little hand held game was a completely different idea, and direction for Nintendo. Yet it launched a franchise with multiple sequels. In some ways I wonder if Wario Ware Inc Mega Microgames also kicked off the whole app craze. Why? Wario Ware Inc Mega Microgames is filled with simple mini games that last three to five seconds.

The hardest part about Wario Ware Inc Mega Microgames is quickly figuring out what to do. The game does not give you any practice runs. You are live. The good news is it is really easy to replay levels in Wario Ware Inc Mega Microgames. Normally the next time players do better. I know I did. There is also crude humor, and gross kinds of things in Wario Ware Inc Mega Microgames.

What amazes me the most about Wario Ware Inc Mega Microgames is how many micro games there are. I could never come up with all these different ideas for quick little games. Boss levels are

always more difficult than the main levels. I tried to save up all my continues for the boss levels. Otherwise I had to play through all of them again. I am glad Nintendo published Wario Ware Inc Mega Microgames, and its sequels.
- Paul



Publisher: Nintendo
System: GBA/
3DS(tested)
Rating: 'E' - Everyone
{Comic Mischief}

Graphics: 70%
Sounds: 80%
Replay/Extras: 90%
Gameplay: 75%
Family Friendly Factor: 75%

Milon's Secret Castle

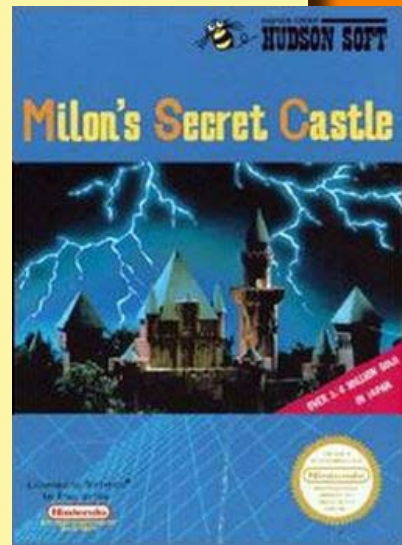
SCORE: 75

There is something special about going back to the old 8-bit NES. Plugging in a cartridge and getting a white or gray screen. Blowing on the cartridge or cleaning the dust off with a Q-tip. Milon's Secret Castle has special meaning for me personally. This is one of the few 8-bit games that stuck out in my mind from that era. It was unique in so many ways, and also very difficult.

You know how we mock modern day games for holding our hand through every aspect at the beginning of a game? Milon's Secret Castle is the exact opposite. There is no tutorial, and there are few hints. Once you figure out how to play this home console you will cherish the experience.

Gamers start on the outside of the castle in Milon's Secret Castle. They have various rooms they can enter with enemies. Which room is done first is not always important. There is a set series of things that need to be done. Milon shoots out bubbles. These will make enemies disappear for a few seconds. These bubbles are also used to destroy certain blocks. This is where many of the secrets are.

Jumping can be frustrating in Milon's Secret Castle. Hitting your head on the ceiling will ruin a jump over to a hard to reach spot. Sometimes I did it perfectly, and other times I failed over and over again. Milon's Secret Castle is a difficult game too, but I still have fond memories of the experience.
- Paul



Publisher: Hudson Soft
System: Wii/
NES(tested)
Rating: 'E' - Everyone
{Comic Mischief}

Graphics: 81%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 55%
Family Friendly Factor: 78%



Hancock



SCORE: 47

Hancock is one of the worst superhero movies of all time. Let that sink in for a minute. There have been some real stinkers out there: The Green Hornet, Punisher, and Swamp Thing come to mind. Hancock competes with them for being one of the worst of all time.



dreds of years ago before he lost his memory. Hancock and this lady are immortals. They lose their powers when they are too close to one another for too long. That is also the only time they age. There is some odd belief in false gods that is not fully explained in Hancock. People always try to kill them for some reason. They are the last two of their kind left alive.

