

FAMILY FRIENDLY GAMING

THE VOICE OF THE
FAMILY IN GAMING

TM

Tales of Berse-
ria, Final Fantasy,
Dragon Quest, and
more in this stellar
issue!!

ISSUE #104

March 2016

Lego Star Wars The
Force Awakens is
coming on June 28,
2016!!

Links:
Home Page



Section	Page(s)
Editor's Desk	4
Female Side	5
Comics	7
Sound Off	8 - 10
Look Back	12
Quiz	13
Devotional	14
Helpful Thoughts	15
In The News	16 - 23
We Would Play That!	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 67
Now Playing	68 - 83
Last Minute Tidbits	84 - 101

STAFF:

Editor in Chief:	Paul Bury
Art Director:	Yolanda Bury
Sports:	Frank
Hunting:	Secret
Music	Shirley
History	Patricia
Gaming Journalist:	Mark
Gaming Journalist:	John
Gaming Journalist:	Luke
Gaming Journalist:	Sam
Working Man Gamer:	Secret
Kid Gamer:	Secret
Teen Gamer:	Secret

Important Legal Disclaimer:

"Family Friendly Gaming" is trademarked. Contents of Family Friendly Gaming is the copyright of Paul Bury, and Yolanda Bury with the exception of trademarks and related indicia (example Digital Praise); which are property of their individual owners. Use of anything in Family Friendly Gaming that Paul and Yolanda Bury claims copyright to is a violation of federal copyright law. Contact the editor at the business address of

Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018
Pbury@familyfriendlygaming.com

Trademark Notice
Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Proud to be Blacklisted

Does my heading sound strange? Most people would not be happy about being black listed. So why am I? Well the reason we were blacklisted is for faithfully following Jesus Christ. We are being persecuted by certain companies because we obey God over man. We do what the Holy Bible teaches over what political correctness tries to bully people into. At the end of the day I will obey God over man each and every single time. I have such a peace about it as well. Our perspective and focus has shifted as God has opened my eyes to the corruption and evil within the video game industry. From being punished for not selecting a companies game in the Christmas Buying Guide to being discriminated against for having a personal relationship with Jesus Christ.

I have noticed some things as we have shifted our focus in recent months. We are much happier as we have gotten more time freed up. We don't follow these companies around like some love sick puppy. That is what the worldly gaming sites are for. We can focus on more of the games, news stories, previews, reviews, and videos that we want to work on. It has gotten to the point where some companies are begging us to review their games after they send us a physical copy. We have even turned down codes for digital downloads because we would have to pay a \$50 Internet usage fine to download such a large game. Might as well spend that money on four to five games instead. Since most of the time we spend on average ten dollars per game.

Our mood and attitude has shifted as well. Instead of being shocked that certain companies treat us like slaves, we move on. Treat us like dirt? Okay, we will happily point out that we continue to treat you better. Which shames them to no end. That is not our intent. We strive to treat everyone better than they treat us at every opportunity we are given. With so much corruption in the video game industry this is one of the few ways we see the industry improving. Selfish and greedy people are going to be that way until they have a life changing event. God will judge them for that. I don't need to. I just need to do the work God has laid out before me. If only one person is impacted it is a win. I have heard from hundreds that they have been

impacted so it is a major win.

God continues to take care of us. I am amazed and astounded on a daily basis how many wonderful blessings we have. What evil men and women meant for evil, God has turned to good. The videos we have done continue to get better. We continue to learn the hardware and the software. We now have some comics in this issue of Family Friendly Gaming. We continue to be sensitive to ways the Holy Spirit wants us to improve Family Friendly Gaming. We also continue to listen to what all ya'll have to say. We weigh the ideas with our capabilities.

God bless,
Paul Bury



Do Not Call List for Retail

Does this experience sound familiar to you? Go up to a cash register at a local store and this conversation happens:
Store Clerk: "Would you like to save 'X' percent with one of our credit cards."

Me: "No."

Store Clerk: "Would you like to sign up today?"

Me: "No."

Store Clerk: "Do you have one of our reward cards?"

Me: "No."

Store Clerk: "Would you like to get one today?"

Me: "No."

Then after all of that wasted time, we can finally start the check out process. Why can't we opt out one time, and flash some card that says do not waste everyone's time with asking these questions? Why is it every single time we go there we have to go through the same waste of time? I would think retail chains would be a bit more respectful of our time. It makes the entire experience at their store miserable. Don't they care about that? Don't they care about us and our feelings?

I do have a reward card with a couple of stores. Take Kroger for example. I have one there for the points program. Earn enough points and you can get one dollar off of your gasoline there. That is quite a nice bonus. I also found it is intelligent to get gift cards there. Especially if you are already going to be shopping at the place that honors the gift card. Take for example we shop at Target. So I get gift cards at Kroger - which gives me points to get a dollar off of gas, and then use the gift cards at Target for our normal spending. It is a win-win situation for our family. One that I have taught plenty of people locally. We save money on what we were going to normally spend anyways. Try it out and see what you think. It gets better when you find out Kroger has double points on those gift cards certain times of the year.

What about the credit cards? Credit cards are evil. Pure and simple. Credit cards feed off of impatience. When you put something on a credit card the balance must be immediately paid off the first bill. If not, then you are paying way more money on the products and/or services than they originally were. It is always better to be patient, and

wait until you have the actual money to purchase the said products and/or services. My advice is to avoid credit cards like you would avoid toxic waste.

I wish there was a way to opt out of the stores that bug you about the credit cards, and their rewards programs. Especially when their "rewards programs" cost money. Like at Gamestop for instance. It is a Playstation Plus kind of a membership. Pay a yearly fee to get a small percentage off. If you frequent that store very often then it might be worth it. It is not worth it for our family, and certainly not for me personally.

God bless,
Yolanda Bury



Congratulations!!

Congrats to Family Friendly Gaming
on the first 100 Issues!

Praying for another 100!

Thank you for being fair to Christian Games and their developers!

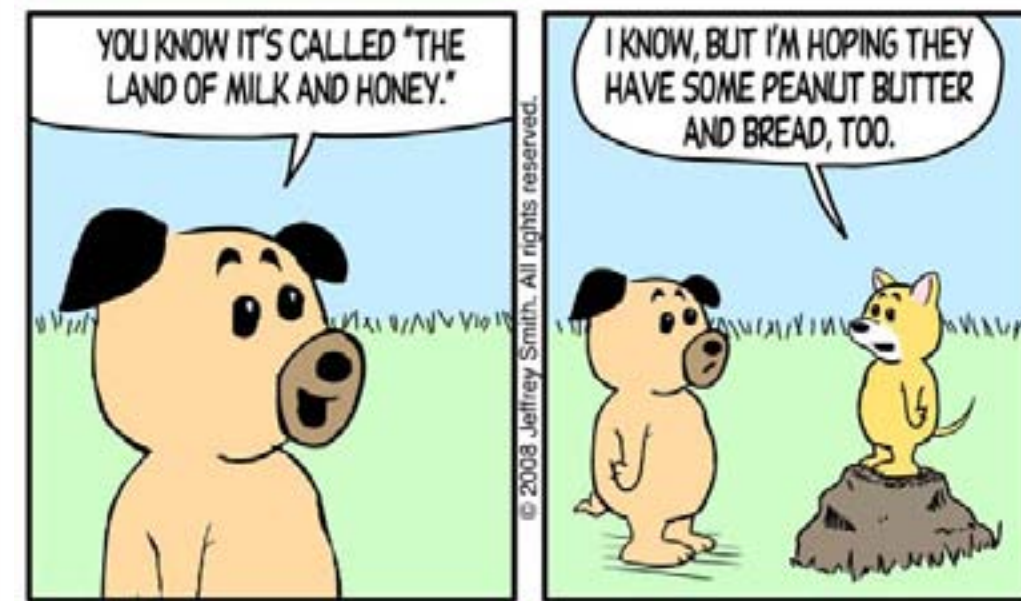
- GraceWorks Interactive and Christian Games NOW



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.

PRAYER PUPS BY JEFFREY SMITH



IN EXODUS 3:8, GOD PROMISES TO DELIVER THE JEWS INTO "A LAND FLOWING WITH MILK AND HONEY."

REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



OH MAN I THINK I LEFT THE IRON PLUGGED IN

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!

Physical Copies

Dear Mr. Bury,

You make a lot of good arguments for the physical copy movement. However, there are still plenty of people who believe digital downloads will one day make disc-based media obsolete. They think that digital downloads are more convenient and save physical space, and make things easier for manufacturers because they don't have to make so many discs and boxes. I agree with you. Optical discs cannot be accidentally deleted, nor can the data on them be erased by magnets or electromagnetic pulses. However, I think physical copies need to step up their game in order to compete with digital downloads. Here are my ideas.

One disc with dozens of movies or hundreds of games

It is now possible to store an entire terabyte of data on a single optical disc. The sooner discs with this capacity become available to the public, the better. I would like to be able to buy one single disc containing all the Pixar movies, for example. Or how about one optical disc with hundreds of Sega Dreamcast games? Each Dreamcast game uses no more than a gigabyte of data. (They used GD-ROMs rather than CD-ROMs.) It would be faster to drive to the store and buy that one disc than it would be to download dozens of HD movies or hundreds of 3-D games with high quality graphics, even with a broadband internet connection. Also, it would save a lot of space.

Customized music players
If bands can make their own music, they should make their own music players as well. One compact music player could store the entire music collection of a singer or music group, now that we have flash drives that can hold 128 gigabytes. The visual design and shape of the player could be customized accordingly. To save money, guard against piracy, and prevent additional tracks from being added, there would be a headphone/speaker jack, but no USB jack. You wouldn't need a computer or a CD player, just an outlet and/or batteries. Maybe some models could be powered by solar panels or a hand crank. Mannheim Steamroller

could make one of these players in the shape of a Christmas tree, perhaps with light patterns that change with the music.

I believe these ideas would not only benefit consumers, but manufacturers as well.

Please let me know what you think of my ideas when you get a chance. Have a nice day, and God Bless You. Last but not least, Happy New Year.

Sincerely,
David

{Paul}: David,

Thank you so much. Love your ideas. I have a few thoughts on them. We have seen cartridges with a hundred NES games on it. Problem is they are illegal, pirated copies. What that tells us is the companies could do it if they wanted to. Why don't they want to? Greed, pure and simple. If you could sell one game for five dollars, why include one hundred for say fifty? They get more profit selling them one at a time. When they sell digitally they do not have to share the sale with distributors and retail chains. They pocket all that money. This is why we have floated the idea of selling physical copies directly to the consumer. Natsume does that on their website for example.

Certain companies have bundled games together. There are Sega Genesis compilations, Atari 2600 compilations, Rare Replay,

NES Remix Pack, and more. Sony has bundled together some of their franchises together from the PS2 era on the PS3. Ratchet & Clank, and Sly Cooper come to mind. We love when the companies emulate their games on modern systems. I wish more of them would do it more often. There is so much opportunity there. A Phantasy Star, or Shining Force compilation for example. NBA Inside Drive, and NFL Fever each had three games on the Xbox. It would be neat to see them packaged together. I agree it would be wonderful if these companies gave us more choice.

I also like the idea of the customized music player. It reminds me of those customized little video game controllers that plug directly into a television set. They have plenty of games on them. I could see a business doing well with that idea. Let people pick which band they want a player for, and then have it made and shipped out. That would reduce cost. It might be a harder sell to a retail chain, that would depend on how large we are talking. Meaning how much space it would take up on the shelf. If it was as small as a CD then it would probably work.

