

FAMILY FRIENDLY GAMING

TM

THE VOICE OF THE
FAMILY IN GAMING



The Legend of
Zelda Breath of the
Wild, Steep, and
more in this stellar
issue!!

ISSUE #109

August 2016

Skylanders Imaginators coming this fall. Are you ready to imagine?

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Shrinking Video Games

I am beginning to become mildly concerned with the shrinking in video games. From video games getting shorter and becoming more expensive to more companies going bankrupt. I talk to a variety of different people on a daily basis. It astounds me how many will have nothing to do with video games because the industry is discriminating against Christians. What shocks me even worse is they are right. The video game industry is becoming increasingly hostile to Christians. The video game industry is also becoming increasingly liberal and hateful. I know plenty of conservatives who have also faced discrimination in the video game industry. Is that part of the reason the video game industry is shrinking?

As games get smaller and prices for them increase, plenty of long term gamers are intelligently going to retro gaming. There are plenty of games they missed over the years. They pay less money for more games. Long term greed by Sony, Nintendo, Microsoft, Square Enix, Ubisoft, and more is starting to hurt them. Video games plummet in price so quickly that intelligent gamers wait a few months and spend less money on the same games.

As companies have tried to go digital they have lost long term gamers, and created the physical copy movement. Millions upon millions of consumers do not want to lose their property rights by moving to the digital format of video games. Consumers want to be able to buy, sell, trade, and give away their video games. They do not want their games locked down to a certain system. As some companies have tried to shove digital downloads down the throat of consumers, they have pushed consumers away. To whatever is in the store that they are interested in to retro video games.

The video game industry decided to turn its back on families. Instead too many of the companies went after the hardcore gamers. Which is a much smaller population than family gamers. That means the video game industry is limiting its potential sales. By making exclusionary games they are purposely lower their targeted sales. Some executives in these companies thought family gamers would purchase the mean, hateful, nasty, ultra violent, ugly, gross, and repugnant games. They thought they had hooked fam-

ily gamers and they would buy whatever was put before them. Those executives are now facing the full brunt of their failures.

The economy has still sputtered and flopped around for years. Democrat policies and over-regulations have hurt the economy. It took time for it to hit the video game industry. Once it did, it hit like a ton of bricks. It will take the industry time to recover once intelligent policies are implemented.

As you can see there are multiple reasons for the shrinkage of video games. There are probably reasons I have not even touched upon in this article.

God bless,
Paul Bury



Same Story Better Graphics

I noticed something recently. Many of the newer video games are the same story with better graphics. It is sad that too few gaming companies are trying to do something new. Many of them add a social element and are trying to force gamers to play together. The backlash of this has been swift and fierce. Especially among gamers who do not want to be forced to play online. My hubby shows me emails every day of modern day gamers who are ignoring new games and going to retro video games. Some of them traded in their old games and old systems. A mistake they do not plan on making going forward.

I recently started to play Animal Crossing New Leaf on the Nintendo 3DS. At first it was fun and exciting to go back to that game. After a few weeks all of the issues, problems, and irritations with Animal Crossing came back. Family Friendly Gaming has written extensively about them over the years. Why do we keep randomly getting the same things in the shop we already purchased? Seems like Nintendo rigged the game to make it take longer. I could use an enhancement device to fix Nintendo's blunder, but then the game is entirely and completely ruined. Unless you like having everything without taking any effort.

Another game I started playing again is Jewel Masters Cradle of Rome 2. This hand held game is also on the Nintendo 3DS. I enjoy this kind of a game much more than say Animal Crossing. After awhile the same thing starts to set in. I have done all of this before. Why do I need to keep doing the same thing over and over again? It gets boring and redundant. Maybe that is why some of these companies wait years to do sequels and reboots. They know we will get bored with it too quickly. Give us some time off and then bring it back.

The boredom among gamers with video games may be why indie games are doing so well. I mean the large gaming companies are not taking risks. The large gaming companies are rehashing the same things over and over again. They expect more money for less of a game with the exact same storyline we have played a hundred times. Indie games may look horrible, but most of them have one little twist here or there to be unique. I expect at some point even the indie games will become boring to a great many

gamers.

