

# FAMILY FRIENDLY GAMING™

THE VOICE OF THE  
FAMILY IN GAMING

Gravity Rush gets  
Lost in Harmony  
with Super Mario  
Maker and so much  
more!!

ISSUE #100

November 2015

Forza Motorsport 6  
nickel and dimes  
families with Furious 7  
DLC.



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# EDITOR'S DESK

# FEMALE SIDE

## Ooh Rah

Issue one hundred of Family Friendly Gaming feels like an OOH RAH moment to me. No I am not a Marine. No I was not a Marine. I was in the Air Force, and we did not really have a guttural sound to greet one another. We aimed high. Never had to shoot, or anything just aim up there. :) Yes I am having a little fun at the expense of my service for my country. It just feels like an accomplishment reaching one hundred.

It is such a blessing to be writing this Editor's Desk this month. I can barely believe God has provided the strength, perseverance, guidance, assistance, help, training, education, direction, energy, and financial resources to reach this point. This is such a WOW moment for me. I remember when we started showing the video game industry a better way to live. I remember when we started speaking the truth in love to the entire video game industry. I remember year after year of serving families and the entire industry to make things better.

We have had our challenges this past decade plus with Family Friendly Gaming. There have been death threats, haters sending invasions, corrupt PR firms, corrupt companies, and more. There have been attacks from the tolerant of diversity. There have been attacks from gaming media outlets that felt threatened by us. There have been copycats and clones that never lasted very long. Fanboys have attacked us for pointing out the problems in their favorite idol worship video game franchise. There have been attacks from those that worship at the idolatry of political correctness.

One of the funniest things to me is to remember all those nay sayers who said we would not last twelve issues. Then we would not make it twenty-five, fifty, etc. Funny how they have egg on their face. Kind of like all of the times we have exposed the issues over at the ESRB. I feel bad for the ESRB. They spew propaganda about how great they are, and then try and pretend like their mistakes and scandals do not exist when they are exposed to the public. Maybe some day they will learn from that mistake.

Speaking of mistakes I think about all the mistakes we have made over the years. We are human and far from perfect here at Family Friendly Gaming. Every single time

we catch a mistake it reminds me we are not perfect. It keeps me humble, and makes me work harder to get better. I love being real about making mistakes, and learning from them.

I am so thankful for the millions upon millions of ya'll who read what we write, watch our videos, read the news stories, read the reviews, send in feedback, look at the images, and more. I never feel worthy of your time or feedback. There are so many brilliant people out there with so many wonderful ideas. I thank each and every one of ya'll. I appreciate all ya'll.

God bless,  
Paul Bury



## Cooking and Cleaning

I tore a ligament in my foot recently. The foot had hurt off and on for a few weeks. I went into the pool to clean it, and on the first rung of the ladder I felt a sharp pain in my foot. I finished cleaning, and gave it a few days to heal. I did not realize at the time that I had torn the ligament. Eventually the pain became a problem and I went in to see a doctor. I then found out that damage I had done to my foot.

As I write this I am still going to physical therapy to rehabilitate my foot. It is tough, and painful. If you want to know how short or long your threshold for pain is, then you need a major injury and try and recover from it. My hubby pushes himself to the point of passing out on concrete and getting his face all bloody from falling face first on concrete. I am more careful. I think most women are more careful than men. We do not want to damage our bodies by pushing them too far. The problem is we do not push far enough at times. As my firecracker physical therapist points out to me. I can be a bit of wimp when it comes to pain. I am working on getting better with that. Praying for healing, and learning how to deal with pain.

The hardest part for me about this injury is not being able to cook and clean as easily. I need help reaching certain things. I need to rest my foot more often. It can be tough to want to get up when your foot is throbbing. Scrubbing toilets, and bath tubs are no longer simple easy things to do. Then there are things like weeding that are extremely tough to do. I got it done recently though and am so happy I completed that task. Mowing the lawn has been impossible. Thankfully Paul and our first born son went out there and have mowed for months.

Be thankful for good health, and living without pain. I can remember what that was like. I also realize I need to exercise more to avoid injuries like this one in the future. Sure it is easy to sit on the phone talking to my mom and sister. Sure there are all kinds of funny pics with comments on Facebook. What is more important is putting the phone down, and going for a walk. I strive to get back to that point. I am working toward that goal. Paul and the boys walk every single day. Some days they take multiple walks. I have a goal to join them on a daily basis. The dishes will wait a few minutes for a walk to be completed.

One day soon my goal will be reached.

Some women do not like cooking and cleaning. I don't get it. I don't get them. I love cooking and cleaning. It is less stressful and more rewarding than being in the work place. It also allows me to teach my kids what they need to improve upon in hygiene and personal habits. I keep my area clean, they can keep theirs clean. All of us appreciate clean clothes, home cooked meals, and a clean home to live in. Plus it is also healthier for all of us to have a clean home, clean clothes, and home cooked food.

God bless,  
Yolanda Bury





LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863  
1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



Interactive Bible Series for Windows by GraceWorks Interactive



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

**14 DVD ROM titles**  
**\$10.99 each**

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Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

The comics are a further resource. Children love to read them and learn Bible stories.

**6 COMIC titles**  
**\$1.50 (issues 1-4) \$2.99 (issues 5,7)**

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Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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Products can be ordered from your  
local Homeschool Retailer.

MISSION STATEMENT

Family Friendly Gaming (FFG) 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." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.



### Adding Backwards Compatibility Later

Did you hear about how Microsoft is adding backwards compatibility to the Xbox One? Microsoft is hand picking certain Xbox 360 video games and making them playable on the Xbox One. Families put in their Xbox 360 disc, and the Xbox One goes and downloads it from Microsoft's servers. Which means it then is a downloadable video game costing families Internet fees and fines depending upon the size of the games and their Internet plan. Why can't gamers play them right off the disc Microsoft.

The WMG appreciates Microsoft adding some small measure of backwards compatibility to the Xbox One. This game or two at a time is highly inefficient. Why not release an emulator on the Xbox One that plays Xbox 360 video games? Let families pop in their Xbox 360 discs into the Xbox One and they play in that emulator? The way Microsoft is doing it right now they are sticking their toe in the water, and leaving the rest of the body outside. How can this catch fire if you are not completely committed to it?

In the WMG's opinion this is another example of a video game company trying to move consumers away from physical copies. Which is the super majority of the video game market. Some of the Kinect games may be a problem since the new Kinect sensor is so much more advanced. The bulk of the Xbox 360 video games should be easily emulated on the Xbox One. It is also about revenue. Microsoft is trying to get gamers to re-purchase their Xbox 360 video games. Like Sony did on the Playstation 3 systems.



# SOUND

# OFF



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!

## Parental Involvement

Dear Mr. Bury,

Would you let your kids watch "Pitch Perfect 2"?

Some might say yes. Others might say no. One mother had a more unique, and in my opinion, more beneficial response.

Glennon Doyle Melton was asked by her son, Chase, if he could watch the movie "Pitch Perfect 2". She said he could if and only if he agreed to the following contract, which reads as follows:

"Chase, "You may see Pitch Perfect 2 under these conditions: By Wednesday you will deliver to me a 2 page essay which will be your response to the

movie. Your response will answer the following questions:

1. What is this movie's message about sex?
2. What is this movie's message about women's bodies? (In particular about being overweight? Are any of these messages sexist?)
3. Is there any racism in this movie? What scenes?
4. Are there any messages in this movie about love, friendships, or careers that are positive?
5. Would you recommend this movie to your sisters? Why or why not?

So, you can see this movie- but only as a critic, not as a blind consumer. You in?

Love, Mama  
For Chase, We Pray."

Some kids might not enjoy this exercise. Even some parents might find this mother's actions extreme. If my parents asked me to do this, I would have asked one question: "Is it okay if I write more than 2 pages?"

In my opinion, this mother did the right thing. She struck the perfect balance between protection and education. She treated him like a human being, and not like a monkey who couldn't think or feel for himself. She also taught him to take responsibility for his actions.

Not everyone who sees a negative media influence is swayed in the wrong direction. This mother understood that people who are not easily swayed by the media have something that people who are eas-

ily swayed by the media lack-critical thinking skills. The difference between teaching critical thinking skills and trying to rid the world of all bad influences is like the difference between getting a vaccination against chicken pox and trying to kill all the chicken pox germs in the world with disinfectant. I'm not saying you shouldn't try to protect your children from bad influences. You should by all means. But you should also try to educate your children as well, because you will not be able to protect your children from everything.

Also, too many people see themselves as helpless victims and do not even try to take responsibility for their actions. These people out there blame the system instead of themselves when things go wrong. On a individual level, not taking responsibility for your actions keeps you from reaching from your full potential and makes you a less pleasant person to spend time with. On a collective level, the lack of personal responsibility has led to countless frivolous lawsuits, the Salem Witch Trials, and Occupy Wall Street.

Chase completed the two-page essay, which, sadly, was not made public. I think Chase has developed critical thinking skills and a sense of personal responsibility through this two-page essay.

But that's just my opinion. I'd like to hear yours. Do you think Glennon Doyle Melton did the right thing?

I eagerly await your response. Have a wonderful day, and God Bless You.  
Sincerely,  
David

{Paul}: David,

I would love it - if one day there was no need for Family Friendly Gaming. I am serious. I wish, hope, and pray that everyone looks at entertainment with an analytical perspective. I am sick and tired of hearing this lie - "it is only entertainment." No it is not only entertainment. The writers, producers, directors, and developers all admit they are trying to sway public opinion and thought in a direction they find important. I shake my head every single time someone quotes what was said on the 6 o'clock News as if it was their own opinion.

I get plenty of emails asking my opinion on a certain movie, game, etc. You don't know how many times I refrain from saying: "can't you look at it and decide for yourself?" I might miss something. You might be offended by something I am not. Or the other way around. It saddens me even worse when it is parents asking because they have an opportunity to spend time with their kids. I watch all kinds of shows with my kids. We talk about them after the fact. What is it teaching? Continuity errors? What choices would you have made in those situations? I want my kids to think for themselves. Our thir-

teen year old is getting there. Our ten year old has some work to go still.

I agree Glennon Doyle Melton did the right thing. That exercise is beneficial on so many levels. Analytical thought, cohesive thought, writing, comprehension, and more. I would love to see more parents do the same thing.

## Slave Labor in Video Games

Thank you for your "Slave Labor in Video Games" article. This issue bothered me for years. I asked where the investigative journalists were? I ask where were the responsible video game journalists? Why don't any of them care? Is it because they are corrupt and only care about getting free games? Are they all bought off by these billionaire companies? Don't they have hearts? Don't they care about people? Why doesn't someone write about the slavery happening in video games.

You also made a wonderful point about child labor laws and how these companies are violating them. Don't any of these companies care about the law? I guess they only care when the law is in their favor. All these company CEOs talk about how much they care about their fan base, and then abuse us over and over again. In my opinion those company CEOs are liars. They are two faced yellow bellied

cowards who are selfish. Thank you again for being the only responsible video game journalist in the entire industry. It is about time someone stands up to these corporate bullies and abusers. Keep up being the voice of the people in video games. Keep standing up for what is right against those evil greedy slime.  
- Tammy

{Paul}: Tammy,

Thank you for your kind words of encouragement. I am so thankful for people like you who are able to see clearly, and are not blinded by company loyalty. Fanboys and fan-girls have gotten to the point where they bow down and worship their favorite companies, video games, franchises, etc. Some of them even act like jihadists when their favorite little company is given any constructive criticism.

I am also very thankful that God opened my eyes to the ugly side of the video game industry. I will continue to speak the truth in love just like Jesus Christ did as long as God allows me to. God lays these issues out for me, and I work on writing about them. I know there are companies mad at me, and mad at Family Friendly Gaming because we do not go around kissing their behinds. Those angry at Family Friendly Gaming only want yes men, and yes women. They have punished us whatever ways they can which has only further exposed the corruption in the video game



# SOUND OFF Continued

industry. We accept that because we are being treated worse because of Jesus Christ's name. I will always do what God says is right over the shifting in the sands opinions of any human being.

What is most amazing is how much God has blessed us here at Family Friendly Gaming because of this. Day in and day out I am so thankful for all of the blessings God has and continues to send our way. We are reaching more people, and their voices are being heard at these greedy self-absorbed companies. It is only a matter of time before the entire video game industry is cleaned up, and the evil ones turn from their vile and wicked ways.