I saw this movie selling for five dollars. I jumped all over it, figuring I would get my moneys worth. Want to know something? I was wrong. Hancock is so disgusting I am going to get rid of it. I do not want to keep this movie around in case someone accidentally watches it.

the vileness of it. If all of that was not bad enough he kisses another man's wife. In that man's home while the man is sleeping. Slimy and sleazy do not even begin to describe the content in Hancock. How does the movie even try to justify that? By claiming he was married to her hun-

The blonde lady in Hancock (Mary) has decided it is better if they stay apart. She has a family and is happy. Hancock is a disruptive force in her life. Plus she knows he can save people. A big part of Hancock is the transformation he goes through. He redeems his image, and is able to interact with people again.

Will Smith plays a drunken hobo superhero in Hancock. He has a bad attitude, swears like a sailor, and treats people horribly. Constantly talks about shoving one persons head up the backside of another. And at one point he does it. I wanted to vomit at



The little good in Hancock comes too little and too late. He is a natural disaster most of the movie. The small amount of time he does in jail does not balance out the scales. Avoid Hancock like the plague. - Luke

Publisher: Sony Pictures
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {For Intense Sequences of Sci-Fi Action and Violence, and Language}

Graphics: 50%
Sound: 30%
Replay/Extras: 75%
Gameplay: 40%
Family Friendly Factor: 40%





NCIS Los Angeles Season Four

SCORE: 51



My interest in NCIS Los Angeles has been plummeting over the recent months. Why? The believability of the show has also been plummeting. Too many of the plot points are just too convenient. The way they write themselves out of their season finale made little to no sense. They always have to go undercover.

They know a bad guy has nuclear warheads on US soil. They know where he is. Instead of arresting him, and interrogating him; they send people in undercover. They go so far as to pretend to kill someone. It would be a whole lot less effort to arrest him, and send him to Guantanamo Bay and get the information out of

him. Track anyone who tries to find him. Instead they put agents undercover and wind up with their lives being threatened at the end of the season.

NCIS Los Angeles Season Four goes out of its way to have all these white terrorists. Then to show Muslims as just victims. It is like they took the reality from our world, and completely reversed it for their show. Speaking of backwards things in NCIS Los Angeles Season Four, men are shown as weak and woman are shown as strong.



I for one and sick of this liberal propaganda. Maybe another reason I am losing interest in this show that is growing even more violent.

NCIS Los Angeles Season Four loves to attack marriage,

and traditional values. Staying home with the kids is attacked as well. The poor viewpoint on sex is continued. The level of violence remains high. As does the levels of deception. Lies are common place in NCIS Los Angeles Season Four.

The characters in NCIS Los Angeles Season Four tease one another relentlessly. They show their team as being a family. More so than their real families at home. This workaholic nightmare rubs me the wrong way. Because it means their real families are being neglected. How does that make them better people? How does that make our world any better or any safer?

- Paul



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

Graphics: 45%
Sounds: 46%
Replay/Extras: 68%
Gameplay: 50%
Family Friendly Factor: 45%



DEVELOPING GAMES





Game: Lego Marvel Super Heroes
Company: Warner Bros Interactive
Release Date: Fall 2013
System: Wii U/PC/PS3/Xbox 360/3DS/
DS/Vita
Rating: 'RP' - Rating Pending



Game: Lego Marvel Super Heroes
Company: Warner Bros Interactive
Release Date: Fall 2013
System: Wii U/PC/PS3/Xbox 360/3DS/
DS/Vita
Rating: 'RP' - Rating Pending







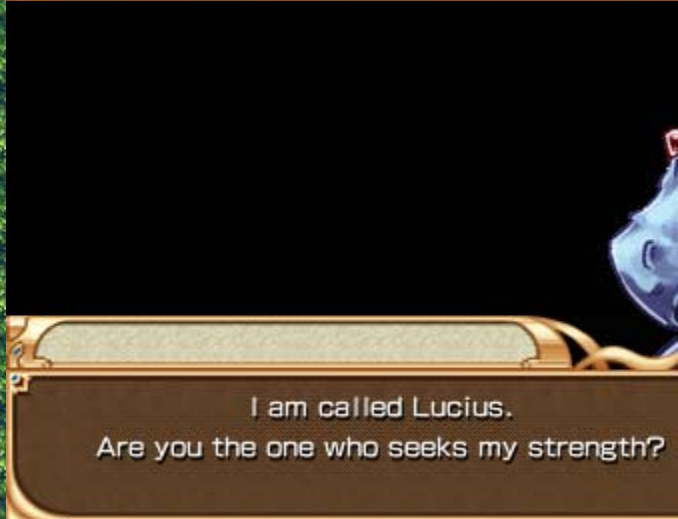
Game: Zumba Kids
Company: Majesco Entertainment
Release Date: Christmas 2013
System: Xbox 360/Wii
Rating: 'RP' - Rating Pending