Maybe the problem is not in the gaming companies and their massive greed. Maybe it is in our attitudes. Maybe it is in the games we choose to purchase. Maybe we should try some different games. Don't like sports games? Why not give on a try anyways? Hate puzzle games? Again maybe try one and see if you can get better at them. Despise family friendly video games? Why not try one and see if you can make it all the way through Build-A-Bear Friendship Valley? Christian video games are out there for those with the courage to play them.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863
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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
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John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
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Parables of Jesus 2	EAN 5060209840765
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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
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Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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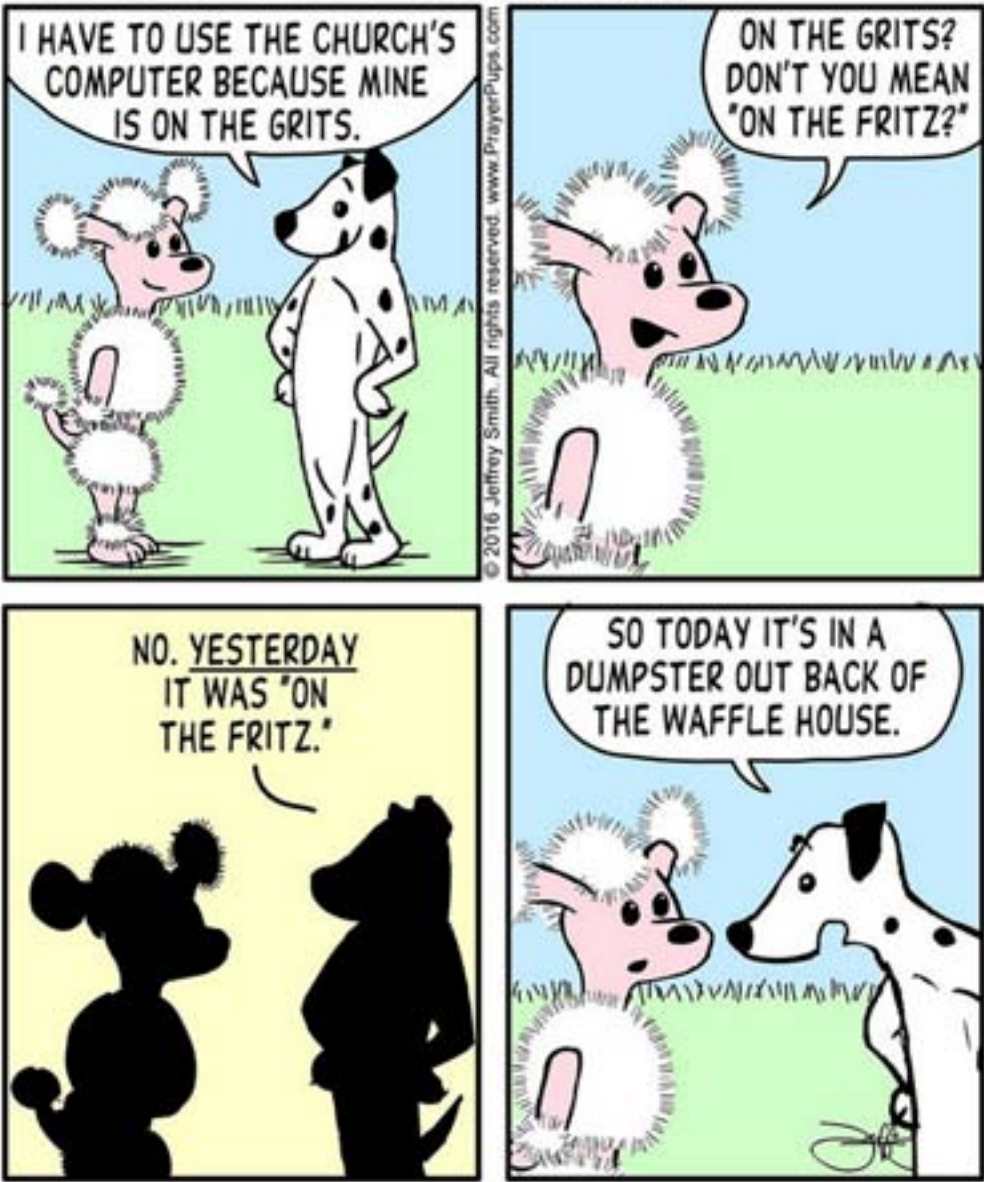
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, 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.

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CAN YOU SCROLL BACK UP?

PRAYER PUPS BY JEFFREY SMITH



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!