## Lego Dimensions

Family Friendly Gaming provided massive amounts of coverage on Lego Dimensions. Any plans on doing a review? I only purchase a game after it is recommend in your reviews. If you don't review it, I won't even consider purchasing it.  
-Barb

Hey I saw Lego Dimensions at my local store and it said Internet Connection Required. I went to see the Family Friendly Gaming review of Lego Dimensions to find out more information. You guys don't have one. When will it be on-line? Is it going to be in one of the magazines? What is that Internet connection required all about? My

Internet plan only allows for 8 gigs a month. I can't play it if it is online only.

- Martha

I looked at Skylanders Superchargers, Disney Infinity 3.0 and Lego Dimensions at my local store. I am thinking about Skylanders or Disney Infinity since their prices are more reasonable. I also read the Family Friendly Gaming reviews. There is no review for Lego Dimensions, and it is really high priced. Are you recommending I pass on purchasing Lego Dimensions?

- Thomas

{Paul}: Wow lots of comments on Lego Dimensions. You are correct Barb we spent all kinds of money covering Lego Dimensions. We were interested in this toy to video game hybrid. It looked like it had potential. We were promised a reviewable copy. Then the PR firm failed to keep their promise. It is interesting that we publish coverage for a game, and they benefit from it. They thank us for spending our money publishing coverage that helps them. Then when we ask about the estimated time of arrival of a reviewable copy they are not longer trained in how to use the reply button. We give them their way again and they can use the reply button again. It is obvious to me the mind game they are playing, and I find it unprofessional, and unethical.

We will never recommend

a purchase of a game that we are not willing to pay that price for ourselves Thomas. I will only pay forty to fifty dollars for Lego Dimensions personally. So we do plan on purchasing at some future date when the prices are reasonable.

We did some research on the whole Internet required thing Martha. Lego Dimensions will run very glitchy without the Internet. WB Games is trying to force families to constantly let them connect to the game and verify you have the characters on the portal. All future DLC is going to be downloaded from their servers. They do not have the characters and levels in the bases like Skylanders and Disney Infinity does. There is also a first time 5.5 gig download when you first install the game.

Our advice is to pass on Lego Dimensions at this time.

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: SoundOff@familyfriendlygaming.com. Mail us comments at:  
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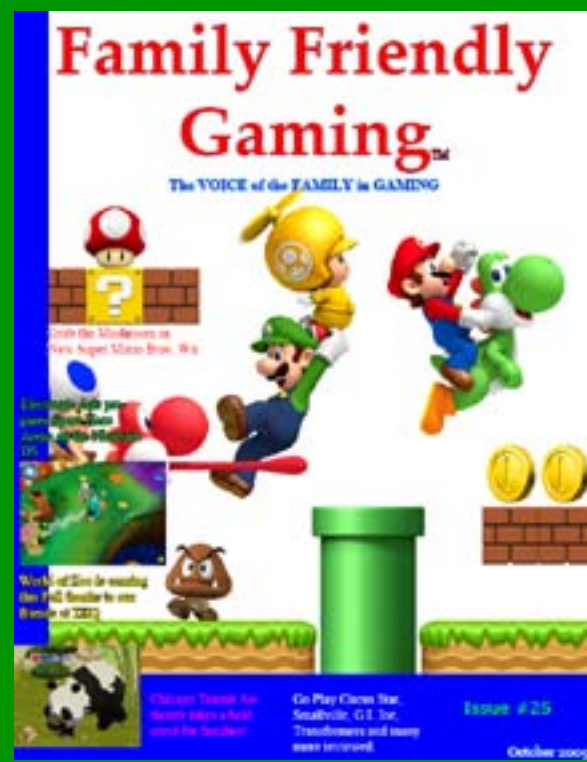
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# LOOK BACK QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be emailed an Amazon gift card.

Question: What month, day, and year was the Family Friendly Gaming website created?

Answer:

Question: Who is on the cover of the first ever issue of Family Friendly Gaming?

Answer:

Question: What color are the original Family Friendly Gaming News stories on the website?

Answer:

Question: What is the youngest age rating the ESRB has?

Answer:

Question: When did Family Friendly Gaming start releasing video capture videos on their Youtube channel?

Answer:

Question: What loving action is happening on the front cover of Family Friendly Gaming #50?

Answer:

Question: What is the name of the first book EIC Paul Bury wrote?

Answer:

Question: Are you able to donate to Family Friendly Gaming?

Answer:

Question: What year did the Family Friendly Gaming Hall of Fame begin?

Answer:

Question: Does Family Friendly Gaming participate in age based discrimination of products?

Answer:

Question: What should be done about slave labor in the video game industry?

Answer:

Question: What makes physical copies of video games so great?

Answer:

Question: How high does a game need to score to receive the Family Friendly Gaming Seal of Approval?

Answer:



# DEVOTIONAL

# Helpful Thoughts

## Reform Part 12

We are continuing our series on reforms needed in the modern day American church. I have noted that some churches take a census every single service. They have people walking around counting how many people are there in attendance. Then they brag about how their marketing campaign and/or local advertising campaign brought so many people in. I remembered King David getting in trouble for taking a census. **1 Chronicles 21:1-2** *Satan rose up against Israel and incited David to take a census of Israel. 2 So David said to Joab and the commanders of the troops, "Go and count the Israelites from Beersheba to Dan. Then report back to me so that I may know how many there are."* King David listened to Satan over listening to God. **1 Chronicles 21:3-4** *But Joab replied, "May the Lord multiply his troops a hundred times over. My lord the king, are they not all my lord's subjects? Why does my lord want to do this? Why should he bring guilt on Israel?" 4 The king's word, however, overruled Joab; so Joab left and went throughout Israel and then came back to Jerusalem. Joab knew King David*

was wrong. He knew the people would suffer because of it. **1 Chronicles 21:6-8** *But Joab did not include Levi and Benjamin in the numbering, because the king's command was repulsive to him. 7 This command was also evil in the sight of God; so he punished Israel. 8 Then David said to God, "I have sinned greatly by doing this. Now, I beg you, take away the guilt of your servant. I have done a very foolish thing."* King David accepted punishment for his sin against God.

The big question many people ask is: "why did David get in trouble for taking a census?" **Exodus 30:12** *When you take a census of the Israelites to count them, each one must pay the Lord a ransom for his life at the time he is counted. Then no plague will come on them when you number them.* The key is whose people are they? They are God's people. They are not people of the leaders. The stewards do not have ownership of them. This is why King David sinned. This is what modern day American pastors and priests need to remember.

The heart is the true issue. I can only judge a tree by its fruit as Jesus taught. I can not be one hundred percent sure the wrong attitude is in every church that takes a census. I know of

warning signs like bragging about attendance, and contract signing local building membership. I have also seen warning signs like pastors saying: "I am the leader here and everyone here must follow what I say." They need to remember **Job 1:21** *and said: "Naked I came from my mother's womb, and naked I will depart. The Lord gave and the Lord has taken away; may the name of the Lord be praised."* The followers of the Way belong to God, not to you, or me, or any other leader.

God Bless,  
Paul Bury

## PRAYER

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.

There are wise decisions we make in life and there are mistakes. Family Friendly Gaming wants to share some thoughts that can be helpful. Maybe this will bring more joy into your life. Maybe it will allow you to have better physical health. Maybe it will help you reach a better mental, psychological or emotional state. The goal of each column in each month is to share some helpful thoughts to you and your family.

## Exercise

There is a simple guideline poster on the wall of many gyms around the country. Calories taken in greater than calories burned is weight gain. Calories taken in equals calories burned is maintain. Calories taken in less than calories burned is weight loss. There are all these fancy diets, plans to lose weight, and ways to become healthy. The core of the principal is simple exercise more, and eat less. Fasting is an important part of life that the ancients knew all too well.

Our bodies were not designed to eat, sleep, and sit around. Our bodies were designed to be active. Health

problems arise when a human body stays overweight. A healthy human being exercises on a daily basis. A healthy active human being has a lower risk of injury, and higher esteem.

What if you fall into the category of needing to improve in the exercise department? Start slowly, and build your way up. First start with some stretches. You will be sore because you have not properly used your body. That soreness does not last, and before long you are off to the races. Know the old phrase: "you have to walk before you can run?" This applies here as well. After stretching go for a walk. This is very low stress exercise that can build a little sweat (depending on the temperature and climate), and get your heart rate going at a better click.

What is the next step after walking? You have been stretching, walking, and you feel great. What is next? All kinds of things open up to you. You can go to a tennis court and hit the ball, shoot some basketball hoops, throw a baseball, football, kick a soccer ball, and more. Maybe join a gym, try some racquetball, and/or working out. If you really feel ready then try to jog a bit during your walk.

Another bonus to this

is you will be spending time with others. You can meet your neighbors and make new friends. You could even join a league and play a sport with others. Maybe join a bicycle club and go out with them. The more active you become and more you can do. Not only will you feel better and have more energy, you will also be using your body for what it was designed to do.

It is extremely important to realize your body does need rest to recuperate. Do not shun rest time, and rest periods. The same goes for bringing calories in. Your body still needs fuel. You will not instantly drop massive amounts of weight. It takes time. Think of the long haul when you are losing weight. Do not get discouraged either. Take each day one at a time. Keep moving your body in the right direction.

Have a positive attitude that you are going to achieve your goals. You may have set backs as you get started. You may have injuries as you try to improve your body. Recover and when it is safe get back on your plan. Never let that keep you down forever. All of us need to be responsible with the bodies we were given. You got it into this mess, now get it out.



# IN THE

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### KINGDOM HEARTS HD 2.8 Final Chapter Prologue Porting to PS4

SQUARE ENIX® and Disney Interactive revealed that development has begun on KINGDOM HEARTS HD 2.8 Final Chapter Prologue, a compilation that brings the popular KINGDOM HEARTS [Dream Drop Distance] to the PlayStation®4 computer entertainment system platform remastered in high definition.

Originally released in 2012, KINGDOM HEARTS [Dream Drop Distance] HD is a full-HD remastered version of KINGDOM HEARTS 3D [Dream Drop Distance]. Series protagonists Sora and Riku take on the Mark of Mastery exam in preparation for coming threats. The signature action of the KINGDOM HEARTS series has evolved, allowing players to experience faster-paced battles and exploration at a blistering pace.

# NEWS

This newly remastered title also features:

- KINGDOM HEARTS 0.2 Birth by Sleep – A Fragmentary Passage –
  - o A completely new playable episode that links to the story of KINGDOM HEARTS III, taking place after the storyline of KINGDOM HEARTS Birth by Sleep played from the perspective of Aqua.
  - KINGDOM HEARTS x Back Cover (movie)
  - o A new HD movie that tells the mysterious story of the Foretellers, connecting the earliest parts of the series' history, showcased in the upcoming mobile title KINGDOM HEARTS Unchained x.
- KINGDOM HEARTS HD 2.8 Final Chapter Prologue is being developed for the PlayStation®4 system. This title is not yet rated.

### Touchdown on the Tundra Announced

Hollywood veteran Brian Bird—writer and executive producer of Paramount Pictures' star-studded feature film CAPTIVE—is joining the inspiring new sports drama, TOUCHDOWN ON THE TUNDRA, as an executive producer and will partner with WGA-Award-winning writer, John Wierick, in penning the script.

From CineVantage Productions, TOUCHDOWN ON THE TUNDRA is the true story of a high school football team in desolate Barrow, Alaska, 300 miles north of the Arctic Circle, where a group of isolated Native Inupiat young men find new hope and purpose in a controversial football program championed by, of all people, a Florida football mom named Cathy Parker.

“TOUCHDOWN ON THE TUNDRA is far more than a sports story,” Bird said. “From opposite ends

of the continent, two mothers take on an impossible challenge in the planet's most remote town. In the process, a generation of young men gain entirely new life purpose. We're thrilled, first, to help write this remarkable story, and then to bring it to the big screen.”

In more than three decades of writing and producing, both Bird and Wierick have specialized in life- and faith-affirming films and television. They will team to write the screenplay based on an earlier script by Marshal Younger and Torry Martin, and the book “Thunder on the Tundra” by Lew Freedman, along with the true story of Cathy Parker—the Florida mother whose faith, grit and determination helped change the fortunes of Barrow and its citizens.

Parker—a coach's wife and working mother of four in Florida—saw an ESPN documentary about Barrow's bleak existence and its diminishing hopes, particularly among its young men and women. Quixotically,





when asked what would give them hope, the school kids, who were playing the outdated Madden '98 video game, answered: "Football." At the time, they played on a Permafrost and gravel field, and had to post snipers at practice to ward off polar bears.