I personally believe some people may never get away from their support of digital downloads. They don't care about giving up their consumer rights. They don't care about paying for the distribution costs. They don't care about making video games disposable.

Some people are such fanboys of the industry that they will repeat whatever they are told to by the companies. Some of those people are trying to get rid of all physical copies. We have come out in support and defense of physical copies from those trying to take away our choice.

Forcing Updates

After reading your blog post about how companies forcing buyers to update consoles, I feel there are some things I would like to say. While I agree that it's horrible to have to buy a new device a few years later, most companies do keep support for their older devices for many years. As with Apple requiring your to upgrade your device before you can update your OS, that's due to the processing power needed to run the OS (the older iDevices don't have enough). The New Nintendo 3DS only has two games exclusive to it (once again due to processing power and extra controls needed). One is Xenoblade Chronicles 3D, a remake of an old game from the Wii, and The Binding of Isaac, a game that is already on multiple other systems. So really, there is no pressure to upgrade to the New Nintendo 3DS. But, once again, I do agree that there is no alternative, but that's sadly just how technology works sometimes.
- Tim

{Paul}: Well said. There are definitely times when technology improves and we need to upgrade. Too often corporate greed has meant baby step technology improvements and leaving off backwards compatibility. Take the Playstation 3 for example. The first version of the PS3 was released with backwards compatibility to PS2 and original Playstation games. Sony removed it in future versions of the console, and started to sale those older PS2 and original Playstation games in the digital download format. If you had the game already, you had to play it on the old system or pay for it a second time. The only reason Sony had to pull that backwards compatibility feature was to make money off of their previously released games.

One item of note - Family Friendly Gaming is not a blog. We are a trade marked member of the media. We write opinion pieces just like the other gaming sites. The main difference is our perspective.

Safe Online Games

Hello,

I am a mom of an 11-yr old who has just started playing Transfomice with her friends on the PC. As the game goes it is sweet in that there are mice and they can cooperate with eachother (she plays online with her friends). They can also write to eachother on a chat window.

SOUND OFF Continued

But the player can regularly become a shaman and then gains 'power' to do good or evil to help or hurt. There are also religious symbols like Indian headdresses and totem poles. In the game store people can buy bones to use as props to help them get places.

My sense is that this is promoting other spiritual powers than Jesus. The line I draw with my kids is that they cannot play the role of someone who has special powers or uses magic.

So when I saw the game at first I was worried. I let her play because from the girls' side there is just innocence.

But I now have a sense that I want to block this, Jesus has done too much for us, and I would like to offer that they play another online game.

However I don't know how to find one for that age group of girls that is based on online cooperation.

Could you please help and recommend something?

Thank you,
Zofia

{Paul}: Thank you for contacting us, and we completely understand your concerns. We do not do much with online games since they are constantly changing, and the drain on Internet resources. Two games come to mind though - Club Penguin, and Poptropica. They should have less issues.

Dragonvale

Hi, when looking for guidance on whether to allow my child to play Dragonvale, I stumbled upon your review. I was looking for specific information, cannot seem to find it, and figured that you might be the most suitable reviewer to ask:

Dragonvale may introduce the concept of "breeding" for the first time to young players. My questions are: Do dragons have gender? Can any dragon breed with any other dragon? Is there anything in the play of the game that would make a child question the mechanics of breeding any further than "you put this dragon and this dragon together and out comes that dragon"?

Thanks in advance for your guidance.
-Brian

{Paul}: Wow it has been a long time since any of us had any interaction with Dragonvale. As far as we remember the game does not have gender for the dragons. It is types that are bred with other types to try and create a new type.

When we started playing Dragonvale it was pretty cool, and fun. Months later we noticed some issues. Like taking twenty-four for dragons to breed, and then incubate. We also noticed paying for gems, and all of a sudden we got the rare dragons for a few days, and then it stopped working again. They

also kept adding dragons, and we could never get



caught up. We would play for a few minutes here and there, and then wait ten or twenty hours to be able to do anything again. Then there were the glitches. Yolanda leveled some dragons up when they raised the ceiling. Problem was the developer forgot to allow those higher dragons to be able to breed properly. So even though her chances of getting a rare dragon were better, it was actually zero percent.

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:
Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018

Want to advertise in Family Friendly Gaming?

Your product could be listed right here (in the hottest FAMILY FRIENDLY Video game magazine), or on another page of your choice.

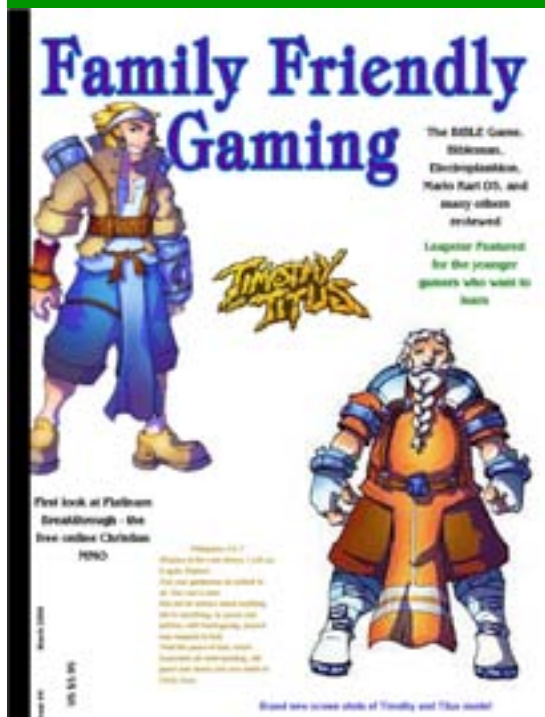
Current rates can be found on the Advertise page of the website

Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family friendly.' Go online for advertisement rates.



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: How many videos does FFG have on Youtube with more than one million views?

Answer:

Question: What can you do to point people to God?

Answer:

Question: How many systems have Family Friendly Gaming reviewed?

Answer:

Question: What have you done to combat video game industry corruption?

Answer:

Question: What happens to mean, hateful, nasty, and ugly comments?

Answer:

Question: Is Family Friendly Gaming kid friendly?

Answer:

Question: What are the negative side effects of violent video games?

Answer:

Question: Is the ESRB corrupt?

Answer:

Question: Is Atlus USA corrupt?

Answer:

Question: What is the criteria to be included in the Christmas Buying Guide?

Answer:

Question: How many Christmas Buying Guides has FFG done?

Answer:

Question: Where can you purchase FFG themed T-shirts?

Answer:

Question: When did Family Friendly Gaming start?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 16

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about churches that try to tie attendance to their local building to eternal life. This actually can go a bit deeper as many churches try to redefine their local building as the entire body of Christ. **1 Corinthians 12:12-14** *Just as a body, though one, has many parts, but all its many parts form one body, so it is with Christ. 13 For we were all baptized by one Spirit so as to form one body—whether Jews or Gentiles, slave or free—and we were all given the one Spirit to drink. 14 Even so the body is not made up of one part but of many.* If that were so then what about the church down the street? Or what about Christian ministries not paid for by any local churches?

Too often a local building calls themselves a church. They try to attach their name to what the Apostle Paul called: “the church” in the Holy Bible. There is a slight difference. The church references all of those saved by the grace of Christ, doing His will. **1 Corinthians 12:27-31** *Now you are the body*

of Christ, and each one of you is a part of it. 28 And God has placed in the church first of all apostles, second prophets, third teachers, then miracles, then gifts of healing, of helping, of guidance, and of different kinds of tongues. 29 Are all apostles? Are all prophets? Are all teachers? Do all work miracles? 30 Do all have gifts of healing? Do all speak in tongues? Do all interpret? 31 Now eagerly desire the greater gifts. What I personally find interesting is churches want to try and claim they are the whole entirety of the body of Christ, yet they deny the power of healing, and other spiritual gifts. I have seen this in the South.

Let us go back to the beginning of this column. Churches that claim attendance with them gets us into heaven. **Ephesians 2: 5-10** *made us alive with Christ even when we were dead in transgressions—it is by grace you have been saved. 6 And God raised us up with Christ and seated us with him in the heavenly realms in Christ Jesus, 7 in order that in the coming ages he might show the incomparable riches of his grace, expressed in his kindness to us in Christ Jesus. 8 For it is by grace you have been saved, through faith—and this is not from yourselves, it is the*

gift of God— 9 not by works, so that no one can boast. 10 For we are God’s handiwork, created in Christ Jesus to do good works, which God prepared in advance for us to do. Seems pretty clear to me. **Titus 3: 5** *he saved us, not because of righteous things we had done, but because of his mercy. He saved us through the washing of rebirth and renewal by the Holy Spirit.* Any deed we do does not bring us salvation. Any church teaching that needs to humble themselves, repent, and follow the Holy Bible.

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.

Being Clean

We get dirty. We get muddy. We get wet. We sweat. Pores get clogged and we get a variety of issues from it. Ingrown hairs, and ingrown finger nails can become problems for a variety of people on the planet. There is absolutely no way to stay clean all of the time. Like so many other things in life it is important to have balance. Staying dirty can lead to disease, and make problems worse. An infected hair can be a small problem that looks like a pimple that needs to be popped and cleaned out. Let it fester until it boils and it becomes a larger problem. It is always better to get clean closer to the source of the problem

than it is to try and get clean much later. It becomes much harder to deal with.

Physical cleaning has its place at a regular interval. From using soap on our bodies to tooth paste in our mouths. From using shampoo on our hair to flossing our teeth. We can avoid so many potential problems in our lives if we clean ourselves on a regular basis.

Physical cleaning is not the only cleaning though. There is also emotional cleaning. Have you ever thought about your emotional health? Do you even know how to clean yourself emotionally? Do you want to have good emotional health? Do you want to be well adjusted? Or do you want to go around the world and cause problems because of your own emotional instability? How many of us take time to consider our own emotional health.

Another aspect of our health that many people do not consider is spiritual health. How is your spiritual health? How do you gauge it? As a Christian it comes down to how my relationship with Jesus Christ is doing. Am I maturing in my walk with God? Have I been backsliding? Is there sin in my life that needs to be addressed? Do I need to

repent of something? Am I being self focused? Or am I being God focused? Do I put myself first, or do I put God’s will first?

How clean are you in the different areas of your life? How often do you take an inventory? How much of your focus is on being clean? Like anything we can over do it. Some people have an issue with not wanting anything dirty anywhere. Some people go overboard with cleanliness. Balance is key and important. If you know someone is very dirty, and they get around someone really clean; well you can expect sparks to fly. The exact opposite philosophies on cleanliness will not work well together. They will not celebrate the diversity of the other one. Both should keep in mind there is a balance in clean versus dirty. There is a time to be clean, and there is a time to be dirty.

Even if you are the cleanest person on the planet, it does not mean you will be free from sickness and disease. There are other factors that go into play. On the other side of the coin if you are cold and wet for too long you can get a cold, or even pneumonia. Which can lead to death. Balance mixed with the situation is always important. It is helpful to think about this topic.