Developing Games



Game: Zumba Kids
Company: Majesco Entertainment
Release Date: Christmas 2013
System: Xbox 360/Wii
Rating: 'RP' - Rating Pending







My name is Grace.
I guard the Holy Power.



Done Change number in party.

Lux HP 458	Tina HP 214	Corona HP 253
Luclus HP 520	Grace HP 914	Baron HP 912

Change your party members.
 button: Change how many people are in your party.



Game: Mystic Chronicles
 Company: Natsume
 Release Date: Summer 2013
 System: PSP
 Rating: 'RP' - Rating Pending



Game: Ultra Street Fighter IV
Company: Capcom
Release Date: 2014
System: PC/PS3/Xbox 360
Rating: 'RP' - Rating Pending



Developing Games



The opposing Xerneas is radiating a fairy aura!



The opposing Yveltal is radiating a dark aura!





Game: Pokémon X Pokémon Y
Company: Nintendo
Release Date: October 12, 2013
System: Nintendo 3DS
Rating: 'RP' - Rating Pending



You are challenged by
Leader Clemont!



You are challenged by
Leader Grant!



You are challenged by
Team Flare Grunt and

Game: Pokemon X Pokemon Y
Release Date: October 12, 2013
Rating: 'RP' - Rating Pending



Company: Nintendo
System: Nintendo 3DS



Game: Strider
Company: Capcom
Release Date: Early 2014
System: PS3/PS4/PC/Xbox 360/Xbox One
Rating: 'RP' - Rating Pending







Game: Strider
Company: Capcom
Release Date: Early 2014
System: PS3/PS4/PC/Xbox 360/Xbox One
Rating: 'RP' - Rating Pending



Game: Lightning Returns Final Fantasy XIII
Company: Square Enix
Release Date: February 11, 2014
System: PS3/Xbox 360
Rating: 'RP' - Rating Pending







Yusnaan Coliseum: Upcoming Battles

vs opponents!

19:00-21:00	VS Gurangatch
★★★	X-Potion
21:00-23:00	VS Zaltys
★★★	Ether
23:00-01:00	VS Skata'ne
★★☆	Incentive Chip
00:00-03:00	VS Royal Brigade
★★★	Phoenix Down

Game: Lightning Returns Final Fantasy XIII

Company: Square Enix

Release Date: February 11, 2014

System: PS3/Xbox 360

Rating: 'RP' - Rating Pending

Fight Back

RECENT RELEASES

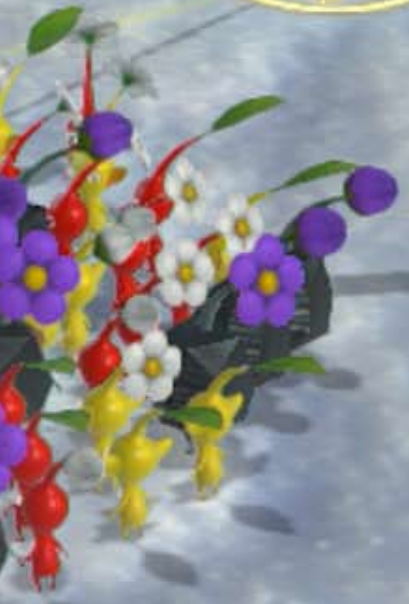


Day

7

8

24



Squad

72

Field

Game: Pikmin 3
Company: Nintendo
Release Date: Out Now
System: Wii U
Rating: 'E' - Everyone
{Comic Mischief, Mild Violence}



Game: Pikmin 3
Company: Nintendo
Release Date: Out Now
System: Wii U
Rating: 'E' - Everyone
{Comic Mischief, Mild Violence}