Parker determined not only to bring the Barrow players to Florida to train with her husband's high school team, but to build the Alaskans a first-class artificial-turf field. TOUCHDOWN ON THE TUNDRA is the amazing, true story of how Parker teamed with concerned Inupiat mothers in Barrow to become unlikely heroes to convince local authorities that football was the solution to the town's social ills and a whole generation of young men."

"If it weren't for Cathy Parker and some brave mothers in that town, there would be no Barrow football program. It's that simple," CineVantage Productions Producer Honnie Korngold said. "Now Brian and John are on a team to bring her unlikely and true story to everyone."

### Livescribe 3 Smartpen Moleskine Edition Now Available

Livescribe Inc. and Moleskine announced the Livescribe 3 smartpen Moleskine Edition, a collaboration that combines the legendary notebook maker's classic brand and aesthetic with the a smartpen. The Moleskine Edition combines the art of handwriting with the convenience of technology to seamlessly digitize notes, allowing

both iOS and Android smartphone and tablet users to make their notes more actionable than ever.

As users write and doodle on their classic ivory-colored Moleskine pages using the smartpen, their handwriting appears on their phone or tablet in the Livescribe+ mobile app where they can sync with recorded audio in the form of a podcast. With Livescribe, notes become infinitely more useful while allowing writers to continue using their favorite notebooks.

"Handwriting is not a dying art - far from it. In fact we have seen it to be entering a renaissance in recent years," said Maria Sebreghondi, co-founder and VP of Brand Equity and Communications at Moleskine.

This bundle includes a Livescribe 3 smartpen, a Livescribe Notebook by Moleskine, a Moleskine tool belt, a one-year subscription to Evernote Premium, and free app downloads of Livescribe+, which is available for iOS and Android.

### Team Dignitas Edition gaming mouse and mat announced

Corsair announced the first gaming products designed in collaboration with eSports Team Dignitas: the Corsair Gaming Sabre Laser RGB gaming mouse and MM300 Anti-Fray Mouse Mat, Team Dignitas Edition. The two joined forces to combine Team Dignitas' competitive gaming experience with Corsair's expertise in developing precision PC peripherals to outfit gamers with products that deliver the competitive edge. Since announcing their partnership in January 2015, Team Dignitas exclusively uses Corsair Gaming PC peripherals in practice and tournaments worldwide.

At just 100 grams, the ultra-light Sabre Laser RGB gaming mouse enables superior reach and unmatched accuracy for the ultimate PC gaming experience. With four-zone, 16.8M color backlighting and eight easily programmable buttons, the mouse is compatible with Corsair Utility Engine (CUE) software to ensure powerful customization as a standalone product or in concert with other Corsair Gaming RGB peripherals. Its 8,200 DPI laser sensor and 1,000 Hz USB refresh rate guarantee lag-free, pixel-precise gameplay fit for the eSports pro.

The new MM300 Anti-Fray Mouse Mat, Team Dignitas Edition is a high-endurance, pro-grade cloth mouse mat designed for high-DPI gaming mice. Its reinforced stitched edges guard against surface peeling, and its textile-weaved surface makes for optimal control and precision tracking in the heat of competition.

"Corsair creates high-performance products that fit the needs of competitive pro players," said Michael O'Dell, owner of Team Dignitas. "They were the ideal partner with which to launch Team Dignitas tournament gear."

### Farming Simulator 15 GOLD Harvests

By the end of October, Farming Simulator 15 will receive its first official expansion: GOLD! This expansion enriches Farming Simulator 15 with a load of new additional content that is sure to expand the gaming experience of all virtual farmers: a brand new environment inspired by Eastern-Europe, as well as new vehicles that you will be able to discover through today's images.

Discover a new map designed with typical Eastern-European farmland in mind, adding hundreds of new acres to the already existing European and American maps from Farming Simulator 15. This new map is filled with details and visual effects creating a more realistic and immersive atmosphere!

The GOLD Expansion also brings 20 new vehicles and tools faithfully reproduced from famous constructors: Rostselmash, Zetor, Tatra, Kverneland, and Farmtech... for a new total of 160 machines and equipment in Farming Simulator 15!

For PC players, the Gold expansion will be available on October 29 for download. It will also be available with the full game, Farming Simulator 15, thanks to the special Farming Simulator 15 GOLD EDITION in retail and for download.

PS4 and Xbox One players of Farming Simulator 15 will also be able to download the Official Expansion GOLD from their consoles on October 29.

PS3 and Xbox 360 will be able to download the SILVER Expansion for their Farming Simulator 15, that will bring the 20 new vehicles and equipment on October 29.

Farming Simulator 15 invites you into the challenging world of a modern farmer: grow your farm in an immense open world filled with details and visual effects, including a brand new East-European map.



Transport Giant Reimagined on Steam

Indie publisher UIG Entertainment is proud to announce the release of an updated version of Transport Giant, their simulator focusing on two centuries of the industrial revolution. Originally released in 2004, Transport Giant now available on Steam™ offers a reimagined gameplay experience to a new generation of players looking for the ultimate simulation experience.

The game begins in 1850 in a time when the world was changing. A new era of mass production and mass transportation has begun. To smart business people, this means new opportunities to prosper with a lucrative business. With a little money, some good ideas and a little luck, you can establish and build your very own business empire. There are new companies cropping up everywhere. The world is in need of all kinds of goods and the growth of cities is increasing dramatically. Transportation of people and goods is a challenge in the new world, and this is your chance to prove your worth.

How do the workers get to their factories? Who will transport the huge amount of raw materials? The time has come for a powerful and giant transportation company led by no other than you! How much profit can you earn? Domestic transportation is increasing to a point where it becomes complex to control. You



begin by establishing a transport company in the year

1850, and your task is to make as much profit as possible over the course of two centuries. You have to establish means of transportation for raw materials, finished goods and for workers and employees to get them to work. Outdo your competitors and make big money in Transport Giant!

- Features
- Simulation of a complex but easy-to-grasp transportation cycle
  - Set-up of transport routes complete with infrastructure
  - Carriage of goods and passengers
  - Changing economic situations
  - Three different scenarios (Europe, USA and Australia)
  - Several campaigns and numerous endless maps
  - Ingenious signaling- and guidance-system for trains
  - Over 130 vehicles (trains, monorails, superconductor trains, lorries, ships, airplanes and helicopters)
  - Over 60 different products and industries
  - Over 500 different buildings

Might & Magic Heroes VII Now Available for Windows PC

Ubisoft® released Might & Magic® Heroes® VII, a return to the turn-based strategy game, exclusively available for Windows PC. For 20 years, Might & Magic® Heroes® titles have set a new standard for computer strategy games, combining a deep fantasy universe with a complete strategic experience, a rich RPG progression and a strong story narrative.

Might & Magic Heroes VII puts players in the middle of a civil war that changed the ruling dynasty of the Holy Empire. The Empress' murder has left an empty throne, a realm in flames and too many hungry rivals intent on claiming it. The Duke, Ivan, calls together a prestigious council of six trusted advisors in search of a viable strategy to bring this war of succession to an end. This new episode in the series will offer players a more detailed world than ever to explore and conquer, a complex economic system to master and legendary creatures to face in epic battles.

Might & Magic Heroes VII is being developed by Limbic Entertainment, a team of devoted Might & Magic fans, and promises to be the best of the series by respecting its long-standing tradition and introducing features chosen by the community.



Telltale Games Announces 'Back to the Future: The Game - 30th Anniversary Edition'

This year marks the 30th anniversary of Back to the Future, one of the most beloved movies of all time. To celebrate the occasion, Telltale Games is releasing Back to the Future: The Game - 30th Anniversary Edition! Back to the Future: The Game - 30th Anniversary Edition features textures that take full advantage of current-generation console capabilities, and updated voice work from Biff Tannen's original movie actor, Tom Wilson. This edition also includes in-game access to new, exclusive content: a behind the scenes video featuring interviews with movie trilogy co-writer and producer Bob Gale, original movie cast member Tom Wilson, members of the development team, and AJ LoCascio - the voice of young Marty McFly.

Back to the Future: The Game - 30th Anniversary Edition will be available digitally worldwide and at retail in North America on Tuesday, October 13th, and available at retail in Europe on Friday, October 16th. Digital and retail platforms in both regions will include PlayStation 4, Xbox One, and Xbox 360. In Back to the Future: The Game, six months after the events of Back to the Future Part III, the DeLorean Time Machine mysteriously returns to Hill Valley - driverless! Now, Marty must go back to 1931 to recruit the help of a reluctant teenage Emmett Brown in order to save 1985's Doc from certain death. Can they repair the rifts of the past without accidentally erasing the future?

Back to the Future: The Game - 30th Anniversary Edition is rated T (Teen) for Drug and Alcohol Reference, Sexual Themes, Mild Violence, and Mild Blood by the ESRB.





## In The News Continued

### The Sandbox - Update 1.99994

New Campaign: Underwater!

Explore with Jones the legendary city of Atlantis, meet an unexpected ally and fight dangers of the depths in this new campaign! With the new underwater elements, create your own underwater adventure. What's New in Update 1.99994?

2 new controllable elements, and their enemy versions:

Atlantean, a humanoid with fishlike features that can breathe underwater and suffocates when outside of it. He can also dash forward when swimming, and jumps instead when he's not. Has a ranged attack.

Submarine, a vehicle that can only move in water and can shoot Torpedoes to defeat its enemies or obstacles. Torpedoes are projectiles that can move in liquids and do not destroy them when they explode.

3 new sea animals to populate your aquatic

levels or even serve as enemies in them. Shark, a fearsome predator of the sea, moves from one side to the other in search for prey. Jellyfish look cute and glow in many colors but are extremely poisonous and should never be approached.

Anemones will attract and pull small fishes towards them but are mostly harmless. Unless Mutagem is used on them...

1 new tech element:

Torpedo Launcher, which is activated and used the same way the Rocket Launcher is. Torpedoes are rockets that only move in Water. If they are spawned elsewhere, they will simply fall downwards and explode when touching the floor.

A campaign of 18 levels where you will follow Jones in his search for the Lost City of Atlantis. He will, however, spend most of the adventure in the Submarine, and will find an unexpected friend on the way: the Atlantean Prince.

### Harmonix Raises Money

Harmonix Music Systems, Inc. announced it has raised \$15 million dollars in equity funding led by Foundry Group and Spark Capital. Other participating investors include SOSV, CommonAngels Ventures, and Presence Capital. The capital will be used towards continued innovation in the interactive music software space - including work on emerging platforms like virtual reality - as well as a number of unannounced projects.

At Apple's most recent press conference, Harmonix revealed Beat Sports™, a collection of music-infused mini-games developed exclusively for the new Apple TV®. On October 6th, Rock Band 4 became available for retail and digital download for Xbox One and PlayStation®4. Additionally, Harmonix is working on an unannounced game for Oculus' VR system, Rift, and will be bringing its interactive music visualizer Harmonix

Music VR to Sony's PlayStation®VR in 2016. No word on if they will share with gaming media outlets that helped them become a success.

"Our passion for music, gaming, and working with new technologies has made us leaders in the field for more than 20 years. We're incredibly excited about what lies ahead," said Steve Janiak, CEO of Harmonix. "Whether we're pushing a genre forward with Rock Band 4, exploring possibilities with VR technology, or developing games for new platforms like Apple TV - there's no limit to what we can accomplish."

"Harmonix has been able to keep a steady beat of innovation going throughout its incredible journey over the past two decades," added Brad Feld of Foundry Group, "I have no doubt that they'll continue to push the boundaries of human-computer interaction in a way that impacts millions of people around the world."

## In The News Continued

### Slave Labor in Video Games

In fact even today in the modern world slavery exists in Africa, and Asia. Some argue that workers in America and Europe are slaves to those on welfare. How many anti-slave advocates look at the video game industry? How many anti-child labor activists look at the video game industry.

Super Mario Maker is the latest slave labor video game that gives the video game industry yet another black eye and bloody lip. Nintendo is abusing gamers by having the gamers make levels for them. Nintendo owns the levels these gamers create. Nintendo pays no money for all of the work done for them. Nintendo profits from these levels that gamers make for them. By definition Nintendo is using gamers as slave labor. How many children are working for Nintendo? Every single child that works for Nintendo through Super Mario Maker is not being

compensated. Which means Nintendo is violating child labor laws as well as using slave labor. Who thinks Nintendo will brag about how much slave labor they get in the form of user created levels?