IN THE

CONTENTS

Story	Page(s)
Square Enix Announces Publishing Partnership with Milestone	16 - 17
Angels & Demons Study Guide Releases	17
Pokkén Tournament Launches on March 18	18
Hyperkin Releases ProCube Controller	19
2K and WWE Announce Multi-Year Extension	19 - 20
Puzzle Box Setup heading to Steam	20
WORDWORLD PLANES, TRAINS, AND TRUCKS Releasing in March	21 - 22
Caregivers With Hope Offers Help to Thrive	22 - 23
Aveyond 4 Now Available on Steam	23
Crusader Kings II Conclave Is Out	23

Square Enix Announces Publishing Partnership with Milestone

Square Enix, Inc., the publisher of SQUARE ENIX® interactive entertainment products in the Americas, today announced a publishing partnership with Milestone S.r.l, one of the world's leading developers and publishers specializing in the racing genre, to bring titles to North America and Latin America.

The multi-title agreement with the Italian studio starts with the March 15 release of Milestone's rally simulator Sébastien Loeb Rally EVO, a game that launches players into the life of Sébastien Loeb, one of the most iconic figures in the history of rally. Sébastien Loeb Rally EVO will be available for Xbox One ®, the all-in-one games and entertainment system, PlayStation®4 and Windows PC/Steam™.

Per the terms of the agreement, Milestone will manage all aspects of game development, while Square

NEWS

Enix will oversee distribution and marketing in both territories. Additional Milestone racing games are scheduled to release through Square Enix in 2016.

"Milestone's distinguished track record of creating superior racing games gives us an excellent opportunity not only to expand and diversify our game portfolio but also to introduce these remarkable games to a broader audience," said Mike Silbowitz, senior director of marketing at Square Enix. "We're confident that North American and Latin American players will embrace these exciting and competitive games."

"Partnering with Square Enix, a world-renowned and respected industry leader with a vast wealth of expertise and resources will allow us to better reach our dedicated and enthusiastic fans and ensure a successful partnership," affirms Luisa Bixio V.P. Milestone. "We look sharing our passion for four and two wheels with a larger audience."

Angels & Demons Study Guide Releases

Angels & Demons—a companion/study guide to John Hagee's The Three Heavens—is on sale now with scriptural insights, discussion questions and life-applications for individuals and groups wanting to explore the supernatural realities affecting life on earth. Shortly after its release, The Three Heavens became the top-rated religious book on USA Today's best-seller list.

Angels & Demons' eight-week, comprehensive study guide introduces new insights into the world Hagee explored in The Three Heavens. Each week covers one or more chapters--followed by a highlighted passage from The Three Heavens, a key Bible verse, questions for individual study, questions for group study as well as application and action steps. In Part II of Angels & Demons, Hagee gives more resources for standalone

study to accompany the eight-week course.

The Three Heavens concept begins with the First Heaven--visible to anyone: the beautiful, mysterious, majestic universe of the sun, moon, stars and other celestial objects. The Second Heaven, Hagee says, is a battleground in the ongoing war between the forces of good and evil; a clash that affects us on earth now. The Third Heaven is Paradise, a place of eternal splendor, which The Three Heavens describes through firsthand accounts of people who died, witnessed its grandeur and returned.

"I wrote this study guide for people wanting to understand the spiritual forces at work on earth and learn about practical ways to avoid demonic influence," Hagee said. "I pray God opens eyes and hearts to a deeper understanding of all He reveals in His Word about the Three Heavens."

From Worthy Publishing.

Pokkén Tournament Launches on March 18

Pokkén Tournament, the upcoming game that lets players battle as prized Pokémon in fighting arenas, will launch exclusively for Wii U on March 18 at a suggested retail price of \$59.99. Pokkén Tournament brings high-definition game play and over-the-top action to never-before-seen battles between some of the most recognizable Pokémon characters. People that buy the first production run version of the game will also receive a special Shadow Mewtwo amiibo card, which can be tapped to the Wii U GamePad controller to unlock the Shadow Mewtwo playable character in the game.

To celebrate the 20th anniversary of the Japanese launch of the Pokémon



franchise, the original Pokémon games (Pokémon Red Version and Pokémon Blue Version, as well as Pokémon Yellow Version: Special Pikachu Edition) will be available as digital downloads in the Nintendo eShop on Nintendo 3DS on Feb. 27 for \$9.99 each. That same day, Nintendo will also launch a New Nintendo 3DS Pokémon 20th Anniversary bundle that includes the New Nintendo 3DS system, two Pokémon-themed cover plates (one featuring

Charizard and one with Blastoise), an exclusive Pokémon HOME Menu theme and both Pokémon Red Version and Pokémon Blue Version pre-installed on the system. The bundle will hit stores on Feb. 27 at a suggested retail price of \$199.99. That's a lot of Pokémon goodness!

Hyperkin Releases ProCube Controller

Hyperkin, an independent video game hardware developer from Los Angeles, released a limited run of premium wireless controllers for the Wii U, exclusively available now on HyperkinLab.com, for pre-order.

Designed and built with professional gamers in mind, the ProCube combines the style and ergonomics of the famed GameCube controller along with the wireless convenience of the Wii U Pro Controller. It's compatible with 70+ Wii U titles.

The combined technology provides players with eight hours of game time, four LED player indicator lights and a wireless connection to the Wii U without the use of a Wii Remote Plus.

"The ProCube was created to add a much needed upgrade to an already amazing type of controller," said Chris Gallizzi, Hyperkin's head product developer. "It's going to be smashing."

Hyperkin's ProCube will be shipping, starting Feb. 1st, in classic black, white and purple on HyperkinLab.com for an exclusive limited run.



2K and WWE Announce Multi-Year Extension

2K and WWE announced that the companies have extended their partnership with a new multi-year exclusive agreement granting 2K the worldwide rights to develop and publish WWE video game properties across all major platforms and distribution channels. WWE® 2K, the simulation-based flagship series developed by 2K's Visual Concepts studio and Yuke's, will continue an 18-year tradition established by past WWE titles, including the recently released WWE 2K16. In addition, 2K will continue to invest in WWE SuperCard, the breakout hit card-battling game developed by its Cat Daddy Games studio, which has been downloaded more than nine million times since its initial release. Financial terms of the new agreement were not disclosed.

"2K's partnership with WWE over the past three years has resulted in a successful and important addition to the Company's portfolio of profitable franchises," said David Ismail, Chief Operating Officer for 2K. "We are thrilled with the positive momentum of the WWE 2K series, including generating year-over-year growth, as well as the success of WWE SuperCard. We are very pleased to extend our partnership with WWE and look forward to many more years of collaboration."

"2K's leadership in authenticity, quality and overall brand dedication has been



a perfect complement for WWE,” said Casey Collins, WWE Executive Vice President, Consumer Products. “Our continued partnership ensures WWE remains at the forefront of global video game brands as we continue innovating and publishing our offerings on multiple platforms.”

WWE 2K16, the newest addition to the simulation-based WWE 2K franchise, released in October 2015 for the PlayStation®4 and PlayStation®3 computer entertainment systems, Xbox One and Xbox 360. WWE 2K16 delivers the most authentic, comprehensive and action-packed WWE video game experience to date, including the largest roster of WWE Superstars, Divas and Legends in WWE games history, the story-driven 2K Showcase based on WWE 2K16 cover Superstar Stone Cold Steve Austin and significant additions to the game’s Creation Suite and online offerings, as well as a host of gameplay enhancements.

WWE SuperCard initially launched in August 2014, with multiple additions to date, and is available now for download free of charge on the App Store for iOS devices, including the iPhone, iPad and iPod touch®, as well as the Google Play Store and Amazon Appstore for Android devices. Featuring more than 700 cards in active play, the game challenges players to build teams of WWE Superstars, Divas and Legends, train them to their full potential, battle in various match types and test their luck in fast-paced tournament action. In addition, players can enhance their repeat-pay-to-play experience through purchase of individual card packs.

Puzzle Box Setup heading for Steam

Puzzle Box Setup was a nice experiment for Nintendo 3DS. The idea was born out of the level editor for the next Bit Boy!! game. You create Pixel Arts or complete a pre-defined level setup by dropping blocks into a bottle and then use them in different modes as levels for different gameplay or just to destroy them – It is a simple way to enjoy Pixel Arts in different ways. This Nintendo 3DS experiment had great sales numbers and was a huge success for Bplus. Now it needs to grow and move forward to Steam.

Puzzle Box Setup is a relaxing puzzle coloring game for people who enjoy pixel arts. It is a color-by-numbers like game but with simple child friendly and very colorful pixel pictures.

Let colored tiles fall down in the bottle to finish a setup or to create a picture.

- 100+ Levels
- Flexible Controls with Mouse+Wheel + Keyboard
- More than 7 different Game Modes to enjoy Pixel Arts
- Create your own Pixel Arts
- Share your self made Levels with players around the world
- super easy to learn, great for all ages, perfect for kids
- 2 levels of difficulty in all modes for relaxed or challenging gameplay
- relaxing background music
- Combo Coins for special precision and speed
- animated painted backgrounds

WORDWORLD PLANES, TRAINS, AND TRUCKS Releasing in March

PBS Distribution announced it is releasing eight stories from PBS KIDS’ WORDWORLD series on the new DVD ‘WORDWORLD: PLANES, TRAINS, AND TRUCKS’ on March 8, 2016. A rocket, a submarine, a plane, a train, a truck, a boat, and a spaceship are some of the vehicles featured in this fun-filled new DVD. In addition to learning new words while diving beneath the sea with Sheep and riding the rails with Kangaroo, WORDWORLD fans will find a special bonus book inside this DVD that features 16 pages of activities. From coloring pages to word searches, the Learning & Activity Book offers families another fun way to teach kids new words and reinforce reading skills. This book will be included within this DVD for a limited time.

Two of the stories included on this DVD are ‘Pl-Pl-Plane’ and ‘Rocket to the Moon.’ In ‘Pl-Pl-Plane,’ Frog, Bee, and Bug are going to the beach to give a concert. While searching for the missing member of their band, Fly, in the jungle, Frog loses the ‘PL’ from his plane. In their search for the missing letters, the group finds several other words that start with ‘PL’ “ plant and plug. Another high flying adventure included on this DVD is ‘Rocket to the Moon.’ In this story, Frog is working to create a R-O-C-K-E-T with all uppercase letters. When Frog and Pig’s three nephews end up on the moon, Frog comes to realize that all letters, uppercase and lowercase, are needed to make WordWorld go around.

The DVD run time is approximately 100 minutes and its SRP is \$9.99. The ‘PLANES, TRAINS, AND TRUCKS’ DVD includes the stories below.

‘Duck’s Family Reunion’

Because they have rhyming names (and are both cute and yellow), Duck mistakes a truck for a long-lost rela-

tive! His best friend, Frog, is a bit ruffled at the epidemic of silliness going around, but ends up saving the day for Duck and his word ‘family’ when the truck gets stuck in the muck!

Build a Word: TRUCK

‘Back on Track’

While looking through his telescope, Frog notices that Kangaroo’s mail train is headed straight for a broken track! He has to rely on Bear and her tiny new tricycle to get him there to fix the track in time. And as if the tricycle isn’t tiny enough, Dog, Duck, Ant, and all his cousins climb on board to lend a hand. Will they make it in time?

Build a Word: TRACK

‘Pl-Pl-Plane’

Frog and the Bug Band are headed to have some fun on the beach, but not everything is as Frog had planned. Frog loses the letters ‘PL’ from his plane and must search through the jungle to find them. After some crazy jungle adventures finding more words with ‘PL’ sounds (including a run-in with a giant Frog-kissing plant), Frog realizes that fun doesn’t always have to be planned!