Your horrible

Your reviews are horrible. Your e-magazine is a joke. Your website sucks. STOP! No one cares what you think. No one likes Christians. Christians need to stay out of video games. Your opinion does not matter. You don't deserve the right to say anything. Shut down what you are doing and never do it again.
- Nick

{Paul}: Nick,
Thank you so much for contacting us. We are certainly far from perfect. God called us to this ministry work. We are pointing people to God here at Family Friendly Gaming. We are followers of Jesus Christ. We have to obey and follow God over man. That means as long as God tells us to do this work, we

will.

If you have ideas on how the e-magazine, reviews, and website can be improved please furnish them. We listen to ideas, and run them by what God tells us to do, and how God instructs His followers to behave. Our ears are open. Yes we do run it by with filters based upon the Holy Bible. {NOTE: No response was received}

FFG Chronicles

Thank you for your FFG Chronicles series of videos. I just found them and they are awesome to listen to. I did not understand Family Friendly Gaming before watching those videos. Your ideas, perspective, comments and more are better than the big gaming sites. I did not expect that. Did it cost a lot of money to produce such awesome videos? Do you have a script and writers?
- Nathan

{Paul}: Nathan,
Thank you for your kind words of encouragement. I am so pleased you are enjoying the FFG Chronicles series. We also have our two boys doing an Unboxing series of videos. We continue to look for ways to improve our video process. If you have ideas please let us know.

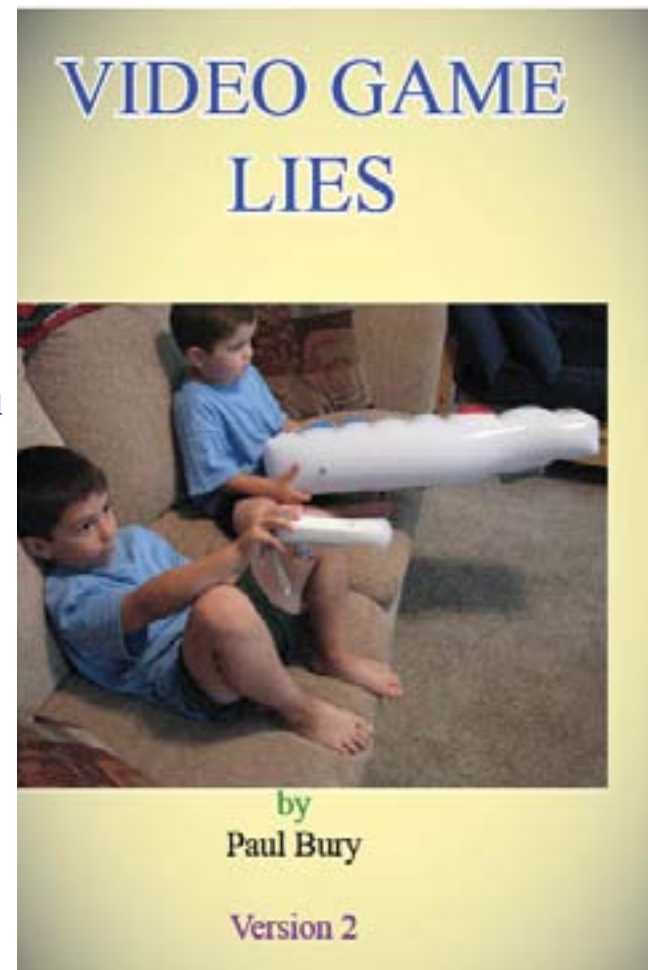
It was a lot of money for us to invest in the camera, green screen, frame, tripod, movie software, clips, and more. We had a plan to produce these all our-

selves. It took us some time to save up for this equipment. I am blessed that all of the finances came in and we paid for it with no debt whatsoever. We strongly believe in saving up for things, and then when the money has come in - make the purchase.

No we have no script, and no writers. We talk about many of the issues in the videos for months. We also write down a few notes here and there that are usually off camera. That way we can remember the variety of issues we want to touch upon within a video. We have also used iPad devices to bring up pages, videos, etc to refresh our memories. We do most of our videos on the first try. Sometimes we mess up something so badly that we do it a second time.