Nintendo is not the first company to use this slave labor tactic. LittleBigplanet used all kinds of slave labor, and child labor to generate millions of user created levels. Sony paid these workers nothing for all of that content. In fact Sony and Nintendo charge gamers for the tools to create these levels. They are profiting from convincing gamers to work for them for free. Mojang was very kind to their users. They let their gamers profit from the Youtube videos showing off their creations. Once Microsoft bought out Mojang, then that generous sharing of revenue for Minecraft was cut off. Why do the corps get all the money? When will gamers stand up for themselves and say: "No more slavery in video games!"

### New Robotics Coding Language Designed to Delight Every Child

Wonder Workshop, launched 'Wonder', a coding language designed uniquely for kids, available through the same-named Wonder app for iOS. Designed to code the way we think, Wonder is used with the award-winning real robots, Dash and Dot, making robotics a delightful experience for every child. The Wonder app is available for free download for iOS now, and will be released for Android later this month. The Wonder app will be available to use on iPhone 4S and newer, iPad Minis, and iPad 3 and newer.

Robotics combines hands-on play and on-screen manipulation to provide the best avenue for children to learn the basics of Computer Science. The Wonder app features an interface designed for children, combining unstructured play with hundreds of in-app challenges to guide them to success.

Enabling children to explore the vast capabilities of Wonder Workshop's real robots, Dash and Dot, the Wonder app puts advanced robotics programming in the hands of children at a young age.

Designed for children 8 and up, kids use the Wonder app to program Dash and Dot's capabilities, developing elaborate behaviors for the robots. Dash and Dot become more capable as children discover new abilities through their coding experiments, advancing through project-based puzzles and gaining 'Bot IQ' for their robots as they explore the Wonder app.

With the launch of the Wonder app, Wonder Workshop also releases Dot as a standalone product at \$49.99, offering every kid access to critical computer science experiences. Dot is the brains of a robot, and comes with multiple games children can play – and later program these themselves – right out of the box.



# WE WOULD PLAY THAT!

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

Welcome to the first installment of "WE WOULD PLAY THAT!" This column is brainstorming ideas for video games we would like to see on the market. This month we are discussing a Christian Animal Crossing, or a Christian Fantasy Life. Take the games Animal Crossing, or Fantasy Life and add the truth and reality of the teachings of the Holy Bible. Helping your neighbor is not only encouraged it is also rewarded. Imagine the time based concept in Animal Crossing and being able to go to church within a video game and

hear a sermon on Sunday mornings, and Wednesday evenings. That would be awesome. Imagine being able to do a Bible Study within an Animal Crossing like game. Again that would be awesome.

For a Christian Fantasy Life it would be super to learn about the life of a pastor and/or priest. Imagine going around town and helping the poor, needy, and elderly. Imagine preparing for a sermon. Think about being able to offer the hurting some comfort. Players could preach at a funeral. Help the depressed realize there is so much to live for. Teach others the wonderful lessons that Jesus Christ taught. The opportunities are nearly endless. We would definitely play that here at Family Friendly Gaming.

Going back to a Christian Animal Crossing video game.

Think about a game that would age the players so they could participate in traditional marriage, have children, watch the children grow up. Then become grandparents. This kind of a game could show the different phases of life and prepare people for the kinds of things they may run into throughout life. It could be a wonderful tool in learning what we face as we age.

Taking the concept of a couple of decent games with a few problems and improving upon them with the eternal Kingdom of Heaven in mind is a great exercise. A Christian Animal Crossing and/or a Christian Fantasy Life would improve the image of the video game industry and allow video games to reach even more people than it ever has. These games would receive sales from an audience that does not normally play video games.

## Matthew 15:24-28

24 He answered, "I was sent only to the lost sheep of Israel."

25 The woman came and knelt before him. "Lord, help me!" she said.

26 He replied, "It is not right to take the children's bread and toss it to the dogs."

27 "Yes it is, Lord," she said. "Even the dogs eat the crumbs that fall from their master's table."

28 Then Jesus said to her, "Woman, you have great faith! Your request is granted."

And her daughter was healed at that moment.

# 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. 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.

**CONTENTS** 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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# LBX Little Battlers eXperience

SCORE: 64



# F1 2015

SCORE: 72



Fam-ily Friendly Gaming rented LBX Little Battlers eXperience on the Nintendo 3DS for this review. This hand held video game is part Poke-mon, part Custom Robo, and part anime. Players will battle it out with customization little robots. These little robots fight in arenas that make them look really large.

LBX Little Battlers eXperience contains a fair amount of violent content. Robots are hacking and slash-ing at one another. There are also projectile weapons for long range attacks. LBX Little Battlers eXperience also con-tains enticement to lust, and a religious system with false gods. I am a bit surprised this game did not earn the thirteen and older rating with all of this content.



LBX Little Battlers eXperience is not very original. There are plenty of existing franchises that have done the same or similar things in the past. The voices and music are good in LBX Little Battlers eXperience. It is neat to hear the characters prattle on over their obsession with fighting with dangerous little robots.



Parents are shown as weak in LBX Little Battlers eXperience, whereas children are shown as strong.

The graphics in the anime cut scenes are great. The graphics in the go around town, and battle screens are not so great. The key to victory in LBX Little Battlers eXperi-ence is upgrading your robot with more powerful parts. This is actually a complex system that takes a degree of under-standing and experimentation to succeed in. You can win nu-merous battles without doing so. LBX Little Battlers eXperi-ence just gets harder later on if you do not upgrade.

LBX Little Battlers eXperience can increase aggression levels with its levels of violence. Battles get boring in LBX Little Battlers eXperience really quickly. I value this 3DS game at fifteen dollars.  
- RPG Master

Publisher: Nintendo  
Developer: Level-5  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone 10+  
{Fantasy Violence}



Graphics: 60%  
Sound: 80%  
Replay: 60%  
Gameplay: 60%  
Family Friendly Factor: 60%

Bandai Namco Games pro-vided Family Friendly Gaming a download code for F1 2015. That was the good news. The bad news was the download size was so massive we could not afford the Internet usage fines to download it. So we went ahead and rented a copy of F1 2015 on the Xbox One. If you like Formula One racing then you will get into F1 2015 on the PC, PS4, or Xbox One. If you don't, then F1 2015 is going to be a hard sell.

Graphically F1 2015 is beautiful to see. The cars, weather, tracks, people, and more look great in this racing video game. I should note that F1 2015 is not very kind to ca-sual gamers. Even with the as-



Publisher: Bandai Namco Games  
Developer: Codemasters  
System: PC/PS4/Xbox One  
Rating: 'E' - Everyone

sists turned on. It takes practice and patience to get good at F1 2015. F1 2015 is big on follow-ing the rules. No cutting corners, no hit-ting other cars, etc. I was warned, flagged, and chastised for every single little mistake. I felt like I could do nothing right in F1 2015. What really burned me was the com-puter would smash into me, knock me off the track, and not be penalized. I was not given that position back, like when I have to give a pass back be-cause I did it illegally. F1 2015

has a set of two standards - one really hard for the player, and two really light for the cheating computer. Families can choose the 2014 or the 2015



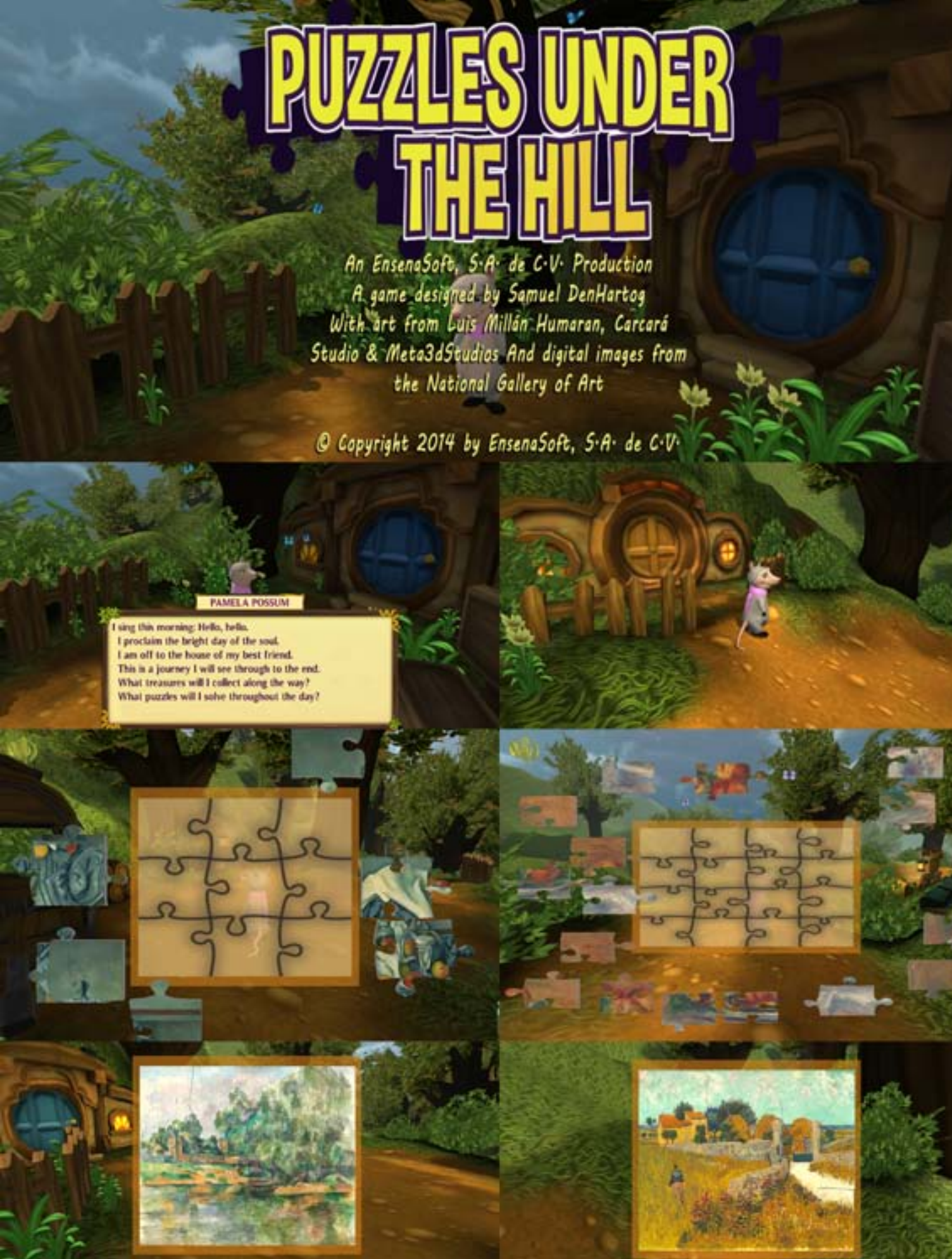
season in F1 2015. This racing game is lacking in modes. We can race a few different ways, including the dreaded online. There are an okay amount of tracks to race in. Most of the cars feel the same in F1 2015.

F1 2015 needs some serious help in terms of be-ing approachable by all skill sets. The controls in F1 2015 are difficult at best. Play in the rain, and your car is really loose. Taking corners is nearly impossible in this game. Yet again the computer controlled characters can do it with ease. I like this franchise and feel it has promise. If it would only think of less experienced gam-ers.  
- Frank

Graphics: 80%  
Sound: 75%  
Replay: 75%  
Gameplay: 50%  
Family Friendly Factor: 80%







## ADVERTISEMENT



## Super Mario Maker

SCORE: 60



I was really excited about Super Mario Maker before it was re-released. Then I prayed about it, and realized there is a

super deep problem with Super Mario Maker on the Wii U. Nintendo is treating their fan base like slave labor. They give their fan base the tools to make Super Mario Bros levels. Then Nintendo can profit off those levels without paying for any of the man hours.

Graphically Super Mario Maker ranges across the various ages of the Super Mario Bros video games. Some are extremely retro, and others are much newer. There is a variety of cartoon violence in Super Mario Maker on the Wii U. We stomp enemies, hit them with fireballs, watch them fall to their doom, and watch Mario die a variety of ways.

The music in Super Mario Maker is what you have



heard for years in Super Mario Bros video games. That reminds me there is all kinds of rehash in Super Mario Maker. From the visuals to the audio, to the level design. I am shocked Nintendo did not give their fan base a price cut for Super Mario Maker. After all much of this home console video game has been seen, heard, and played before.