Build a Word: PLANE

‘The Race to Mystery Island’

Pig and Frog are trying to out-do each other. Their competition results in a big race to Mystery Island. Each WordFriend builds himself several words to thwart his competitor along the way. After struggling while competing with each other, Pig and Frog both finally come to realize that the only way they can succeed is to work together.

In The News Continued

Build a Word: BOAT

'Wee Little Whale'

Sheep rescues a tiny whale who is stuck in some seaweed and brings her home to her haystack. They quickly become best friends. But as Whale gets bigger and bigger, outgrowing Sheep's teacups, bathtubs, and pools, Sheep realizes she must return her WordFriend to the sea. Although Whale may be big, her friendship with Sheep proves to be bigger, and the two discover a way to continue playing together!

Build a Word: SUB

'Rocket to the Moon'

Frog thinks that in order to build a big rocket he needs big, uppercase letters. While looking for a capital 'T' Frog gets roped into watching the Little Piggies. How much trouble could that be? Big trouble when they build their own rocket and end up on the moon! Frog comes to the rescue, and just when he thinks he is stranded on the moon

with the Little Piggies, he learns that lowercase letters are just as useful as uppercase ones.

Build a Word: ROCKET

'Race to the Spaceship'

Frog must help Robot get to the top of WordWorld's highest mountain and build a spaceship in time to play spaceship tag. By adding one word to another, the Word-Friends learn how to make a car, boat, and bike go faster.

Build a Word: SPACESHIP

'Flying Ant'

WordWorld is all abuzz - today is the Insect Air Show! All the bugs in WordWorld take to the sky to show off their flying skills. All the insects, that is, except Ant, who can't fly. But Ant is a smart, industrious WordFriend, and with the help of his best pal, Pig, he searches for a word to get him in the air. After a few attempts, they find just the right word.

Build a Word: KITE

Caregivers With Hope Offers Help to Thrive

Endless and skyrocketing medical costs. Loneliness. Stress. Hopelessness. These are just a few of the calling cards received by over 65 million Americans that serve as family caregivers - unpaid friends and family who are providing care for someone who is ill, disabled or aged. In many instances, they are on call 24/7 and face challenges that have a far-reaching impact within the religious, medical, and social service communities, as well as the workplace. The emotional and financial stress that inevitably comes with the territory is having a catastrophic effect on the family unit with almost 90% of marriages with a disabled family member ending in divorce. The murder/suicide rates are on the rise among caregivers and their loved ones and are expected to continue to escalate.

Caregivers with Hope, founded by

Peter Rosenberger, offers clear, proven strategies to guide caregivers towards a healthier lifestyle in every facet of their life. Peter is 'the Caregivers Caregiver' bringing diverse talent and outrageous humor and candor to encourage others. "The goal is not just making family caregivers feel better, but offering them the tools and empowerment to be better" says Rosenberger.

Through an unparalleled journey with his wife Gracie, Peter has navigated through a medical nightmare for the past three decades that has included 78 operations and the amputation of both of Gracie's legs. In the process, he has learned that a caregiver cannot only survive, but thrive in the midst of oftentimes grim circumstances. A most ardent champion for the cause of family caregivers for years, he is also an accomplished pianist and black belt in Hapkido.

In addition to directly strengthening

the caregiver, Caregivers with Hope provides invaluable resources to counselors, clergy, and medical practitioners. With an estimated 47% of

caregivers still in the workforce, it also offers valuable tips to employers to help them better understand the needs of their employees who also serve as caregivers. Caregivers with Hope offers guidance to businesses who provide products and services to the caregiver on how they can better understand their customer and meet their needs in the best way possible.

Peter's lengthy media credits include



USA Today, Today, The Today Show, Fox news, Guideposts, AARP, BBC World News, among others, and he offers practical help in his latest book, Hope for the Caregiver - Encouraging

Words to Strengthen Your Spirit (Worthy Inspired, September 2014), heartily endorsed by comedian, author, and television host Jeff Foxworthy.

"In a world hung up on trying to make sense out of hard times, Peter drives the point home that we don't have to understand-God understands, and that's enough. This is THE book for caregivers, written by one with scars and immense credibility."

Aveyond 4 Now Available on Steam

Amaranth Games and Degi Games are proud to announce Aveyond 4 is now available on Steam. Aveyond is a whimsical and magical land, filled with creatures, stories, and even villains that will warm your heart and engage you at every turn. Meet Boyle, he wanted to rule the world. Adventurers showed up and ruined his day, now he lives with his best friend Fang in the woods... but fate has in store for this villain one shot at another chance to fulfill his goals. Explore the rich and wonderful world of Aveyond with Boyle, his pet wolf, and a bevy of other unlikely companions. Enjoy the thrill of being evil, bad, or just plain misunderstood. Join a coven, transform your friends into creatures, and recruit minions to do your bidding. Life is good. Aveyond 4 is a full length epic RPG that tells the story of what it's like to be a down on your luck villain in a hero's world.

Crusader Kings II Conclave Is Out

Crusader Kings II: Conclave, the newest expansion to Paradox Development Studio's critically acclaimed medieval grand-strategy game, is now available at major digital retailers and the Paradox store. This expansion focuses on the internal dynamics of managing a realm with powerful vassals demanding to be heard on the royal council.

How much power can you give to your advisors before you stop feeling like a king? Conclave includes:

- new realm laws to fine tune the future and culture of your country (including female inheritance)
- fine tuning of how much money or gold you expect from your vassals
- new diplomatic system returns royal marriages to the center of medieval politics
- changes to the military game, including renting your soldiers out as mercenaries

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?

True history video games would be awesome to see in the video game industry. We would love to play video games that are based on the true history of the true human beings. We are continuing our series on true history video games that would be awesome to play. Martin Luther would be an amazing man to play in a video game. From how he prayed (on his face in the shape of a cross), to standing up to corrupt leaders. Martin Luther showed a love for the people, as well as educating them to the truth. Martin Luther

was persecuted for his faith, and relationship with Jesus Christ. As we see Christians today being attacked and persecuted for their faith, we should take a stand for them. We should remember them. We should pray for them. How many of us do? How many us are wrapped up in our lives? Playing a game about the true history of Martin Luther could remind millions of gamers the horrors that continue to go on in our world to this very day. It could spark real change to making this world a better place. It could spark a revival of people standing up and saying: "Stop persecuting Christians!" Judges could throw out law suits attacking Christians for following our beliefs. Companies discriminating against Christians could be financially punished for their evil deeds. All of this could easily come from the lessons Martin Luther

taught. Plus we could learn about some of the strange customs of the past. Like what? How about indulgences? How much do you know about indulgences?

The last couple of issues we have touched upon a couple of historical figures that would make wonderful video games. This is just the tip of the iceberg. There are plenty more historical figures that could have video games made off of their lives. Some of them already have movies made on their lives. What if some of those movies were made into video games? Or video games made based on those movies? That would certainly be cool, and cut scenes would already be right there for the company making the game. This is another practical solution to make the video game industry better. Who will pick up the gauntlet and make it happen?

Romans 7:21-25

21 So I find this law at work: Although I want to do good, evil is right there with me. 22 For in my inner being I delight in God's law; 23 but I see another law at work in me, waging war against the law of my mind and making me a prisoner of the law of sin at work within me. 24 What a wretched man I am! Who will rescue me from this body that is subject to death? 25 Thanks be to God, who delivers me through Jesus Christ our Lord!

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.

Atari Lynx	Score	Page
Tournament Cyberball	56	37
DVD	Score	Page
Arrow Season Three	47	36
Genesis	Score	Page
Hardball 94	77	37
Nintendo 3DS	Score	Page
Animal Crossing Happy Home Designer	79	29
Stella Glow	47	27
Personal Computer	Score	Page
Need for Speed	52	30
Ride	76	35
WRC 5 FIA World Rally Championship	60	32
PS Vita	Score	Page
Farming Simulator 16	89	26
PS3	Score	Page
WRC 5 FIA World Rally Championship	60	32

PS4	Score	Page
Need for Speed	52	30
NHL 16	65	33
Ride	76	35
WRC 5 FIA World Rally Championship	60	32
Xbox 360	Score	Page
WRC 5 FIA World Rally Championship	60	32
Xbox One	Score	Page
Halo Guardians	50	34
Need for Speed	52	30
NHL 16	65	33
Ride	76	35
WRC 5 FIA World Rally Championship	60	32





Farming Simulator 16

SCORE: 89



Stella Glow

SCORE: 47



I want to apologize to Family Friendly Gaming Universe. I want to apologize that the PR and Marketing departments of Focus Home Interactive and Giants Software failed all of us so badly. I want to apologize that they lied to Family Friendly Gaming, and their lack of ethics/morals caused such a rift. Thankfully Family Friendly Gaming did the right thing and rented a copy of Farming Simulator 16 on the PS Vita.

It is great to see this farming game return to the hand helds. Farming Simulator 16 looks pretty good on the hand held. There are plenty of vehicles, fields, animals, and more in Farming Simulator 16 on the PS Vita. It is strange that this franchise skipped a year on the PS Vita. Farming Simulator 16 should be Farming Simulator 15 in my opinion. Sadly company executives



do not listen. They pop something out and expect Family Friendly Gaming Universe to buy it.

The coolest thing about Farming Simulator 16 is doing missions. Players will do receive requests to do things like go pick up a load of corn. This can bring your character a ton of money. Which can be used in the automation process. I love hiring workers and hav-



ing them deliver a load, sow a field, harvest a field, and more. This would free me up to do a different job myself.

Farming Simulator 16 is a very calming game. Planting and reaping is such a normal part of life. Farming Simulator 16 reminds me we need farming, and farmers. They are the engine that feeds many people on this planet. Farming also encourages me to plant my own fruit and vegetables. My native area may not work for all fruits and vegetables but there has to be some.

Farming Simulator 16 looks good graphically, sounds good audible, and controls easily. I hope to see sequels of Farming Simulator 16 in the future. I also love how Farming Simulator 16 has been released in the physical copy format. Only one family member can play Farming Simulator 16 on the PS Vita at a time. I enjoyed playing Farming Simulator 16 on this hand held device.

- Mark

Publisher: Focus Home Interactive
Developer: Giants Software
System: PS Vita
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 90%
Sounds: 90%
Replay/Extras: 85%
Gameplay: 80%
Family Friendly Factor: 95%

Stella Glow is a classic example of what is wrong with role playing video games in this day and age. How many times can a role playing video game rebel against God, and attack Him? Stella Glow is yet another example of those trying to call good evil, and evil good. There is so much wrong with this game that it can over shadow the couple of good things it has going for it. Are these game developers and publishers purposely attacking Christians? With so many games it makes one wonder.

Stella Glow has enticement to lust, blood, violence, nudity, lack of clothing, bad language, false gods, reincarnation, magic, witches, small graphics, and too few



saves early on. There are probably some things I missed but that list alone is long enough to warrant staying far away. No wonder Atlus USA is in the predicament they are currently in. It is like they are saying: "do not buy our product."

Witches are created by girls merging with crystals. They are the only ones in the fantasy evil world of Stella Glow that can sing. Some of the songs are nice, and some are not. The voice acting is decent in Stella Glow. Plenty of audio to listen to, and read on the screen in this Nintendo 3DS video game. The turn based strategy portion is decent. Reminds me of

some original Playstation games.