DISNEY INFINITY: THE INCREDIBLES PLAY SET

© Disney © Disney/Pixar



DISNEY INFINITY: THE TOY BOX

© Disney © Disney/Pixar



Product: Disney Infinity
Company: Disney Interactive Studios
Release Date: August 18, 2013
System: PS3/Wii U/Xbox 360
Rating: 'E10+' - Everyone 10+
(Cartoon Violence)



REEL FISHING Pocket



- Small** 
- Medium** 
- Large** 
- Gigantic** 

REEL FISHING Pocket

Game: Reel Fishing Pocket
Company: Natsume
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+



et REEL FISHING Pocket



- Small**
 - Medium**
 - Large**
 - Gigantic**
- ←

et REEL FISHING Pocket



REEL FISHING Pocket

R
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Game: Flashback
Company: Ubisoft
Release Date: August 21, 2013
System: PS3/Xbox 360
Rating: 'T' - Teen
{Violence, Blood, Suggestive Themes, Mild Language}

Devotional

Listening

My parents taught me an important lesson when I was young - to listen. This may sound so simple, but so many people do not properly implement it in their lives. Listening can end conflict, strife, and misunderstandings. At times you are going to disagree with someone. Other times you will find that listening will alleviate the stress and tensions. **1 Samuel 3:10** *The Lord came and stood there, calling as at the other times, "Samuel! Samuel!" Then Samuel said, "Speak, for your servant is listening."* Men and women of God were intelligent enough to listen to God. They stopped what they were doing and were respectful, kind, and considerate. It astounds me how quick the prophets of old were to listen. **2 Samuel 20:17** *He went toward her, and she asked, "Are you Joab?" "I am," he answered. She said, "Listen to what your servant has to say." "I'm listening," he said.* Yet in our culture it is all about talking at one another, and not listen-

ing.

How many times have we answered or said something that clearly exhibits we were not listening? **Proverbs 18:13** *To answer before listening—that is folly and shame.* So we make ourselves shameful fools when we do that. It reminds me of an old saying: *"It is better to keep your mouth closed and let people think you are a fool than to open it and remove all doubt."* - Mark Twain. If we listened to wisdom like this, the Holy Bible, and what is in Family Friendly Gaming then we could avoid so many problems. Too often too few are listening.

What about Jesus? What did Jesus do? He was well known for being the best teachers of all time. **Luke 2:46** *After three days they found him in the temple courts, sitting among the teachers, listening to them and asking them questions.* Jesus listened and asked questions. He learned, and grew. He showed all of us the perfect example of how to gain wisdom. It starts by listening to God, then men/women of God. It then grows into questions, and finally imparting that wisdom on oth-

ers intelligent enough to listen. **Luke 5:1** *One day as Jesus was standing by the Lake of Gennesaret, the people were crowding around him and listening to the word of God.* It is obvious to me why so many people listen to FFG - we are doing our best to impart the wisdom God has given us. It all starts with listening.

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.

DOS - Disk Operating System. DOS was an operating system before Windows. Gamers would type commands to navigate the directory structure. Things like `dir`, and `cd` were used. Executable files could be run, and they would be where the game was played. This operating system was all word based.

GUI - Graphical User Interface. This is where a

cursor is on the screen and the user moves it around. The user interface is all graphical. A step up from the word based user interface systems.

Linux - Linux is a computer operating system like Windows. Linux users can use programs like `Linux` to emulate Windows and run programs. Linux is also a GUI. Linux is known for allowing users all kinds of options in setting up their computers.

Mac OS - This is the Macintosh Operating system that runs on Macintosh computers. Similar to Windows in many ways as it is also a GUI.

Apps - Short for applications. This can be a computer program, a game, an utility or some other piece of software. The iPhone, iPod Touch, and iPad have made apps famous and a part of the social dictionary. Apps can be found

on a variety of systems, and devices.

iOS - This is used to describe the iPod Touch, iPhone, iPad, and iPad mini. In essence the Apple home and tablet devices. Some apps are universal and work on all three devices, whereas others only work on some of them.

Android - This is an operating system designed to work on the touch screens of phones and tablets. There are different “flavors” of Android depending on which device it is on. Android is an option for those who do not want to use the iOS platform.