Nintendo is not the first company to use their fan base as slave labor. Sony, Microsoft, and other video game companies have employed the same tactic. If you can design

levels really well, why should you do it for free? Shouldn't Nintendo pay you for your hard work? After all they will profit from it. Nintendo won't even let gamers monetize videos of their own creations. Does their greed know no bounds?

If I had to put a price on Super Mario Maker, I would put it somewhere between ten and twenty dollars. Many of the creations from other gamers are ultra hard. If you want to be slave labor for Nintendo, then you can create your own levels in Super Mario Maker. Playing the creations of other gamers is interesting.

Super Mario Maker is a game we rented here at Family Friendly Gaming. I won't buy it until it comes way down in price. Creating levels is fun for a level or two. Then it becomes tedious work. Work that I ask

who winds up benefiting from. I was provided no payment.  
- Paul



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



Graphics: 70%  
Sound: 70%  
Replay: 40%  
Gameplay: 50%  
Family Friendly Factor: 70%





## Medieval Games

SCORE: 60



Family Friendly Gaming spent ten dollars purchasing Medieval Games on the Wii. How bad could this home console video game be? Pretty bad. Medieval Games includes Tournament, Storybook, and Free Play modes. Medieval Games is a party game in the same vein as say Mario Party. Medieval Games has the medieval theme to it.

The graphics in Medieval Games are a bit below average. We have some violent content in a variety of the games. Jousting can be one of the most brutal in my opinion. The sound bytes can be entertaining. The humor in Medieval Games is an acquired taste. Not everyone will get it. In fact some will roll their eyes at it, while others will be offended by the attempts at



humor within this Wii game.

One of the biggest issues with Medieval Games is the lag. Why does this game lag so badly? It is crazy to see in a Wii game. The computer controlled characters are very over powered in Medieval Games. If you play this party game, be sure to have three or four real people to play. That way the computer does not



dominate you.

There are thirty mini games in Medieval Games. Some of them are interesting like trying to catch all the pigs. Too bad it controls like a brick with nasty lag. That mini game is definitely in favor of the pigs. In fact every single time I played the pig, I never lost. Lag hurts other mini games like the archery, throwing axes, etc.

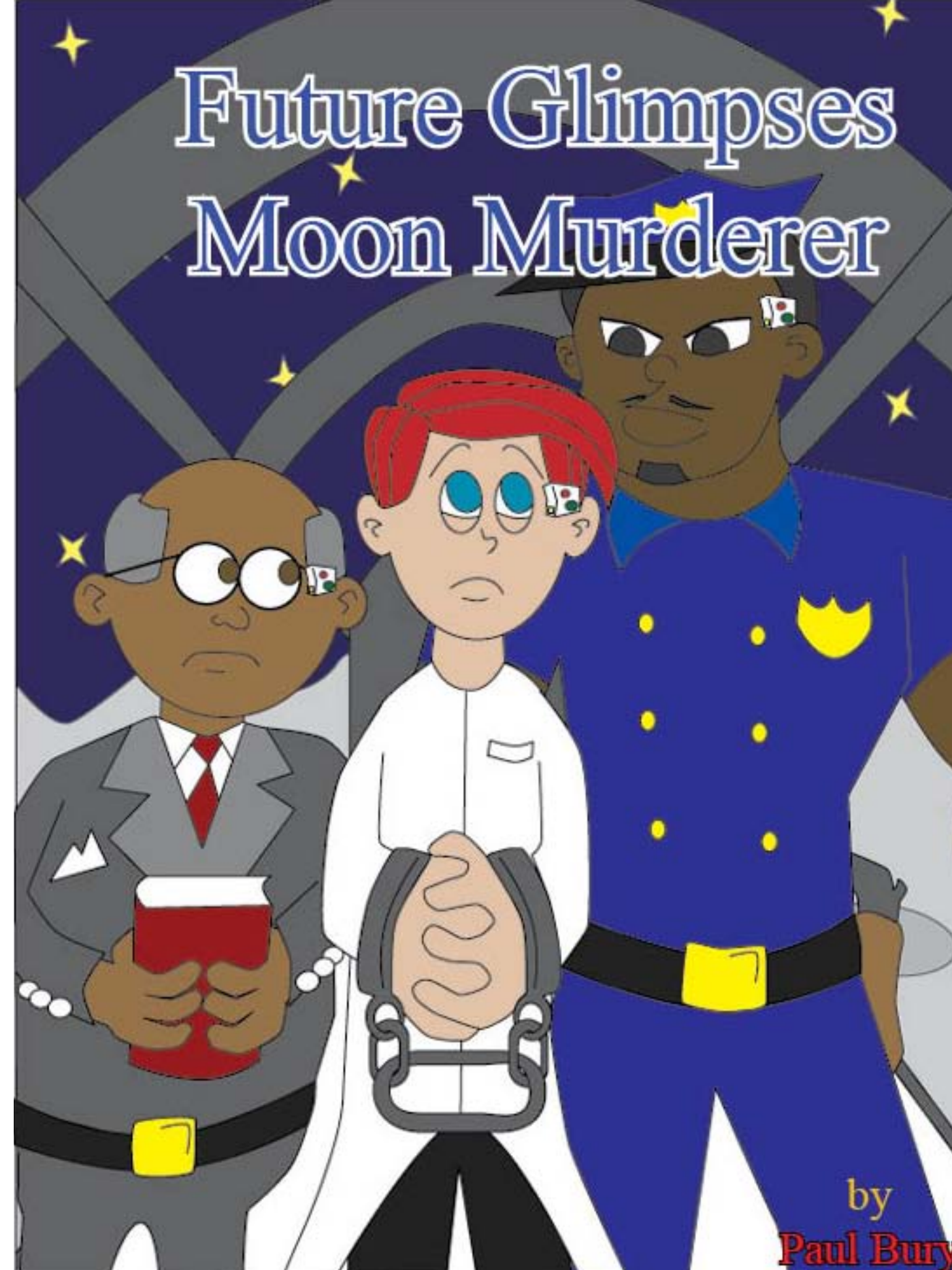
One of the key factors to any party game is a very important question. Is it any fun? I did not have much fun playing Medieval Games. In fact I will admit to Family Friendly Gaming Universe that I do not like this game. The quirky humor was more miss than hit.

There was no need for enticement to lust. The controls should have been better. The lag should have been fixed. At the end of each party game we should have been able to fix the prince's problem. Pass on Medieval Games.  
- Sam



Publisher: Vir2L  
Developer: N-Fusion Interactive  
System: Wii  
Rating: 'E10+' - Everyone 10+  
{Mild Cartoon Violence}

Graphics: 55%  
Sound: 70%  
Replay: 75%  
Gameplay: 40%  
Family Friendly Factor: 60%



by  
Paul Bury

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# WWE 2K15

SCORE: 56



# PES 2016

SCORE: 78



It is always smart to wait a year on video game franchises that are released on a yearly interval. This is exactly what Family Friendly Gaming did with WWE 2K15. We bought and played this wrestling based video game just before WWE 2K16 was released. Patience rewards us with more games for the same amount of money.

The loud obnoxious music was the first thing I noticed about WWE 2K15. I am not talking about the ring entrances either. I am talking about the menu screen music. Since this is a wrestling based video game, expect a lot of violence. There is also blood, enticement to lust, and bad language. The trainer in WWE 2K15 can be very discouraging in career mode. Even when we



were doing really good with our created character. There are a fair amount of characters in WWE 2K15. Some are unlockable, and others require additional payments to play. Why? Because these ultra rich companies feel they do not have enough money in their bank accounts.



They have not fleeced gamers enough already in their opinions.

The 2K Showcase matches are interesting, and allow gamers to relive certain moments from the WWE. The glitches in WWE 2K15 are what really threw me for a loop. From graphical, to characters frozen and stuck inside the turn buckle and then hanging in the air outside the ring. It made finishing that Royal Rumble impossible. WWE 2K15 is a really glitchy game. How did this game make it to market?

After awhile in career mode the matches start to feel the same. The computer is really good at reversing moves (R2), and players have to get good to survive this game against them. Aggression levels increased after playing WWE 2K15. Patience levels also decreased.  
- Frank



Graphics: 40%  
Sound: 50%  
Replay: 80%  
Gameplay: 60%  
Family Friendly Factor: 50%

Publisher: 2K Sports  
Developer: Yukes, Visual Concepts  
System: Xbox One/Xbox 360/PS3/PS4(tested)  
Rating: 'T' - Teen {Alcohol Reference, Blood, Mild Language, Suggestive Themes, Use of Alcohol, Violence}

Family Friendly Gaming has been a supporter of the PES franchise for some years now. We wish they would change and/or remove that highly divisive, controversial and radical word from the name of this franchise. It does not look like Konami is planning on doing the respectful, kind, considerate, loving, and classy thing anytime soon. So we have a thread to pull on every single time we write about this franchise.

Family Friendly Gaming rented a copy of PES 2016 on the Xbox 360 this year. Last year Konami tried to move everyone to the Xbox One, and



Publisher: Konami  
Developer: Konami  
System: PC/PS3/PS4/Xbox One/Xbox 360  
Rating: 'E' - Everyone

PS4. That attempt failed as we now see PES 2016 on the PS3 and Xbox 360 again. This soccer game has a good feel, and it is fun to move the ball down the field. Shooting on the goal can still be challenging. There is also a level of excitement in momentum in PES 2016.

Graphically the players look small except in those mandatory and very annoying replays. The announcers bring some spice to the table. There are songs that may contain lyrics your family find offensive. Congrats ESRB on missing something else. The controls take some practice



to get used to in PES 2016. They are not very intuitive. Once you get it you should have fun. There are a variety of modes, and leagues in PES 2016. Unfortunately PES 2016 is really online heavy. That has to be one of the lamest things about this home console soccer video game. You can make your own club, and your own player to become a legend. There is also training, and local multiplayer in PES 2016. Hopefully you saw the game play video we did here at Family Friendly Gaming. It was a really exciting and fun game.  
- Paul



Graphics: 70%  
Sound: 80%  
Replay: 90%  
Gameplay: 75%  
Family Friendly Factor: 75%





## Justice League Heroes

SCORE: 58

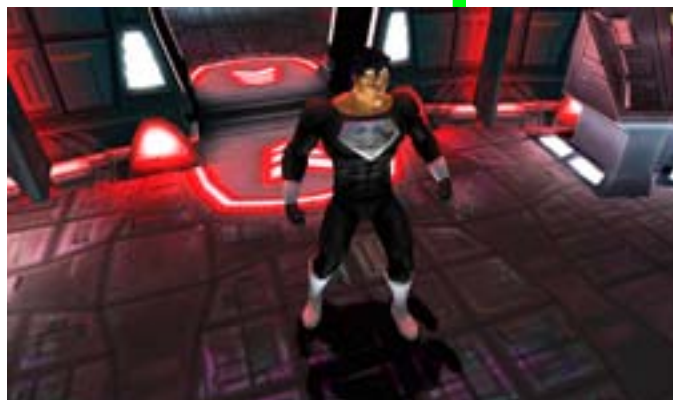
The best way to understand Justice League Heroes is to think of Gauntlet. Enemies come out of nowhere, from spawn devices, and must be pummeled to death. Players earn experience as they kill off the various enemies. Also expect to face many of the same looking enemies in Justice League Heroes.

The biggest difference between Gauntlet and Justice League Heroes is there are many more characters for families to play with. We have Superman, Batman, Zatanna, Hawk Girl, Flash, Green Lantern, Martian Manhunter, Aquaman and a few more. Justice League Heroes is also for one to two players whereas Gauntlet can have four players.

The violence in Justice League Heroes gets boring really fast. How many times can



we dispatch the same looking characters? As characters level up they can earn additional slots on their various stats. Orbs are picked up from enemies and objects destroyed. These will significantly power up your characters. Superman becomes OP very fast in Justice League Heroes.



Publisher: WB Games  
Developer: Snowblind Studios  
System: PS2/Xbox  
Rating: 'T' - Teen {Fantasy Violence, Mild Language}



There are ranged attacks in Justice League Heroes. Zatanna has a powerful fireball, Superman can use his heat vision. Each character has multiple skills. Players have an energy bar (for special skills), and a health bar. They will restore themselves slowly. Players can also upgrade how quickly those bars will restore.