Video Game Lies

I want to thank you for writing



Video Game Lies. This is the best video game related book I have ever read. I loved it from front to back. Your arguments are rock solid. Have you ever had to debate anyone any of the topics in your book? It was way more polished than I thought it would be. Most Christian video game books are sub standard. Your Video

Game Lies book is also the first Christian video game related book I have read that comes from a video game insider. Keep doing the amazing work that you are clearly doing. I wish you and all of yours the best possible. May God's blessing flow through your life.
- Debra

{Paul}: Debra,
Thank your kind words of encouragement. I am so pleased to hear

Video Game Lies touched your life. Many of the topics covered in Video Game Lies actually came from message board discussions and debates. I remember Nintendo used to have one until their hypocrisy and double standards were exposed. Gamefaqs used to have some healthy discussions and debates. Until they became a cesspool of hatred lashing out against anything Godly. There have been others throughout the years.

When I get time I am working on a Devotional book which will consist of the Devotional columns from the Family Friendly Gaming magazine and then e-magazine. I have no concept on when that book will be finished since my time is so limited. Once it is done I plan on doing a version three of Video Game Lies. There are so many wonderful concepts, stories, and more to add.

Lego Star Wars The Force Awakens

Thank you for your review of Lego Star Wars The Force Awakens on the Playstation Vita. I liked it. Is the Nintendo 3DS version the same? How much would you pay for Lego Star Wars The Force Awakens on the PS Vita? How big is the force in Lego Star Wars The

Force Awakens? I don't like all that religious mumbo jumbo of the force in movies, video games, and books. I keep that garbage out of my house.
- Connie

{Kid Gamer}: Connie,
Thank you so kind words on my review. Wow you have a lot of questions on Lego Star Wars The Force Awakens. I saw the home console version, played it a bit, and played the Vita version through. I actually had to play it twice because I accidentally wrote over my save. My reading skills are not perfect. Something I am working on improving. In fact my response to you is being



SOUND OFF Continued

assisted by my dad.

To the best of my knowledge from screenshots and videos the Nintendo 3DS and PS Vita versions look very similar. WB Games provided us a copy on the PS4 and PS Vita. So I have not been able to personally verify the 3DS version. I would pay ten to twenty dollars. If you are patient it will come down in price. I noticed very little about the force in Lego Star Wars The Force Awakens. It is almost like it present but not focused upon. I understand your wanting to keep religious teachings that attack the Christian faith outside of your home. Why pay them money to attack your faith?

Images

Why has your images section dropped off? There are a lot of videos, reviews, news, and previews. But not many images anymore. I know Family Friendly Gaming has thousands of images on your website. What is going on? Can you put more images on the website?

- Martha

{Yolanda}: Martha, Thank you for contacting us. You bring up a valid point. We used to do more images and then the Videos section took off like crazy. We are getting a much better return on our videos than we are the images. There is also some additional factors. When it comes to images

we are dependent upon the video game companies for the pictures to publish. We can take them out of a video after we have done one of our own videos. Which is of course extra work and extra time that we simply do not have the money for. We have limitations. So what we have done as a compromise is increase the images section in each e-magazine, and kept them as pure and true as we can. There is another factor going on. The video game industry is in decline. Less companies and less products mean less for us to cover.

We will continue to look for opportunities to include more images on the website going forward. I can not give a timeline since we will need to raise funds and all of that. Come up with a plan. Do we pay for the same work twice? Once in the e-magazine and once online? What kind of problems will that create? How can any hurdles that come up be overcome?

Honesty

I want to thank Family Friendly Gaming for being honest and having integrity. It is rare to see from anyone in any gaming magazine, and/or gaming website. You talk about the lack of integrity from the gaming PR. You are correct. Many of us in gaming PR are cowards and liars. It is the nature of the beast in our industry. What you don't know is many of editors, reviewers, col-

umnist, and personalities at other gaming magazines and/or websites are also dishonest, schemers, liars, deceivers, selfish, and worse. Most of us in gaming PR do not know how to react to someone honest, caring, loving, and true. Please keep my contact information confidential.

- Name with held per request

{Paul}: Thank you for your amazing email. Don't worry we will keep all of your contact information private. I was not aware of this, and it certainly sheds a lot of light on this topic. What bothers me is we have worked with some of the same people for over a decade. Bent over backwards for them thousands of times. They never reciprocate. One little bad review, or one column they don't like after fifty good ones and they start acting evil.

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

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

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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: Where did Family Friendly Gaming get the mantra - "The Voice of the Family"?

Answer:

Question: Where can you buy retro video games?

Answer:

Question: Which video series done by FFG do you like the most?