The music in Stella Glow is nice. I feel like I am gripping at straws to find anything good to say about Stella Glow. I despise being forced to play witches as the good guys.



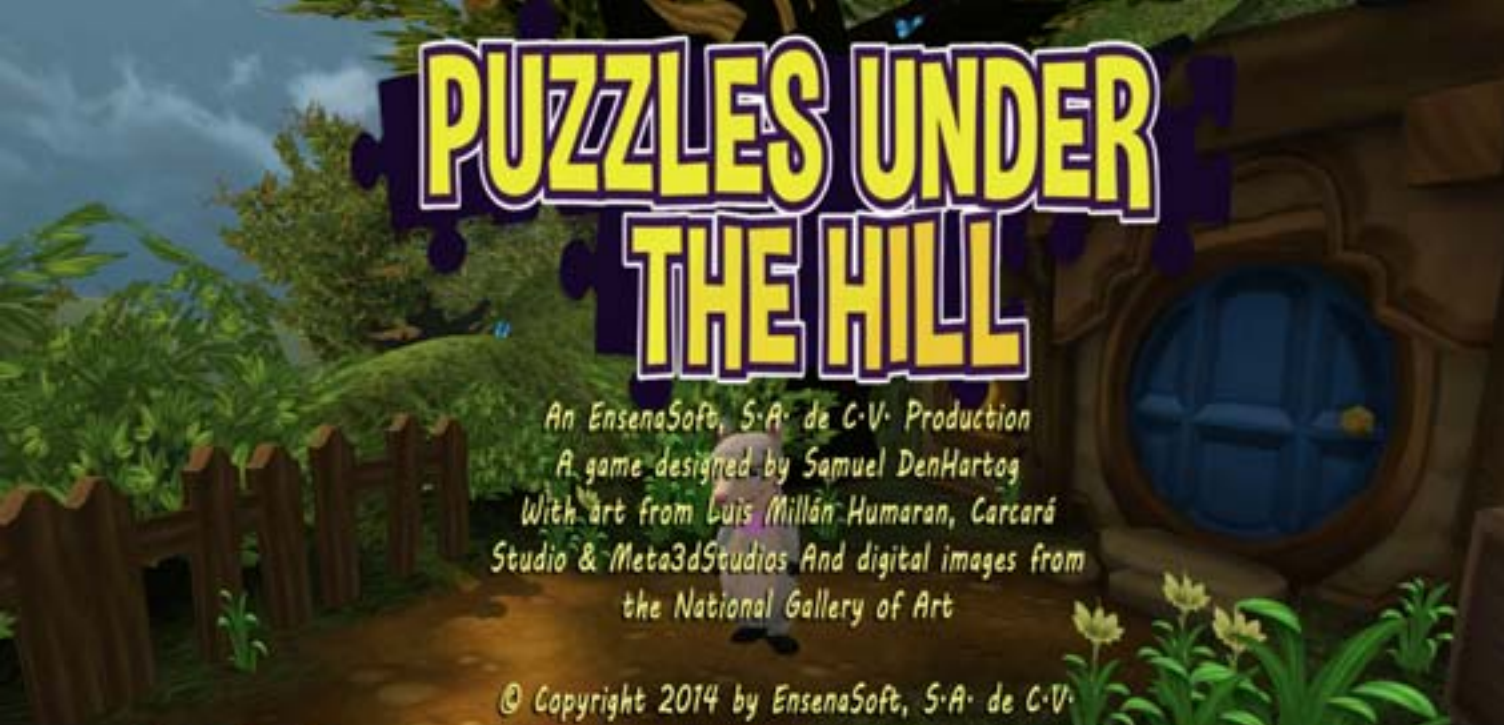
Publisher: Atlus USA
Developer: Imageepoch
System: Nintendo 3DS
Rating: 'T' - TEEN THIRTEEN AND OLDER ONLY {Blood, Drug Reference, Fantasy Violence, Language, Partial Nudity, Suggestive Themes, Use of Alcohol}



It is like everything that is evil, vile and wicked; is being treated as good in Stella Glow. How can anyone support the open rebellion and attacks on God in Stella Glow? Stella Glow is a direct attack on Christians. Hollywood is not the only one that openly attacks Christians, video games are joining in.

I am thankful Family Friendly Gaming rented a copy of Stella Glow on the Nintendo 3DS. Our millions of readers can avoid this game. As sales of these kinds of games flounder, maybe, just maybe these companies will come to their senses. Stella Glow is like seeing corruption in the video game industry - something to be shunned, called out, and corrected. - RPG Master

Graphics: 30%
Sound: 50%
Replay: 85%
Gameplay: 40%
Family Friendly Factor: 30%



ADVERTISEMENT



Animal Crossing Happy Home Designer

SCORE: 79



Since the PR and Marketing for Nintendo failed so miserably, I am thankful Family Friendly Gaming rented a copy of Animal Crossing Happy Home Designer on the Nintendo 3DS. This is not a full Animal Crossing game, just one portion of it. What is that portion? The room designer portion. If you enjoy that section of Animal Crossing then you will probably like Animal Crossing Happy Home Designer.

What is with Nintendo advertising other products within Animal Crossing Happy Home Designer? They are advertising amiibos, the new 3DS, amiibo reader, and the cards. How lame is it that we pay them money to have them

advertise products to us? Nintendo should be ashamed at this unethical, and immoral business practice. No wonder so many people will not buy any Nintendo products.

We created themed rooms for characters in Animal Crossing Happy Home Designer. It starts getting interesting when families get to create more than one room in a building. Animal Crossing Happy Home Designer saves frequently, and players can go to their desk to save as well. I place the value of Animal Crossing Happy Home Designer at twenty-five dollars.



There are some strange things in Animal Crossing Happy Home Designer like goth characters. Contracts are a major part of Animal Crossing Happy Home Designer on the Nintendo 3DS.



There is no cost to all of the furniture in Animal Crossing Happy Home Designer. So players can place whatever they have access to with no in game cost. I appreciate that feature.

I like Animal Crossing Happy Home Designer. I plan on purchasing it when it comes down in price to the value I believe it is worth. The biggest problem with Animal Crossing Happy Home Designer is the annoying advertisements from Nintendo. I think they should pay us to advertise at us. I also do not like how limited Animal Crossing Happy Home Designer is compared to normal Animal Crossing games. - Yolanda

Publisher: Nintendo
Developer: Nintendo EAD Group No. 2, Monolith Soft
System: Nintendo 3DS
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 85%
Sound: 79%
Replay/Extras: 85%
Gameplay: 77%
Family Friendly Factor: 70%



Need for Speed



SCORE: 52

Electronic Arts and Ghost Games thought we needed another Need for Speed video game. This time on the Personal Computer (PC), Playstation 4 (PS4), and Xbox One. This game might as well be called Need for Speed Online since families are forced to always be online with this horrible racing video game. On the home consoles am Xbox Live Gold, or Playstation Plus membership is needed to play with other players. What is the point of having an online mode that pretends to be offline? Just give us the offline mode already!

Need for Speed tries to be part Fast and Furious, part Forza Horizon 2, and part previous Need for Speed video games. The end product does not work. Need for Speed will cost you in Internet usage so there is no price I would put on this game. In fact it is being removed from the purchase list for Family Friendly Gaming.



EA would have to pay us to keep Need for Speed around.

I am thankful Family Friendly Gaming rented a copy of Need for Speed. The millions of readers within Family Friendly Gaming Universe can now avoid Need for Speed on the PC, PS4, and Xbox One. That should send a message to Electronic Arts, and their many failures. The Need for Speed franchise needs to qui-



etly drive off into the sunset and never return again.

The real people cut scenes in Need for Speed reminded me of Sega CD games. Need for Speed on the PS4 does look better than the Sega CD. The controls (especially braking) is very touchy in Need for Speed. E-drift does not work that great either. I could not find a way to pause or skip cut scenes. The loading times can be frequent, and last way too long.

Some of the bad content families will run into are offensive images (like the middle finger), enticement to lust, sexual innuendo, bad language, violence, running from the police, encouragement to commit crimes, dark graphics, meh graphics, cell phone directions without words on the screen, making your own waypoints from verbal directions, and headaches from the lights.

- Frank



Publisher: Electronic Arts
Developer: Ghost Games
System: PC/Xbox One/PS4(tested)
Rating: "T" - Teen THIRTEEN and OLDER ONLY
{Language, Mild Violence}

Graphics: 55%
Sound: 55%
Replay: 60%
Gameplay: 40%
Family Friendly Factor: 50%

VIDEO GAME LIES



by
Paul Bury

Version 2

BUY IT NOW RIGHT HERE



WRC 5 FIA World Rally Championship

SCORE: 60

I am thankful Family Friendly Gaming rented a copy of WRC 5 FIA World Rally Championship on the PS4. Bigben Interactive usually sends games to Family Friendly Gaming. I am unclear as to why their PR and Marketing departments failed so miserably with WRC 5 FIA World Rally Championship. Maybe they knew we would fail their game, and only want a bunch of video game review yes men. Thankfully so many of our readers do not purchase a game until we review it.

If you have been saving your money and waiting on WRC 5 FIA World Rally Championship, let me give you my opinion on this racing game. Pass. Apply your money to a better product. WRC 5 FIA World Rally Championship is difficult, touchy, and extremely frustrating. If Bigben Interactive ever wanted me to play WRC 5 FIA World Rally Championship again they would have to pay me. I would not pay a penny for this game.



Even with the different weather effects.

WRC 5 FIA World Rally Championship looks like a Playstation 3 game, and plays like a Playstation game (I played it on the PS4). Then you have that annoying navigator who mainly confuses what needs to be done. His commentary on what needs to be done is too far ahead. So I kept looking for a place to brake, and went off the cliff. Ah the good times in WRC 5 FIA World Rally Championship.

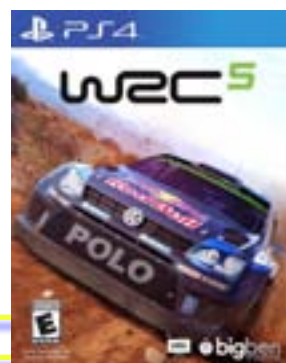


The modes in WRC 5 FIA World Rally Championship are solo, multiplayer, leaderboards and options. Under solo we have a quick stage, quick rally, career, and rally school. Under multiplayer there is local multiplayer and online. Local multiplayer in WRC 5 FIA World Rally Championship is horrible. Up to eight players take their turn with the same controller. This favors those that race later with rewinds.

Repairing the damage done to the vehicle is one of the coolest things in WRC 5 FIA World Rally Championship. What is lame is having to try and get through these courses so fast without taking any damage. I could not even complete the lessons at the beginning of the game. WRC 5 FIA World Rally Championship is not friendly to casual gamers in any fashion. There are nice options, plenty of countries in this game with long loading times.

- Frank

Publisher: Bigben Interactive
Developer: Kylotonn
System: PC/Xbox One/Xbox 360/PS3/PS4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 60%
Sounds: 60%
Replay/Extras: 65%
Gameplay: 45%
Family Friendly Factor: 70%



NHL 16

SCORE: 65

Since EA Sports PR and Marketing failed us, I am thankful Family Friendly Gaming rented NHL 16 on the Playstation 4. This hockey game needs some competition because it is floundering and slipping backwards. NHL 16 looks nice, and it sounds nice. The biggest problem is there is so little to do. Then there are control issues that come close to ruining the experience.