Kindle - The Kindle is a device offered by Amazon. It allows families to download digital books like Video Game Lies to their device. It can then be read on the device at their leisure. This is a great device for those who experience migraines.

Last Minute Tidbits



© Peyo



© Peyo



© Peyo



Product: The Smurfs 2
Company: Ubisoft
System: Wii U/Wii/PS3/Xbox 360/Nintendo DS
Release Date: Out Now
Rating: 'E' - Everyone
(Comic Mischief, Mild Cartoon Violence)



© Peyo



Product: The Smurfs 2
Company: Ubisoft
System: Wii U/Wii/PS3/Xbox 360/Nintendo DS
Release Date: Out Now
Rating: 'E' - Everyone
(Comic Mischief, Mild Cartoon Violence)



5 in a row!

+2,000

+42

+29

AMAZING JUMP

100,000

112,781

5 IN A ROW!
+20
+5,000
+42

140,000

Extra Level 1-1 - Go Down

Your Challenge



100,000

Continue 

Product: Alien Spidy Easy Breeze DLC
Company: Kalypso Media
System: PC/PS3/Xbox 360
Release Date: Out Now
Rating: 'E' - Everyone
(Comic Mischief)



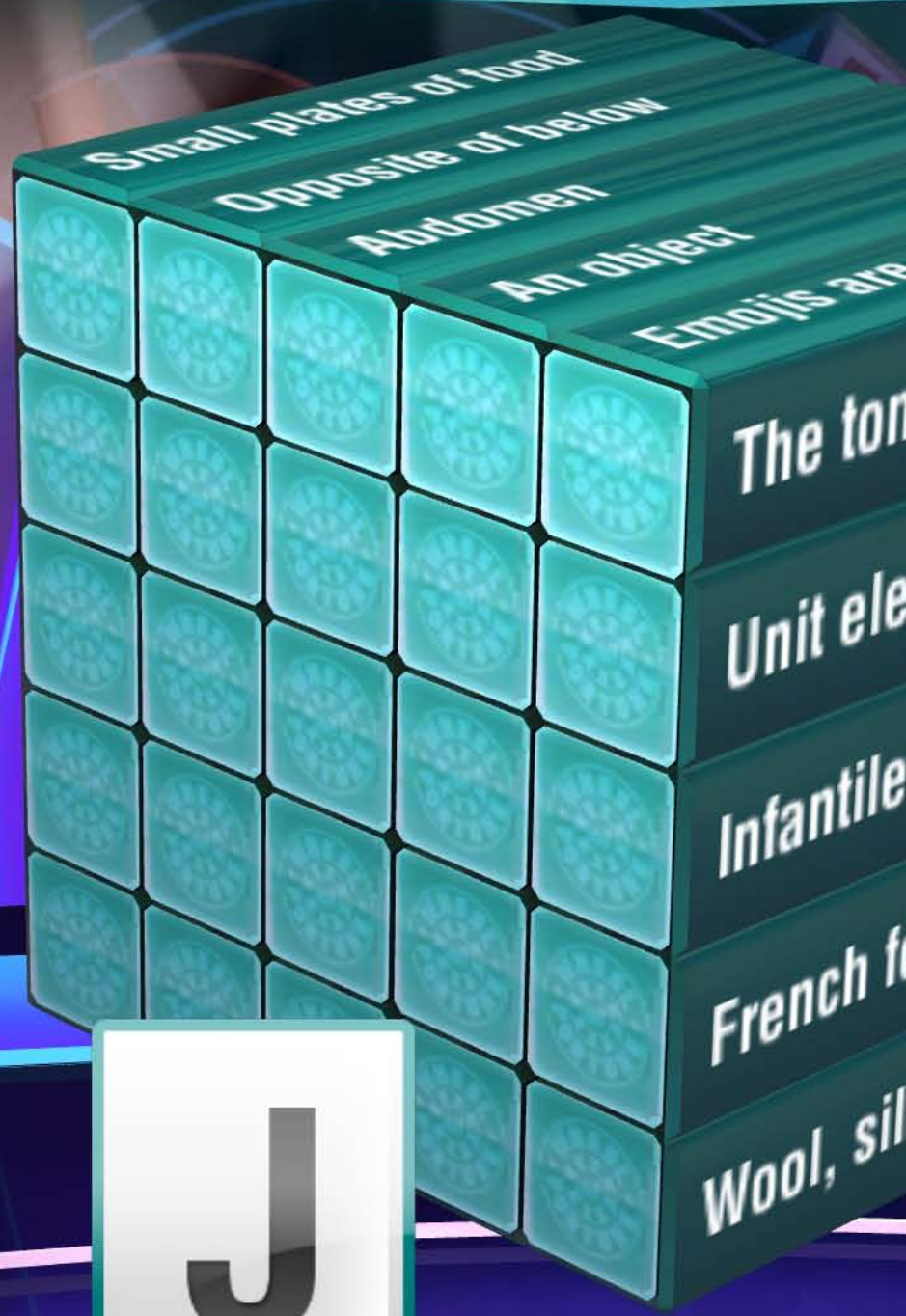
ALEXANDER
 \$0 / 1,795

Last Minute Tidbits
 Continued

1

2

3



LETTER VALUE
\$300

PICK 3 LETTERS

D **H**

J

ONANTS FOR



Product: Wheel of Fortune Cubed
Company: Sony
System: iPad/iPhone/iPod Touch
Release Date: Out Now
Rating: 4+ - 4+

Last Minute Tidbits
Continued

KEY B.
\$0



Used for this
league's rating
ctrical resistance
paralysis
or 'fore'
k, rayon

\$300 EACH

Q R S T V W X Y Z





ALEXANDER
\$800 / 1,795



ALEXANDER
1,795

← MY G

-  LINDSEY
CHALLENGE
-  PHIL
CHALLENGE
-  WILD
CHALLENGE

INVITE FRIENDS



Product: PES 2014
Company: Konami
System: PS3/Xbox 360/PC (release later in 2013)
Release Date: September 24, 2013
Rating: 'RP' - Rating Pending



- Summon
- Ranking