Answer:

Question: Will VR make it?

Answer:

Question: What kind of games are the most family friendly?

Answer:

Question: How long have you been reading Family Friendly Gaming?

Answer:

Question: What is the name of the Christian Game Developers Conference?

Answer:

Question: Which issue of Family Friendly Gaming is your favorite?

Answer:

Question: When did Family Friendly Gaming start their own videos?

Answer:

Question: If you were an EC rated video game character, who would you be?

Answer:

Question: Why don't psychics win the lottery?

Answer:

Question: When will the video game industry stop discriminating against Christians?

Answer:

Question: What can you do to support Biblical traditional marriage?

Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 21

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about judging. It disturbs me to see selective scripture people say: "do not judge." They stop there and ignore the rest of the verse related to that. Or they ask: "who am I to judge?" If they were consistent then this would be no problem. They then go on the attack against Christians. Which seems odd whenever we talk about unity within the body of Christ since they claim to be Christians as well. From Christian music to some church leaders there is this judgemental nature on fellow believers all while they are claiming they do not judge.

Let us start with the Do not Judge. **Matthew 7:1-6** "Do not judge, or you too will be judged. 2 For in the same way you judge others, you will be judged, and with the measure you use, it will be measured to you. 3 "Why do you look at the speck of sawdust in your brother's eye and pay no attention to the plank in your own eye? 4 How can you say to your brother, 'Let me take the speck out of your eye,' when

all the time there is a plank in your own eye? 5 You hypocrite, first take the plank out of your own eye, and then you will see clearly to remove the speck from your brother's eye.

6 "Do not give dogs what is sacred; do not throw your pearls to pigs. If you do, they may trample them under their feet, and turn and tear you to pieces. Notice how the context of the entire scripture changes the meaning from what some church leaders are saying?

Now on to the not condemning. **John 8:9-11** *At this, those who heard began to go away one at a time, the older ones first, until only Jesus was left, with the woman still standing there. 10 Jesus straightened up and asked her, "Woman, where are they? Has no one condemned you?"*

11 "No one, sir," she said. "Then neither do I condemn you," Jesus declared. "Go now and leave your life of sin." Jesus offers the woman grace. She deserves death for her sins. At that time stoning was the penalty for being an evil adulterer. Notice how Jesus finishes the conversation. He tells her to leave her life of sin. That is what is missing from the do not judge, and do not condemn crowd. They have no

backbone for telling the unrepentant to leave their lifestyle of sin. Zacchaeus is another great example in Luke 19. He paid back more than what he stole from others. He was repentant and salvation came.

All of us are sinners. We are either remorseful and seek repentance or we stubbornly rebel against God. Those are the two camps of people. Those of us who have repented want the other camp to join us. Life is better when we humble ourselves and follow God.

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.

Keep Hydrated in the Heat

One of the most important things to do while out in the summer heat is to keep hydrated. Drinking fluids is important, especially water. Water can also be used to flush our systems when we are sick. There are other ways to keep hydrated in the summer heat. A cold, wet rag on your face, and neck can not only cool us, but also give us liquid through absorption. The same can be said for a cold shower after working hard out in the heat. Being aware of dehydration is obviously a very important thing. Awareness means you will go and get some liquids when it

is needed. Even if you do not feel thirsty.

Limit how much soda you drink while working out in the hot sun for a couple of reasons. It can lead to a stomach ache for one. It can also hurt with the additional sugar. Water, Gatorade, Vitamin Water, and others are so much better than soda while working out in the heat. Water is always the best thing on a hot summer day.

Taking breaks in the shade is also very important when working out in the summer heat. If you have air conditioning then it is beneficial to take breaks in an area with that. Breathe in the nose and out the mouth. The more you sweat the more you need to put healthy fluids back into your body. Avoid over doing it out in the summer heat. Projects will get done eventually.

Heat stroke is a very real danger especially here in the South. It is not something to play with, or mess around with. Avoid heat stroke at all costs. Some people tan just fine in the sun. Others burn. If you are someone who burns in the sun then please wear sun screen. A hat is also helpful since it will shade your face a little bit and keep it cooler. If you get really

hot then put some ice in your hat and put the hat on your head. That will provide some cooling, and hydration all at the same time.