The storyline in Justice League Heroes is what kept me playing. Although Justice League Heroes is a short video game. There is also enticement to lust, and a frustrating camera to work with. If you are a long time Justice League fanboy you will hate the voices and voice acting in Justice

League Heroes. None of the original voices were used. Players are also given a very short distance between the edge of the screen and their character.

- Teen Gamer

Graphics: 50%  
Sound: 60%  
Replay: 60%  
Gameplay: 60%  
Family Friendly Factor: 60%



## Tsubasa Season One

SCORE: 64

I had Tsubasa Season One on my list to purchase at some point in the future for years. I don't even remember why I was interested in this anime. I just know it was there. Thanks the S.A.V.E. initiative it was an okay price. That acronym stands for Super Amazing Value Edition. Yeah I know propaganda and hype. The cool part is prices of these anime actually do come down thanks to the S.A.V.E. versions. Which helps consumers, and I enjoy passing along that information.

Tsubasa Season One puts us in a fantasy world with really skinny looking characters. Their arms and legs are way too long. This show teach-



Publisher: Funimation  
Developer: Clamp  
System: DVD  
Rating: 'TV-PG' - This program contains material that parents may find unsuitable for younger children under the age of 10

es the religious belief of a multiverse. Characters travel around to different worlds where they may run into different versions of people they know.

Syaoran helps the woman he loves princess Sakura regain her feathers. They are assisted by the warrior Kurogane, and the wizard Fai. A witch also helps the characters and gives them Mokona Modoki who

can sense the feathers, and teleport the party across the various dimensions. Sometimes we spend an episode in a world, and other times we spend multiple episodes. It all ranges in Tsubasa Season One. It feels like the writers were



sort of drifting trying to figure out how to do this show.

Tsubasa Season One contains violence, enticement to lust, spirits, spirit beasts, and magical content. To me Tsubasa Season One is for the thirteen and up crowd. There are secrets each of the characters have. Some of them are revealed in this season. One of the strangest thing is the price the witch requires from each of the characters. Some seem small, but turn out to be huge. Others feel huge at the time and turn out to be tiny later on. - Paul



Graphics: 60%  
Sound: 70%  
Replay: 70%  
Gameplay: 60%  
Family Friendly Factor: 60%





## Smallville Season Six

SCORE: 53

Smallville Season Six is one of my least favorite seasons of this television show. We start out with the Phantoms possessing people, and end with a Phantom turning into

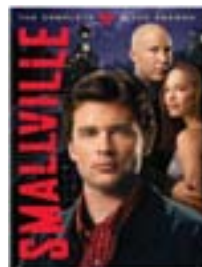
Bizzaro. Smallville Season Six throws Superman cannon into chaos. Then there is the whole Clark Kent and Lana Lang on again and off again romance. Lana marrying Lex Luther is just odd.

Smallville Season Six contains blood, violence, demonic looking phantoms, enticement to lust, bad language, lies, deceit, sex outside of marriage, pregnancy outside of marriage, and more. There is a mini Justice League in Smallville Season Six as well. The Green Arrow brings Impulse, Aquaman, and Cyborg together. Clark also helps them



in a few episodes of Smallville Season Six.

Lionel Luther is the strangest character in Smallville Season Six. He act really good at times, and really bad at other times. He claims he is doing the bad to actually help



Publisher: Warner Bros  
Developer: DC Comics  
System: DVD  
Rating: 'NR' - Not Rated



## Garfield Caught in the Act

SCORE: 77

There are few hand held video games that provide that home console quality experience. Garfield Caught in the Act on the Game Gear is one game that comes really close. The sarcastic, rude, and mean cat Garfield gets thrown into a television set. He plays different levels in the TV. There is action adventure violence as Garfield can throw things at enemies to make them go away. I noticed a few graphical glitches in this hand held game.

Garfield Caught in the Act has good sounds and some nice comic book like panels. The graphics are big which makes it hard to see that far in front of Garfield. There is one path through the areas. Garfield Caught in the Act teaches the belief in Old Earth and does not provide for anyone that believes in Young Earth. Garfield Caught in the Act is a hard game because of the screen limitations.

If you can play Garfield Caught in the Act on a bigger screen then you will have a better time. I may look into the Genesis version at some future date. Garfield Caught in the Act came with the Game Gear Family Friendly Gaming purchased. It is a fine example of making a decent version of a home console video game on the hand held. - Paul

Publisher: Sega  
Developer: Novotrade International  
System: Game Gear  
Rating: 'KA' - Kids to Adults

Graphics: 80%  
Sound: 85%  
Replay: 80%  
Gameplay: 70%  
Family Friendly Factor: 70%



## Keith Courage in Alpha Zones

SCORE: 60

Keith Courage in Alpha Zones was the game that was initially included with the system purchase. Don't you miss those days? When a company included a game with the system. Another example of companies doing less and expecting more from gamers. Keith Courage in Alpha Zones is played in two parts. The first part is the human character with his sword. The second part is the robot with his sword. They are not much different.

Expect a lot of hacking and slashing violence in Keith Courage in Alpha Zones. It really does get boring especially with the pre-planned patterns and poor AI of the enemies. I loved getting an enemy stuck on spikes. Hopefully you saw the video on our Youtube channel and on our website of this home console game.

For its time Keith Courage in Alpha Zones was interesting for a few things. The first is the large models of the characters in the robot mode. The second was its lack of a save. NEC realized Keith Courage in Alpha Zones was not a hit in America and went with Bonk instead as the game included with the system. It is fascinating to me to listen to the music, play the game, and see what ultimately turned out to be a failure on one of my personal favorite retro video game consoles. - Paul

Publisher: Hudson Soft  
Developer: Sunrise  
System: Turbograft-16  
Rating: 'NR' - Not Rated

Graphics: 60%  
Sound: 70%  
Replay: 60%  
Gameplay: 50%  
Family Friendly Factor: 60%

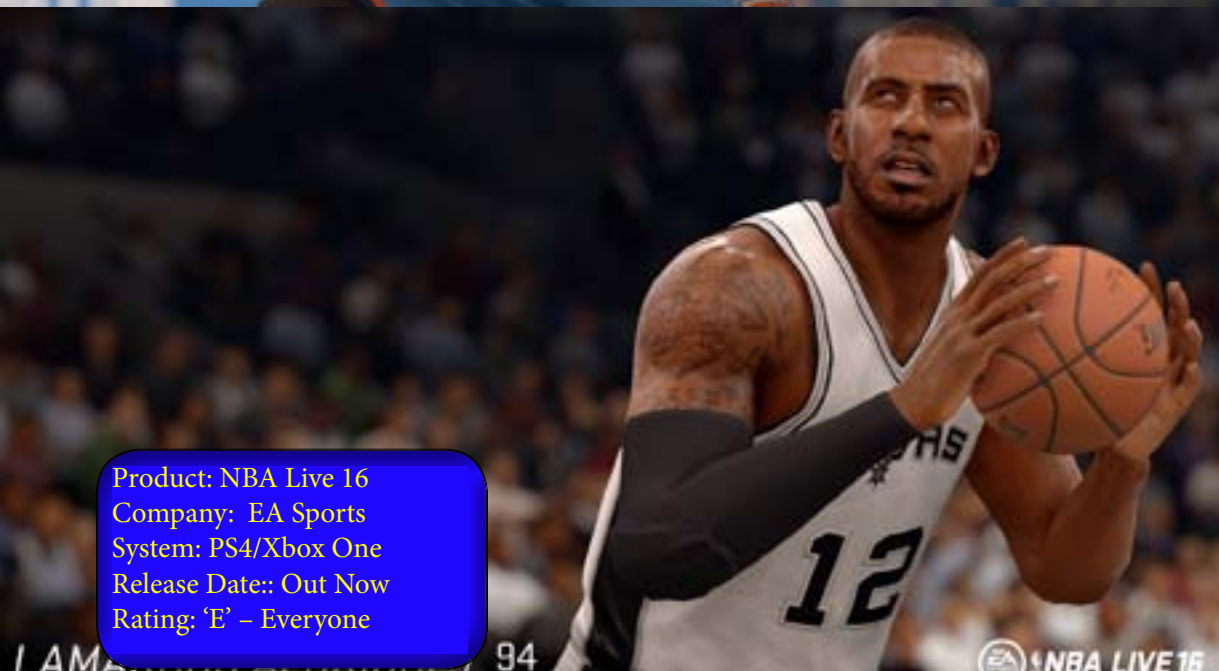


# SPORTS



Product: NBA Live 16  
Company: EA Sports  
System: PS4/Xbox One  
Release Date: Out Now  
Rating: 'E' - Everyone





Product: NBA Live 16  
Company: EA Sports  
System: PS4/Xbox One  
Release Date: Out Now  
Rating: 'E' - Everyone





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Product: Lost in Harmony  
Company: Digixart  
System: Personal Computer  
Release Date: 2016  
Rating: 'RP' - Rating Pending





Product: Lost in Harmony  
 Company: Digixart  
 System: Personal Computer  
 Release Date: 2016  
 Rating: 'RP' - Rating Pending





Product: Gravity Rush Remastered  
 Company: Sony Computer Entertainment  
 System: Playstation 4  
 Release Date: 2016  
 Rating: 'RP' - Rating Pending





Product: Gravity Rush Remastered  
Company: Sony Computer Entertainment  
System: Playstation 4  
Release Date: 2016  
Rating: 'RP' - Rating Pending







Product: Fire Emblem Fates  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: 2016  
Rating: 'RP' - Rating Pending







Product: Fire Emblem Fates  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: 2016  
Rating: 'RP' - Rating Pending







Product: Dynasty Warriors 8 Empires  
Company: Koei Tecmo  
System: PS Vita  
Release Date: November 24, 2015  
Rating: "T" - Teen {Alcohol Reference, Mild Suggestive Themes, Violence}

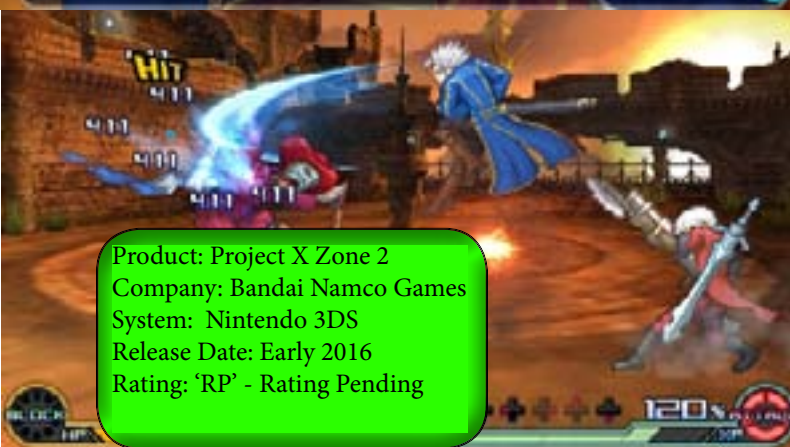






Product: Dynasty Warriors 8 Empires  
Company: Koei Tecmo  
System: PS Vita  
Release Date: November 24, 2015  
Rating: "T" - Teen {Alcohol Reference,  
Mild Suggestive Themes, Violence}