NHL 16 has some nice presentation in the intro, inside the goal, and ending of games. The graphics on the ice while players are going at it is not so nice. In fact they look too small to me. Shouldn't we have a first person perspective by now? It seems EA Canada is



more concerned with making a boxing game instead of a hockey game. It takes time to be able to fight in NHL 16 thankfully.

Families can turn off fighting in the options. The same goes for lame penalties like icing. Face offs can be one of the most frustrating things in NHL 16. It is hard to see when the referee drops the puck. Nothing like being so far back visually that it is a guess as to when he drops the puck. Don't get me started on passes not working right in NHL 16 either. The worst part is how finicky NHL 16 is in terms of taking a shot at the goal.

NHL 16 is a difficult game even on the easy setting. I struggled to make goals on this setting. The computer is extremely intelligent, and their goalies might as well be brick walls. NHL 16 can and will create real world frus-



tration and real world anger. Playing with another family member locally can be more fun. Unless one of you guys gets a few lucky shots. Normally both family members suffer with the same glitches.

If I had to put a value on NHL 16 it would be five to ten dollars. No more for this Xbox One and Playstation 4 home console hockey video game. Another company needs to get into this sport, and give EA Sports some competition. Their monopoly is hurting the sports industry. NHL 16 is great proof of the damage being caused. Save your money until NHL 16 comes down in price.

- Frank

Publisher: EA Sports
Developer: EA Canada
System: Xbox One/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Violence}



Graphics: 70%
Sound: 80%
Replay/Extras: 50%
Gameplay: 60%
Family Friendly Factor: 65%



Halo 5 Guardians

SCORE: 50

We had a reader request come in to review Halo 5 Guardians. I am thankful Family Friendly Gaming rented this violent first person shooter on the Xbox One. Microsoft Game Studios would not give us a reviewable copy since we refused to promise a high score. This game has to install on the Xbox One, and is 46.1 gigs in size. It took over two hours to install this game. Why can't we just play it off disc?

Halo 5 Guardians is pathetic for local play. It has that dreaded and despised online game modes that drain the Internet usage, and cost families in ISP fines. The only normal game play mode in Halo 5 Guardians is the lame, repetitive, and boring story mode. This is the second Halo game I have played. My favorite Halo game continues to be Halo Wars. It is less violent, and deserves the thirteen and older only rating.

How did Halo 5 Guardians



ians get the 'T' rating instead of the 'M' rating that most other Halo games get? Preferential treatment? Corruption at the ESRB? Whatever the case, I disagree with the rating. To me Halo 5 Guardians is a seventeen and older only video game. There is so much blood, gore, violence, and more in Halo 5 Guardians that it earns the macabre and morbid rating. There is also some borderline enticement to lust content



Publisher: Microsoft Game Studios
Developer: 343 Industries
System: Xbox One
Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Blood, Mild Language, Violence}

Graphics: 50%
Sound: 50%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 48%



Ride

SCORE: 76



I am thankful Family Friendly Gaming rented a copy of Ride on the Playstation 4 since the Marketing and PR for Bandai Namco Games failed us to badly. This is a solid motorcycle racing game with plenty of circuits to race. There are also multiple difficulty settings in Ride. It is nice to see Bandai Namco Games redeem themselves after that glitchy Project Cars video game.

The kudos probably go more to the developer Milestone. The graphics look good, and the music is nice in Ride. There is some bad language in Ride. I wish they would have left that on the developers table and not included it in the final



Publisher: Bandai Namco Games
Developer: Milestone
System: PC/Xbox One/Playstation 4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Language}

game.

I love the different difficulty settings. I could actually win races using the Very Easy mode in Ride. The rewinds have a limited nature to them in Ride. I wish the rewinds were a bit longer personally. I also wish I could rewind more than once back to back. Those are minor quibbles. I love the brake assist in Ride, as well as the race line. Ride is a solid motorcycle racing game that families can enjoy.

I asked that Ride be put on the FFG purchase listing because this is a game I want to play more of. I hope you enjoyed the video capture of Ride on the Playstation 4. I like how it shows I learned the game better, and redeemed myself in the second race. That video cap-



ture also shows how long the loading times are in Ride. They are insanely long.

Ride does that lame thing of trying to connect to some server once the game comes up. Thankfully we keep the systems disconnected from the Internet since they are such a drain on the expensive Internet plan we have. I did not want to cost Family Friendly Gaming a massive ISP fine for going over the Internet usage plan. I wish more companies would consider that when making games like Ride. The local split screen allows two family members to play Ride at the same time.

- Paul

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





Arrow Season Three

SCORE: 47

I waited for Arrow Season Three to go on sale on Black Friday. It was ten dollars for the five disc, twenty-three episode set. A fair price for a television show season with all kinds of bad content. It took me 976 minutes to watch through Arrow Season Three on DVD. There are plenty of changes and plenty of spoilers in this season. Which means there will be spoilers in this review. If you don't want to read them, then please skip the rest of this review.

Sarah gets killed early on in Arrow Season Three. This is what ends up being one of the major plot points in this season. Ra's Al Ghul becomes an integral part of Arrow Season Three. So does the League of Assassins. Team Arrow must work together to fight off the League, and save their city. We also see more of Oliver's past - when he was in Hong Kong and working with others. Oliver learns how to torture and



be very vicious.

Some of the bad content within Arrow Season Three is blood, violence, enticement to lust, sexual deviancy, lies, deceit, death, and bad language. Certain evil characters are well aware they are evil, vile, and wicked. They try to justify their actions with lame excuses or even lamer stories of their past. It is



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

Graphics: 40%
Sound: 45%
Replay: 70%
Gameplay: 40%
Family Friendly Factor: 40%



Hardball 94

SCORE: 77

I like Hardball 94 on the Sega Genesis. For an older video game Hardball 94 feels very well rounded and complete. There are plenty of options in Hardball 94 to make the game easier to newcomers to the sport. I wish Hardball games were still being made today. I suspect they could be better than "The Show" baseball games.

Hardball 94 looked decent for its era. In this day and age it is hard to ignore some of the graphical issues. The zoom in box is nice, and helps players see what is going on. Otherwise Hardball 94 would be pretty pathetic. The music and special effect sounds are nice like the graphical special effects. I enjoyed the baseball sounds and music in Hardball 94.

It takes time to learn how to hit in Hardball 94. Pitching is pretty simple. A command box is available if you need to learn what can be done in certain situations. Family Friendly Gaming has a video of a great game of Hardball 94. Be sure to check it out. The volume is really low due to the equipment it was recorded on, so turn up the volume.

I had fun playing Hardball 94. If you like baseball, and you like retro games, look this one up. - Frank

Publisher: Accolade
Developer: Mindspace
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 75%
Sound: 85%
Replay: 85%
Gameplay: 70%
Family Friendly Factor: 70%



Tournament Cyberball

SCORE: 56

I remembered Cyberball from the Sega Genesis fondly. I was really excited to play it on the Atari Lynx. Tournament Cyberball is a poor excuse for a sports game on the hand held. Players can pick one of four rivals, and then one of six teams. That is the extent of the options in Tournament Cyberball.

The poor and small graphics make Tournament Cyberball a hard game to play. Plus no matter what I tried in the six periods, the computer controlled team stopped me. Losing robots because they blew up was bad, throwing interceptions was worse. I could not tell where my QB was throwing the ball that needs to defuse. The audio and sound bytes in Tournament Cyberball are really good.

Playing football with different kinds of robots is interesting. The seven on seven sports action is unique in Tournamament Cyberball too. If you have two copies of the game, and two Atari Lynx devices, along with the ComLynx cable then you can play multiplayer in Tournament Cyberball. Multi-player is not happening around here any time soon. Look for a better version of Cyberball, I know I will.

- Paul

Publisher: Atari
Developer: Tengen
System: Atari Lynx
Rating: 'NR' - Not Rated

Graphics: 50%
Sound: 80%
Replay: 60%
Gameplay: 30%
Family Friendly Factor: 60%

SPORTS



myClub Legends

Product: PES 2016
Company: Konami
System: PS4/Xbox One/PS3/Xbox 360/
PC
Release Date: Out Now
Rating: 'E' – Everyone SIX and OLDER

F. INZAGHI, R. CARLOS, R. BAGGIO, L. FIGO, O. KAHN

©Konami Digital Entertainment



SPECIAL AGENT



Best of December

Limited offer for 7 Jan. 9AM ~ 14 Jan. 4AM (UTC)

myClub

Build your Team.
Create your Legacy.



M. NEUER



G. HIGUAÍN



A. INIESTA



M. ÖZIL



G. BALOTELLI

PES2016
PRO EVOLUTION SOCCER

when maintenance finishes

©Konami Digital Entertainment



SPECIAL AGENT



LEGENDS CAMPAIGN

Limited offer for 17 Dec. 9AM ~ 24 Dec. 4AM (UTC)



R. CARLOS



R. BAGGIO



O. KAHN



L. FIGO



F. INZAGHI



Build your Team.
Create your Legacy.

PES2016
PRO EVOLUTION SOCCER

when mai

©Konami Digital Entertainment when maintenance finishes

SPORTS CONTINUED

PES2016 PRO EVOLUTION SOCCER



myClub Legends
F. INZAGHI, R. CARLOS, R. BAGGIO, L. FIGO, O. KAHN

©Konami Digital Entertainment



SPECIAL AGENT



UEFA Champions League STARS

Limited offer for 10 Dec. 9AM ~ 17 Dec. 4AM (UTC)



C. RONALDO



HULK



A. INIESTA



J. DRAXLER



D. SILVA

PES2016
PRO EVOLUTION SOCCER

©Konami Digital Entertainment

Product: PES 2016
Company: Konami
System: PS4/Xbox One/PS3/Xbox 360/
PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER



Product Name	Page(s)
Tales of Berseria	43 - 47
Grand Kingdom	48 - 51
Sebastien Loeb Rally EVO	52 - 55
DRAGON QUEST VII Fragments of the Forgotten Past	56 - 57
Final Fantasy XV	58 - 59
Mobile Suit Gundam Extreme VS Force	60 - 63
Final Fantasy VII Remake	64 - 67





Product: Tales of Berseria
Company: Bandai Namco
System: Playstation 4/PC
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Tales of Berseria
Company: Bandai Namco
System: Playstation 4/PC
Release Date: TBA
Rating: 'RP' - Rating Pending

古城の外郭

□ オート再生 △



傭兵組織「ギルド」

そこに来ねえかってんだ

ギルド…、剣聖ゴドフリー
率いる伝説の傭兵組織か▼

フラット

Product: Grand Kingdom
Company: NIS America
System: PS4/PS Vita
Release Date: Summer 2016
Rating: 'RP' - Rating Pending



Product: Grand Kingdom
Company: NIS America
System: PS4/PS Vita
Release Date: Summer 2016
Rating: 'RP' - Rating Pending