- Options
- Shop
- Blessing



- Hunt*
- Spirit*
- Friend*
- Communica*



11 58(U

Today your lucky element is Wood.

Today's Destiny

Chance incroyable

Fortuna Divina

大吉



Great Blessing

Grande Benção

Great Blessing

OK

Spirits Last Minute Tidbits Continued

Itzam
Mayan Myth and Folklore

LV 22/70
EXP 0%
HP 1133/1133

ATK 257 SPD 227
Battle Skill SP Cost 60
Saint Barrister
Deals 2.5x Light damage (1 enemy).

Support Skill
Immunity
Reduces damage received by 40% (all allies)



List of Spirits in your collection. You can tap a Spirit to delete

Battle2/2

128 Critical
HP 12/242

HP 230/230

HP 270/270

HP 377/393

HP 552/591

HP 198

Blessing

Preparations Complete

Mission Chaos Spirits LV1 Battles 1



Support Skills None

Support Skills

Take on Mission

Tap Take on Mission to begin the battle!

Wakan Tanka
Native American Myth and Folklore

LV 28/60
EXP 0%
HP 828/828

ATK 295 SPD 266

Battle Skill SP Cost 40
The Wind Doesn't Lie
Raises ATK by 100% when HP is 10% or less (all allies)

Support Skill
Dances with Wolves
Raises ATK by 15% (all allies).



List of Spirits in your collection. You can tap a Spirit to delete

Battle1/1

Sorcerer

397 Critical

HP 321/321

HP 1871/3160

HP 327/327

HP 779/828

HP 1488/1488

HP 311/591



Product: Destiny of Spirits
Company: Sony
Release Date: 2013
System: PS Vita
Rating: 'RP' - Rating Pending



Product: CastleStorm DLC (From Out-cast to Savior)
Company: Zen Studios
Release Date: Out Now
System: PS3/Xbox 360
Rating: 'T' -Teen (Blood, Violence)



Last Minute Tidbits
Continued



Product: TY the Tasmanian Tiger
Company: Krome Studios
Release Date: Out Now
System: Windows 8
Rating: 'E' -Everyone
(Mild Fantasy Violence)