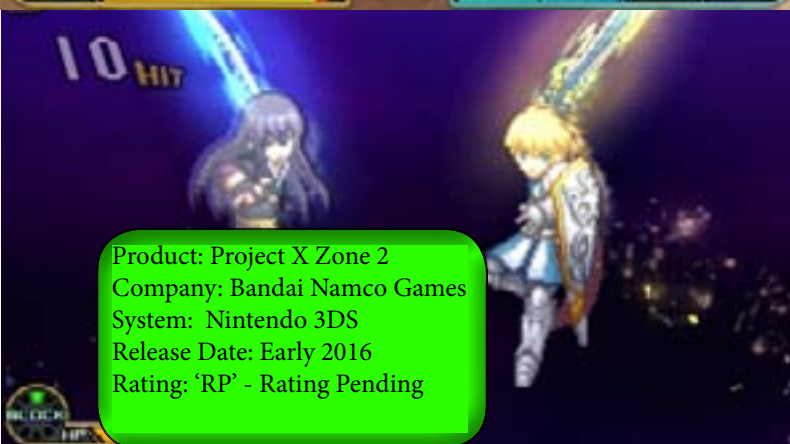
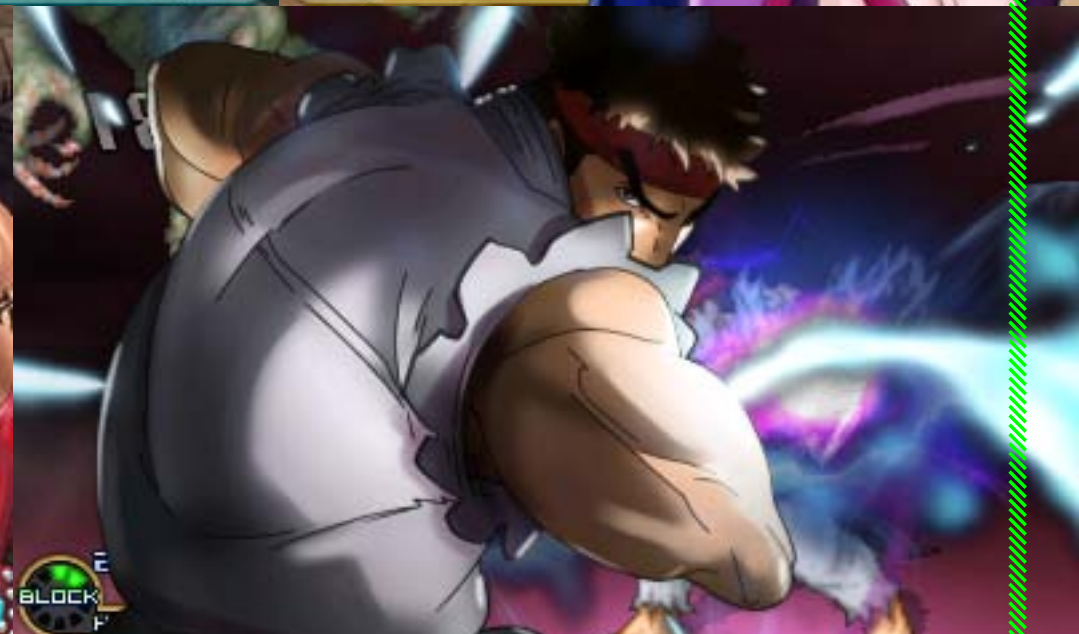


Product: Project X Zone 2  
Company: Bandai Namco Games  
System: Nintendo 3DS  
Release Date: Early 2016  
Rating: 'RP' - Rating Pending





DEVELOPING GAMES



Product: Project X Zone 2  
Company: Bandai Namco Games  
System: Nintendo 3DS  
Release Date: Early 2016  
Rating: 'RP' - Rating Pending



Sorata

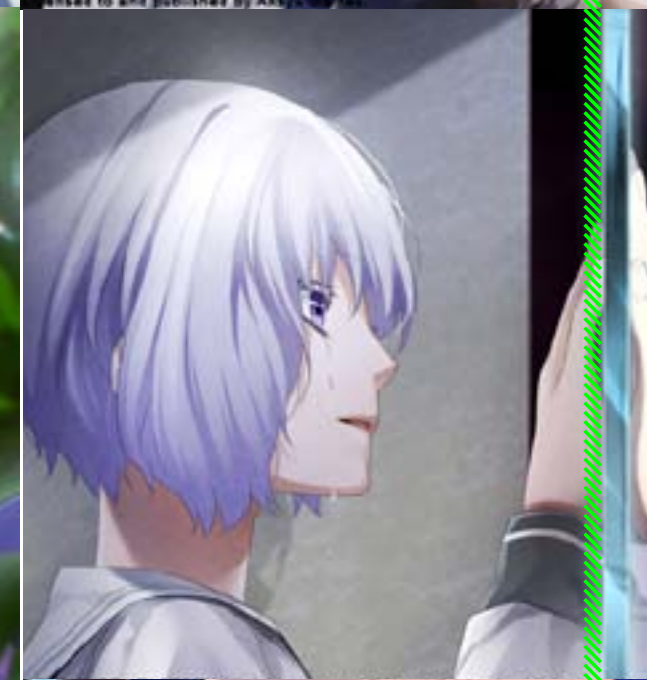


"This is a pretty impressive place. I can see why it took them 16 years to build."

???



"Are you all right? Is something wrong?"



Product: Norn9 Var Commons  
Company: Aksys Games  
System: PS Vita  
Release Date: November 3, 2015  
Rating: "T" - Teen {Language, Mild Blood, Sexual Themes, Violence}





Product: Worms WMD  
Company: Team17  
System: PC/Xbox One  
Release Date: 2016  
Rating: 'RP' - Rating Pending





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Skylanders Superchargers	78 - 81
Mahjong Deluxe	82 - 83











Product: Super Mario Maker  
 Company: Nintendo  
 System: Wii U  
 Release Date: Out Now  
 Rating: 'E' - Everyone {Comic Mischief}





Product: DRAGON QUEST HEROES The World Trees Woe and the Blight Below  
Company: Square Enix  
System: Playstation 4  
Release Date: October 13, 2015  
Rating: "T" - Teen {Fantasy Violence, Mild Blood, Mild Suggestive Themes}





NOW PLAYING



Product: DRAGON QUEST HEROES The World Trees Woe and the Blight Below  
Company: Square Enix  
System: Playstation 4  
Release Date: October 13, 2015  
Rating: "T" - Teen {Fantasy Violence, Mild Blood, Mild Suggestive Themes}





Product: Skylanders Superchargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: Out Now  
Rating: 'E10+' - Everyone 10+ {Cartoon Violence, Comic Mischief}





NOW PLAYING



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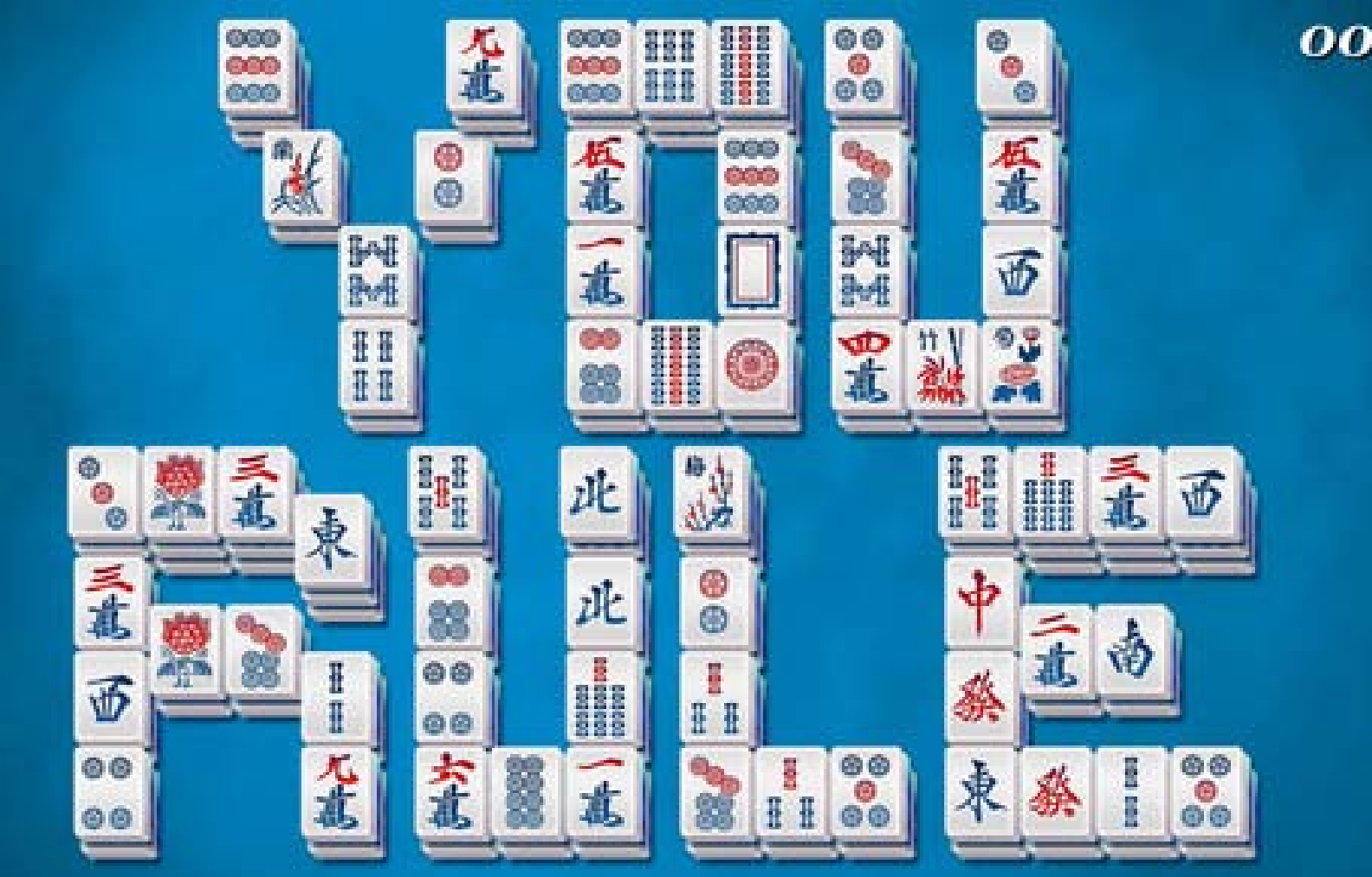
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Product: Skylanders Superchargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox  
One/Wii U/Wii/3DS  
Release Date: Out Now  
Rating: 'E10+' - Everyone 10+ {Car-  
toon Violence, Comic Mischief }