Family Friendly Gaming wants all ya'll to be safe in the summer. Enjoy time in the water. Be aware of local dangers like water moccasins, sharks and more. Try to have a buddy with you in case something happens. Always be aware of your surroundings when you are out there relaxing. Whether it is the beach or the pool. Bad things can happen at any moment. Be vigilant. Don't let dangers cripple you. Find a safer path.

Don't drink the sea water. Don't drink the pool water. Have good hygiene. Don't go to the bathroom in the pool or the ocean. There are bathrooms for that. You do not need to pollute the area for everyone else. Slick concrete and running do not mix. Sand does not taste very good. Sun burn will hurt for quite a few days. Take the summer time enjoyment in moderation. Always have fluids nearby. The more you drink out in the summer heat the better. Watch out for summer storms because they can be just as deadly as ones in the spring, fall, and winter. Be safe.

IN THE

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CivilizationEDU Coming to High Schools

Take-Two Interactive Software, Inc.(NASDAQ:TTWO), 2K and Firaxis Games announced a partnership with GlassLab Inc., a nonprofit learning company, to bring a modified version of Sid Meier's Civilization V to high schools in North America in the fall of 2017. Developed by Firaxis Games, Sid Meier's Civilization V has sold-in more than 8 million units worldwide, was one of the most critically acclaimed PC games of 2010, and earned numerous awards and accolades. CivilizationEDU will provide students with the opportunity to think critically and create historical events, consider and evaluate the geographical ramifications of their economic and technological decisions, and to engage in systems thinking and experiment with the causal/correlative relationships between military, technology, political and socioeconomic development.

NEWS

In addition, GlassLab Inc. will add a learning analytics engine to CivilizationEDU to capture students' progress and assess their problem-solving skills – harnessing the popularity and innovation of interactive entertainment and turning it into a powerful tool for the classroom and alternative to standardized tests. Teachers who use CivilizationEDU will have access to an online dashboard that will provide reports on students' progress, demonstrating how in-game accomplishments relate to problem solving; developer diaries; gameplay tutorial videos, and instructional resources, including an in-depth gameplay guide and lesson plans aligned to academic and 21st century standards.

“We are incredibly proud to lend one of our industry's most beloved series to educators to use as a resource to inspire and engage students further,” said Strauss Zelnick, Chairman and CEO of Take-Two. “Civilization has challenged millions of people around the world to revisit and experience history, pursue boldly

exploration, and create their own societies based on their passions and freedom of choice. I can't think of a better interactive experience to help challenge and shape the minds of tomorrow's leaders.”

“For the past 25 years, we've found that one of the fun secrets of Civilization is learning while you play,” added Sid Meier, Founder and Director of Creative Development at Firaxis Games. “We've always focused on entertainment first, but we believe that our players – young and old – enjoy learning, even if they don't always enjoy education. Civilization players find fun in discovering new civilizations, running into famous historical leaders, and charting their own version of human history. Along the way, players learn valuable lessons from their success and failures and are able to try again, employing different choices and strategies. We're absolutely thrilled to be partnering with GlassLab and I am excited to see CivilizationEDU in classrooms next year.”

“Education today too often focuses on what can be measured, rather than what young people need to know. CivilizationEDU is a perfect example of how games can be used to teach and assess key 21st century skills that are hard to measure on multiple-choice tests,” said Connie Yowell, CEO of Collective Shift and its global learning movement LRNG, which is merging with GlassLab. “We're thrilled to offer CivilizationEDU as part of GlassLab's collection of games for next generation learning. This beloved game is an important addition to the rich learning resources the LRNG ecosystem offers online, in classrooms, and through the communities that are participating in the LRNG Cities movement.”

CivilizationEDU will be available for download in 2017 from specialized partners Houghton Mifflin Harcourt, SMS Tech Solutions, Edmodo and Learning.com, in addition to other distributors. No word on a physical copy of this product at this time. For more information please click [here](#).

In The News Continued



Activision brings Skylanders Academy to Netflix

Activision Blizzard, Inc. announced that “Skylanders Academy,” the first production by Activision Blizzard Studios—its newly-created television and film studio—will premiere in Fall 2016 on Netflix, the world’s leading internet television network.

“Over the last five years, millions of families around the world have welcomed Skylanders® characters into their homes. Now, they’ll be able to watch their favorite characters come to life on Netflix,” said Bobby Kotick, Chief Executive Officer of Activision Blizzard. “We couldn’t have found a better home for ‘Skylanders Academy’ and look forward to sharing our extraordinary characters with Netflix audiences around the world.”