SÉBASTIEN
LOEB
RALLY EVO

WORK IN PROGRESS



SÉBASTIEN
LOEB
RALLY EVO

WORK IN PROGRESS



SÉBASTIEN
LOEB
RALLY EVO

WORK



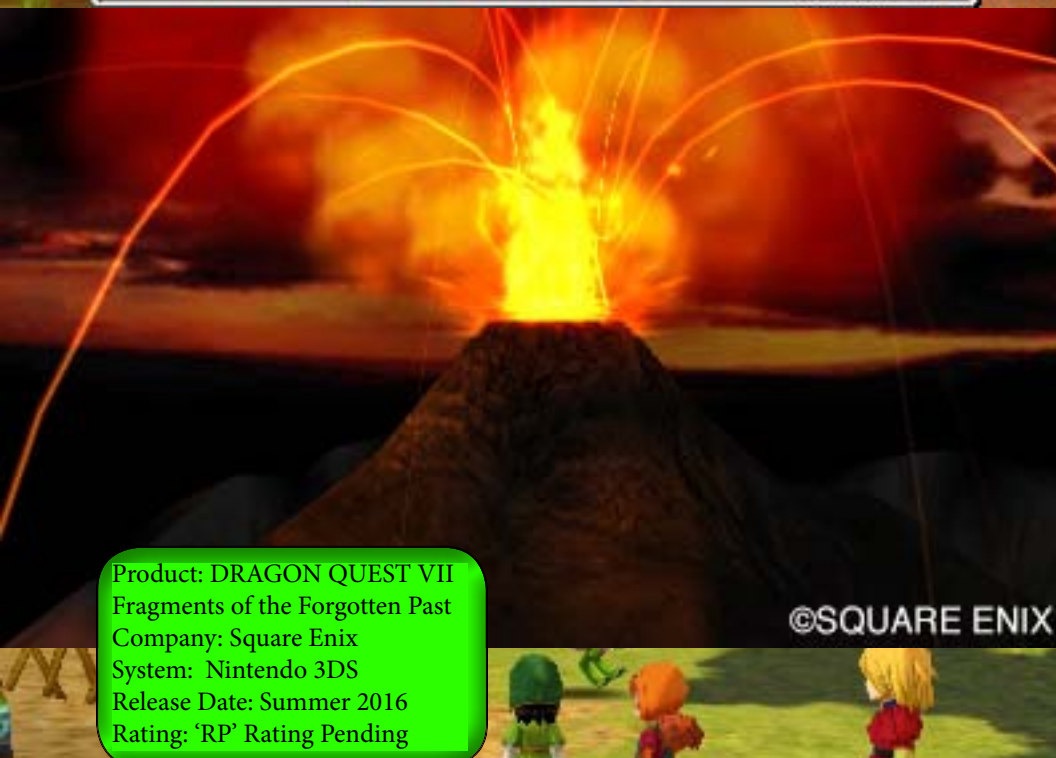
SÉBASTIEN
LOEB
RALLY EVO

WORK IN PROGRESS

Product: Sebastien Loeb Rally EVO
Company: Square Enix
System: PS4/Xbox One/PC
Release Date: March 15, 2016
Rating: 'E' - Everyone SIX and Older Only



Product: Sébastien Loeb Rally EVO
Company: Square Enix
System: PS4/Xbox One/PC
Release Date: March 15, 2016
Rating: 'E' - Everyone SIX and Older Only



Product: DRAGON QUEST VII
Fragments of the Forgotten Past
Company: Square Enix
System: Nintendo 3DS
Release Date: Summer 2016
Rating: 'RP' Rating Pending





Product: Mobile Suit Gundam
Extreme VS Force
Company: Bandai Namco
System: Playstation Vita
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Final Fantasy VII
Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending





Product: Final Fantasy VII Remake
Company: Square Enix
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product Name	Page(s)
Star Wars Pinball The Force Awakens	69 - 73
Forza Motorsport 6	74 - 77
KLAUS	78 - 79
Doom & Destiny Advanced	80 - 83



STAR
WARS
PINBALL
MACHINES

Product: Star Wars Pinball The Force Awakens
Company: Zen Studios
System: PS4/PS3/Xbox 360/Xbox One/PC/PS Vita
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)

STAR WARS and related properties are trademarks in the United States and/or in other countries of Lucasfilm Ltd. and/or its affiliates. © 2013-2016 Lucasfilm Ltd. All rights reserved.
Game Code © 2016 Zen Studios Ltd. All rights reserved.

Disney



NOW PLAYING



Product: Star Wars Pinball The Force Awakens
Company: Zen Studios
System: PS4/PS3/Xbox 360/Xbox One/PC/PS Vita
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Language)



NOW PLAYING



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

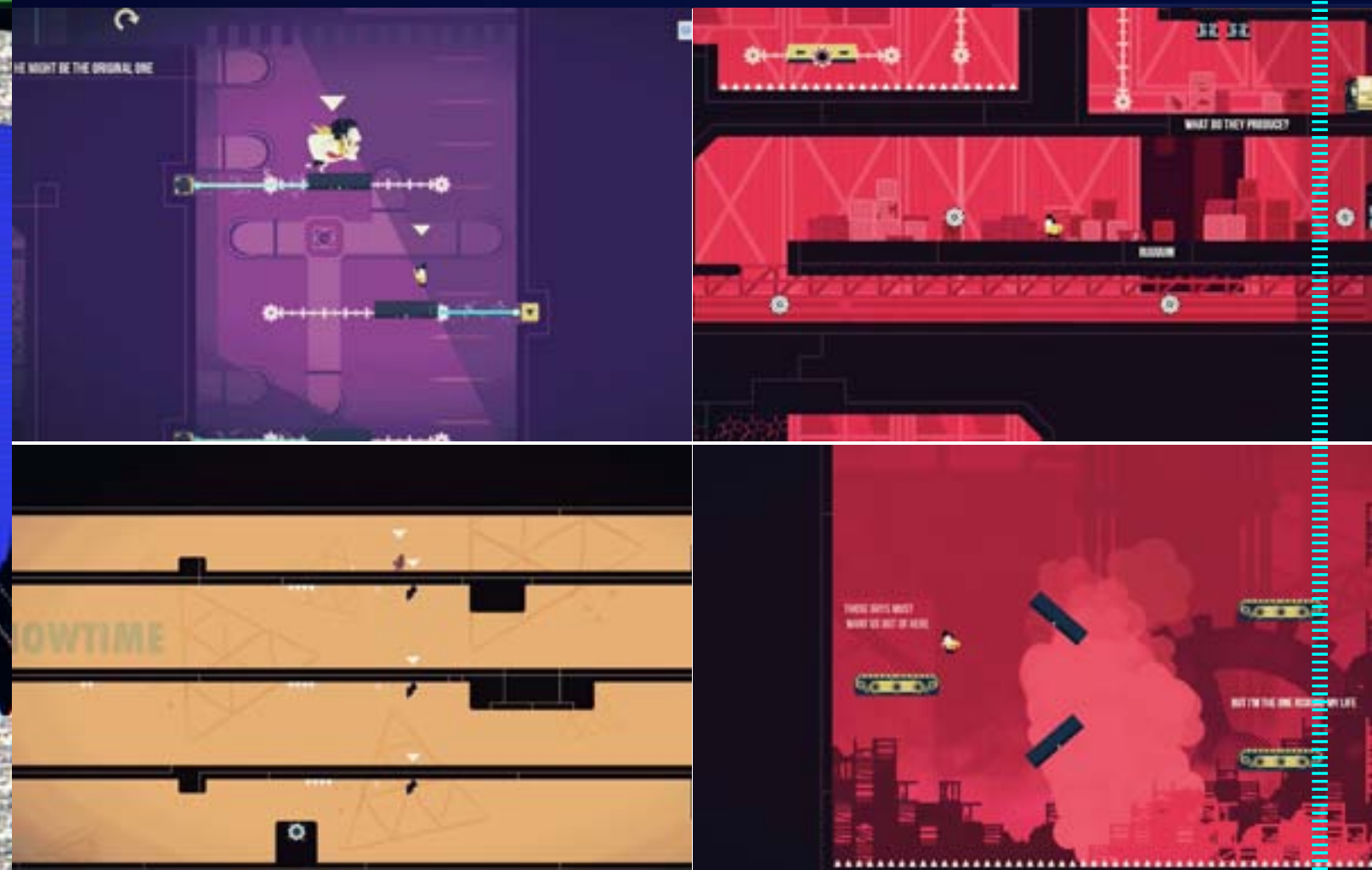


NOW PLAYING



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

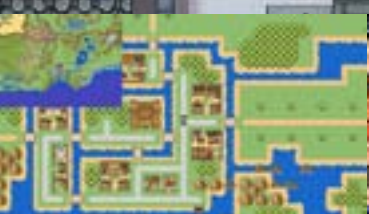
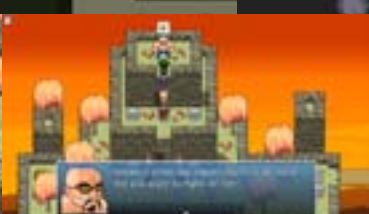




Product: KLAUS
 Company: La Cosa Entertainment
 System: Playstation 4
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY



Product: Doom & Destiny Advanced
 Company: Heartbit Interactive
 System: PC/iPad/iPhone/Android
 Release Date: Out Now
 Rating: '12+' - Everyone TWELVE and Older Only { Infrequent/Mild Profanity or Crude Humor, Frequent/Intense Cartoon or Fantasy Violence, Infrequent/Mild Mature/Suggestive Themes }





Product: Doom & Destiny Advanced
 Company: Heartbit Interactive
 System: PC/iPad/iPhone/Android
 Release Date: Out Now
 Rating: '12+' - Everyone TWELVE and Older Only { Infrequent/Mild Profanity or Crude Humor, Frequent/Intense Cartoon or Fantasy Violence, Infrequent/Mild Mature/Suggestive Themes}





Product Name

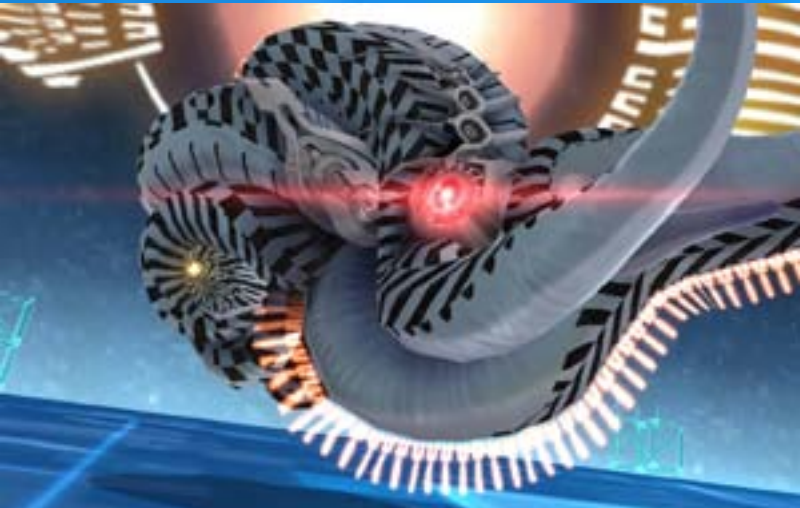
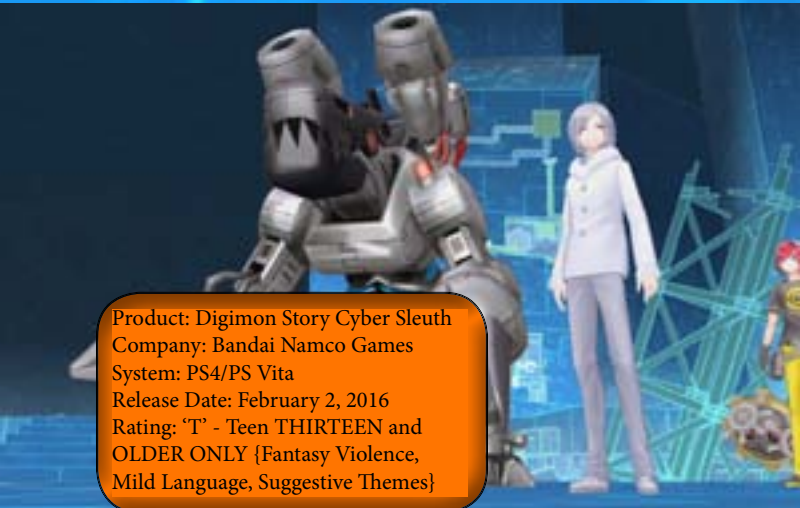
Page(s)