1/1











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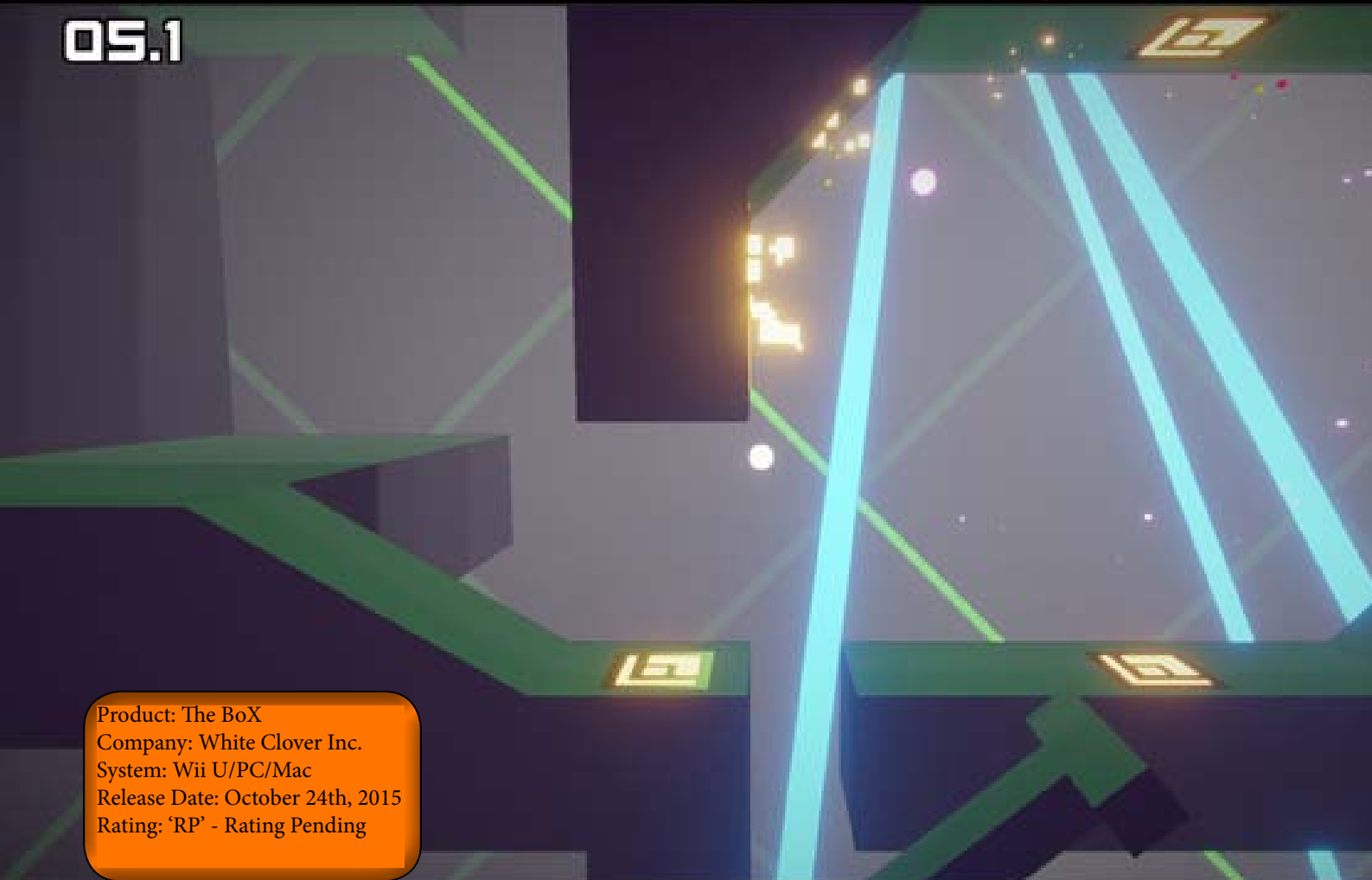
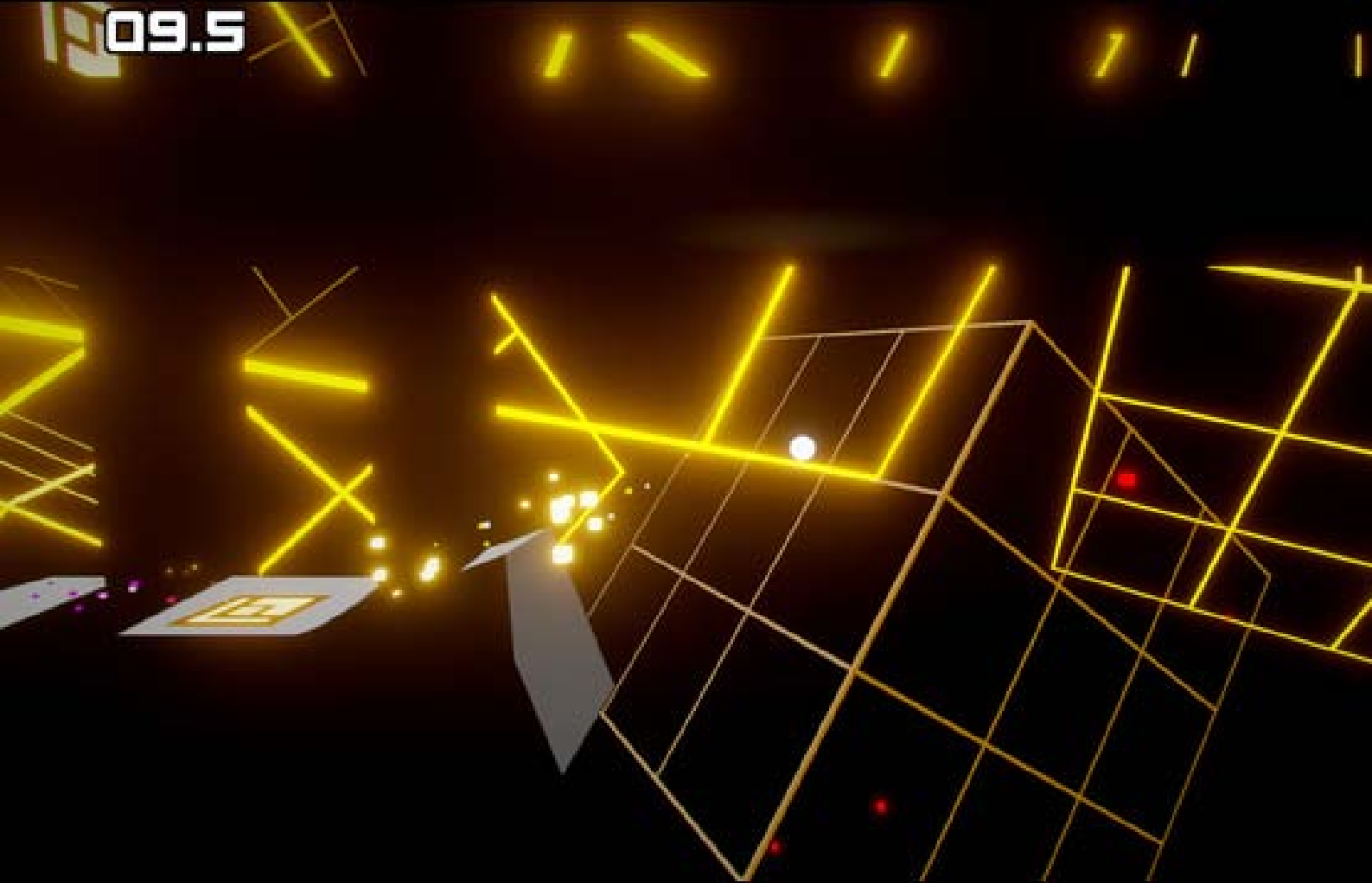




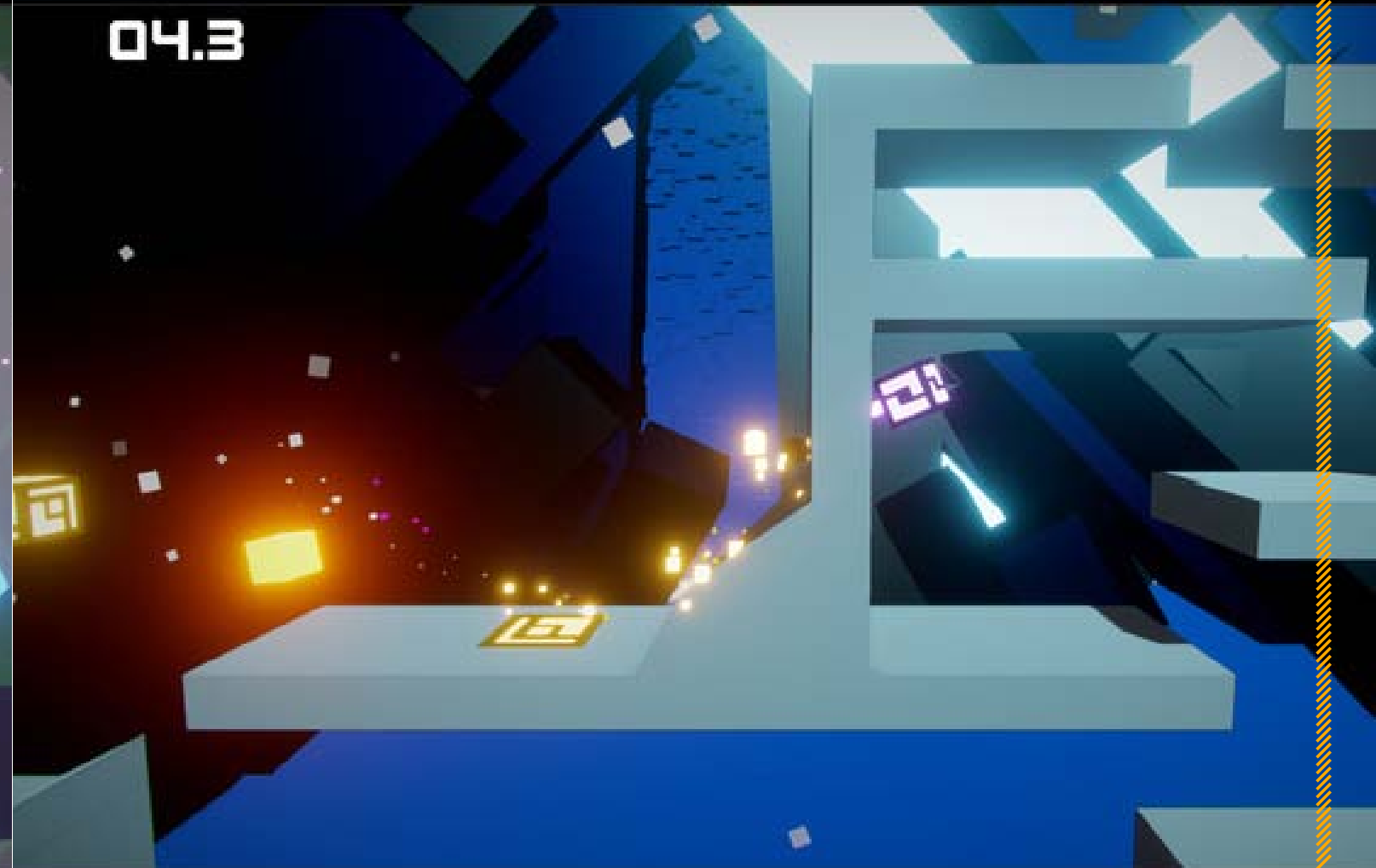


Product: Icon Disc Jam  
Company: High Horse Entertainment  
System: Personal Computer  
Release Date: 2016  
Rating: 'RP' - Rating Pending





Product: The BoX  
 Company: White Clover Inc.  
 System: Wii U/PC/Mac  
 Release Date: October 24th, 2015  
 Rating: 'RP' - Rating Pending







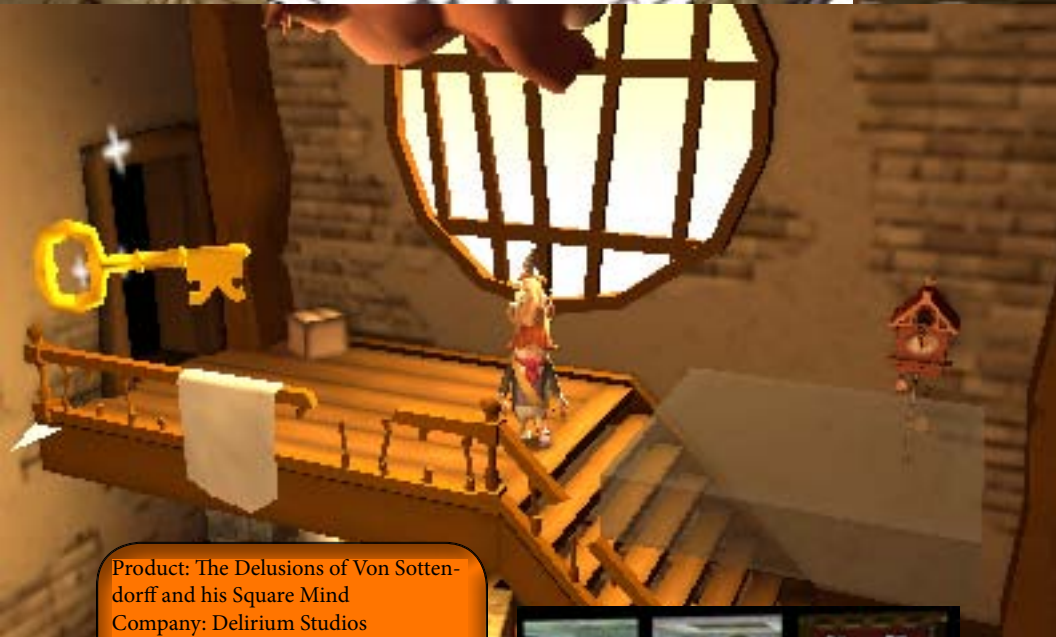
Product: Phineas and Ferb Day of Doofenshmirtz  
 Company: SCEA  
 System: PS Vita  
 Release Date: 2016  
 Rating: 'RP' - Rating Pending

# Phineas and Ferb

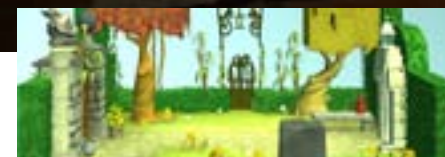
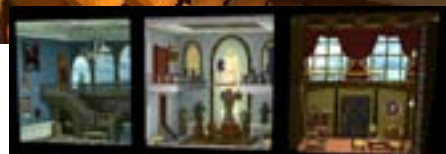
## Day of Doofenshmirtz







Product: The Delusions of Von Sottendorff and his Square Mind  
Company: Delirium Studios  
System: Nintendo 3DS  
Release Date: Winter 2015  
Rating: 'RP' - Rating Pending







Product: STAR OCEAN Integrity and Faithlessness  
Company: Square Enix  
System: Playstation 4  
Release Date: 2016  
Rating: 'RP' - Rating Pending





Last Minute Tidbits



Product: Forza Motorsport 6  
Company: Microsoft Game Studios  
System: Xbox One  
Release Date: Out Now  
Rating: 'E' - Everyone





Product: Forza Motorsport 6  
Company: Microsoft Game Studios  
System: Xbox One  
Release Date: Out Now  
Rating: 'E' - Everyone



# VIDEO GAME LIES



by  
Paul Bury

Version 2

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