Digimon Story Cyber Sleuth	85 - 89
Teenage Mutant Ninja Turtles Mutants in Manhattan	90 - 91
Lego Star Wars The Force Awakens	92 - 95
Way to the Woods	96 - 97
ACT IT OUT! A Game of Charades	98 - 99





Product: Digimon Story Cyber Sleuth
Company: Bandai Namco Games
System: PS4/PS Vita
Release Date: February 2, 2016
Rating: 'T' - Teen THIRTEEN and
OLDER ONLY (Fantasy Violence,
Mild Language, Suggestive Themes)



Product: Digimon Story Cyber Sleuth
 Company: Bandai Namco Games
 System: PS4/PS Vita
 Release Date: February 2, 2016
 Rating: 'T' - Teen THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Language, Suggestive Themes)



Product: Teenage Mutant Ninja
Turtles Mutants in Manhattan
Company: Activision
System: PC/PS3/PS4/Xbox 360/Xbox
One
Release Date: Summer 2016
Rating: 'RP' - Rating Pending



Product: Lego Star Wars The Force
Awakens
Company: WB Games
System: PC/Wii U/PS3/PS4/Xbox 360/
Xbox One
Release Date: June 28, 2016
Rating: 'RP' - Rating Pending





Product: Lego Star Wars The Force Awakens
 Company: WB Games
 System: PC/Wii U/PS3/PS4/Xbox 360/Xbox One
 Release Date: June 28, 2016
 Rating: 'RP' - Rating Pending



Product: Way to the Woods
Company: Team 17
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending

WHICH GAME DO YOU WANT TO PLAY?

CLASSIC CHARADES

THE CHARADES YOU KNOW AND LOVE - ACT OUT THE SECRET PHRASE AND YOUR FELLOW PLAYERS HAVE TO GUESS WHAT IT IS.



⌘ CONTINUE

⌘ BACK

VARIETY CHARADES

PLAY CHARADES WITH SOME ADDED TWISTS! MORE THAN JUST ACTING, YOU CAN ALSO SING, DESCRIBE AND DRAW YOUR SECRET PHRASE.

YOUR SCORE:

685 POINTS

⌘ CONTINUE

IF YOU CAN'T STAND THE HEAT, GET OUT OF THE KITCHEN

⌘ CONTINUE

Product: ACT IT OUT! A Game of Charades
Company: Snap Finger Click
System: PS4
Release Date: January 12, 2016
Rating: 'T' - Teen Thirteen and OLDER ONLY (Suggestive Themes)

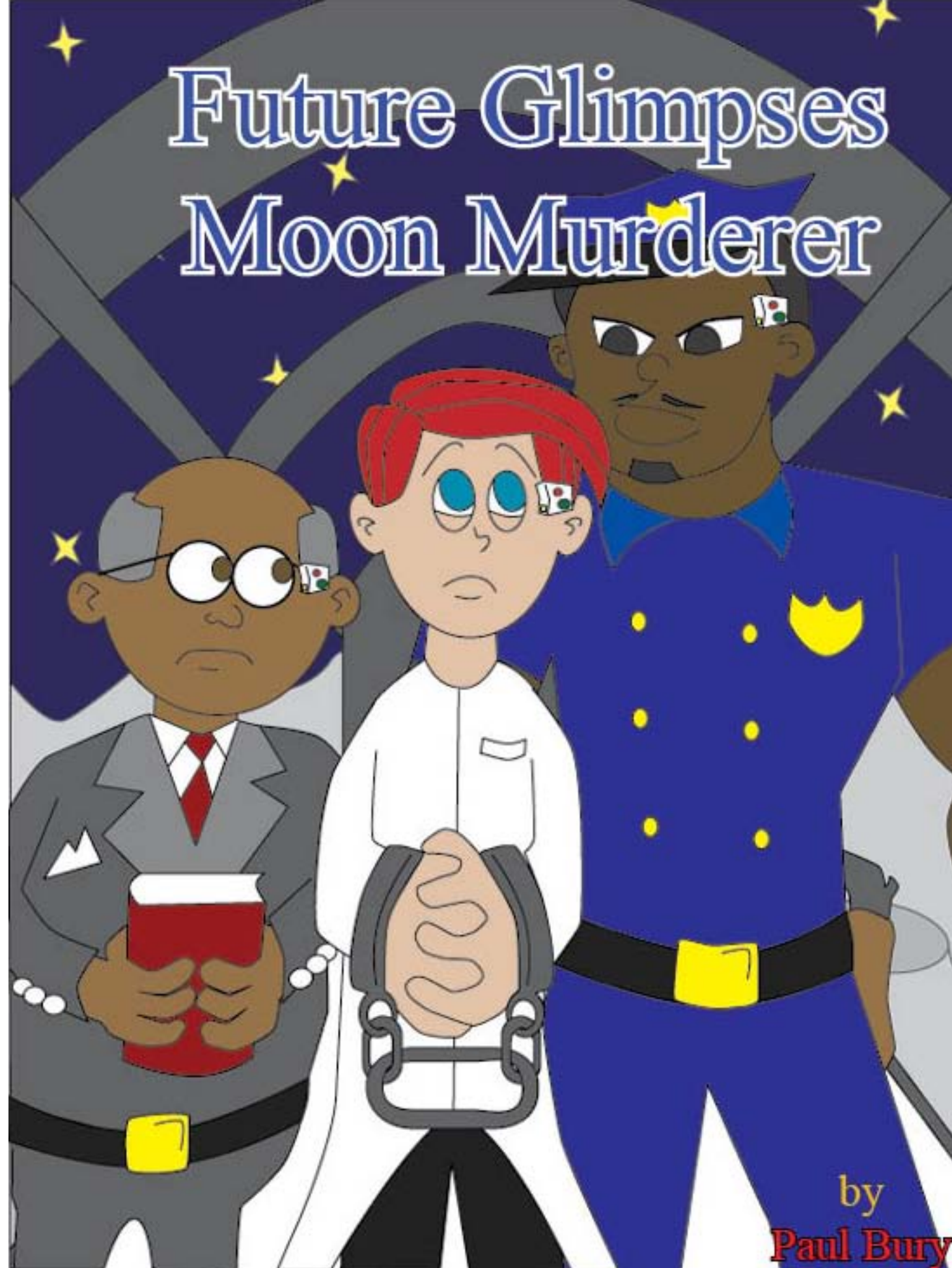
FOR THIS TURN, YOU WILL BE..



ACTING

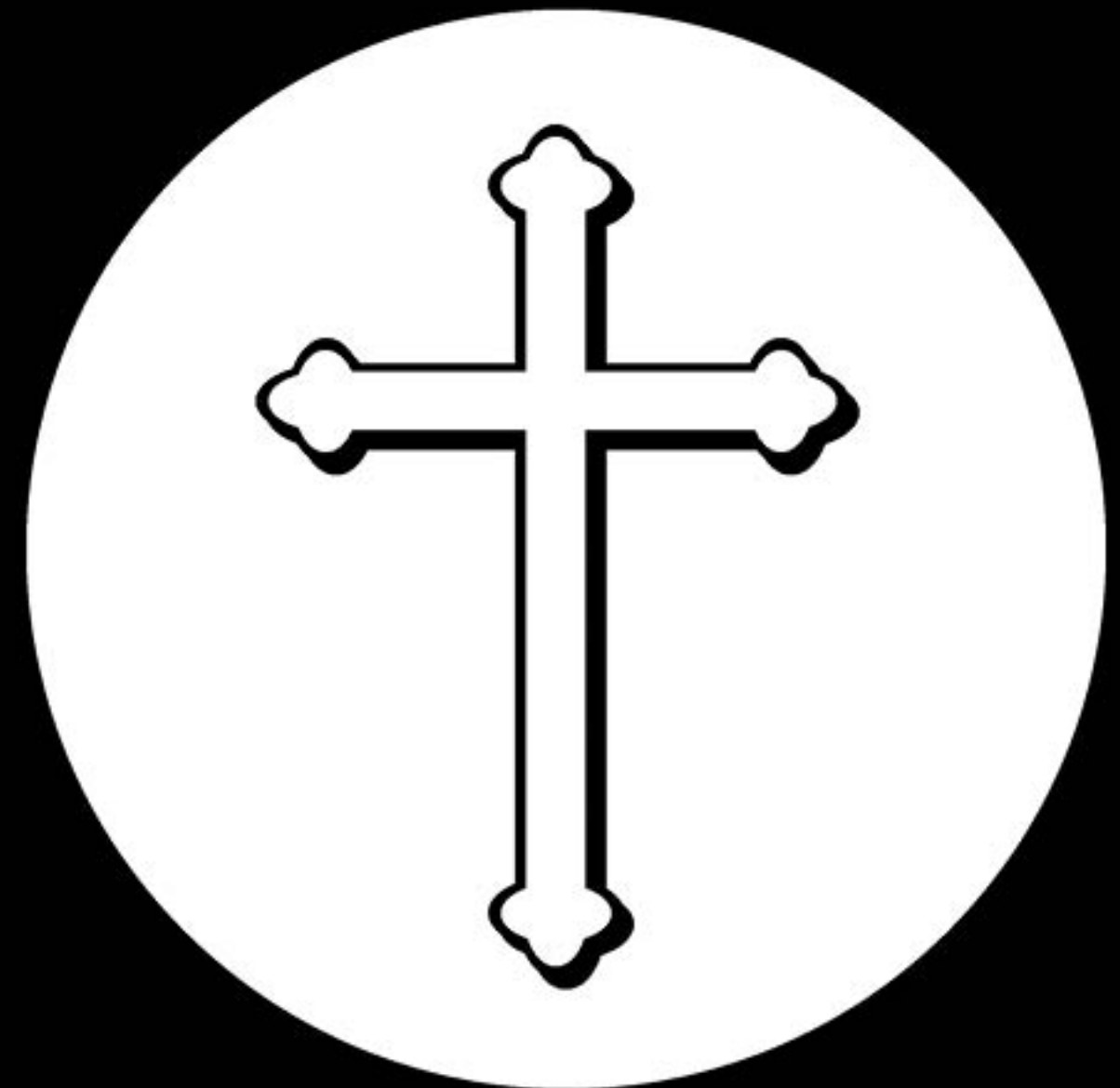
ACT OUT THE WORDS OF THE TITLE BY MIMING WITH YOUR HANDS AND BODY

PRESS ⌘ WHEN YOU'RE READY TO BEGIN



BUY IT RIGHT NOW HERE

FUTURE GLIMPSES
FREE AT LAST



BY
PAUL BURY

BUY IT NOW RIGHT HERE