The series follows the heroic adventures of the Skylanders team, a group of heroes with unique elemental skills and personalities who travel the vast Skylands universe, protecting it from evil-doers and showing the next wave of Academy cadets how to do things the “Skylander way.” Created by Toys For Bob, the \$3 billion Skylanders franchise has sold through more than 250 million toys since pioneering the toys-to-life category in 2011, and earlier this month Activision revealed Skylanders Imaginators,™ the latest innovation in the franchise.

“‘Skylanders Academy’ gives us the opportunity to approach narrative storytell-

ing with the same level of quality and excellence that millions of Skylanders fans have come to expect from the game,” said Activision Blizzard Studios Co-President Stacey Sher. “We’re inspired by our fans’ excitement for these characters and have worked hard to bring these characters to life with stories our fans will love.”

Activision Blizzard launched its studio last year to create original content based on the company’s intellectual property, and “Skylanders Academy” is the first production by Sher and studio Co-President Nick van Dyk. The two-season Netflix partnership is another important step in Activision Blizzard’s strategy of enhancing its franchises and broadening their appeal.

Produced under the supervision of showrunner Eric Rogers, “Skylanders Academy” features the voices of Justin Long as Spyro, Ashley Tisdale as Stealth Elf, Jonathan Banks as Eruptor and Norm MacDonald as Glumshanks. Additional voice talent includes The Diamond Minecart, Susan Sarandon, Daniel Wu, Parker Posey, James Hetfield, Catherine O’Hara, Bobcat Goldthwait, Chris Diamantopoulos, Jonny Rees, Harland Williams and Richard Horvitz.

Sher and van Dyk are joined by Sander Schwartz, the Emmy award-winning producer as the show’s executive producers. “Skylanders Academy” is animated by the internationally acclaimed TeamTO studio in France.

“Activision Blizzard Studios’ enviable mission is to work with our extraordinary portfolio of franchise intellectual property and bring it to broader audiences on new platforms,” said van Dyk. “We’re excited to reach this strategic partnership and for the future of ‘Skylanders Academy.’”

There is no word on a physical copy of this product at this time. For more information please click [here](#).

In The News Continued

Beauty And The Beast on Blu-ray and DVD Sept 20th

Twenty-five years ago, Disney’s “Beauty and the Beast” broke ground as the first animated feature film to receive an Academy Award® nomination for best picture, and now this tale as old as time joins the Walt Disney Signature Collection on Sept. 6 on Digital HD and Disney Movies Anywhere, and on Sept. 20 on Blu-ray™ and DVD.

The beloved animated classic has truly stood the test of time and now a whole new generation of viewers are invited to be our guest and fall in love with this enchanting tale, its captivating characters and unforgettable, award-winning music score and original song, “Beauty and the Beast.”

The Walt Disney Signature Collection edition features four versions of “Beauty and the Beast.” The Blu-ray release will include the original theatrical film; an extended version with the “Human Again” song sequence and a never-before-released on home entertainment sing-along version.

There is also a host of all-new bonus extras including a rare opportunity to gather around the piano with some of Disney’s greatest composers, including Alan Menken, Stephen Schwartz, Kristen Anderson-Lopez, Robert Lopez and Lin-Manuel Miranda as they sing and share how they’ve personally been inspired by the film’s award-winning music; a look at how Walt Disney himself sought to adapt this famous fairytale; a nostalgic look back with Paige O’Hara, the voice of Belle; behind-the-scenes access into the recording booth with the cast; and a sneak peek at Disney’s upcoming live-action retelling of “Beauty and the Beast,” arriving in theaters in 2017.

BLU-RAY, DIGITAL HD* & DISNEY MOVIES ANYWHERE:

- Original theatrical version

- New advanced sing-along version
 - Extended version with “Human Again” song sequence
- DIGITAL HD* & DISNEY MOVIES ANYWHERE:

Bonus Features:

BLU-RAY, DIGITAL HD* & DISNEY MOVIES ANYWHERE:

- Menken & Friends: 25 Years of Musical Inspiration – Get a front-row seat for an intimate discussion between legendary music composers from classic and future Disney films, including Alan Menken, Stephen Schwartz, Kristen Anderson-Lopez, Robert Lopez and Lin-Manuel Miranda.

- #1074: Walt, Fairy Tales & Beauty and the Beast – Long before “Beauty and the Beast” became the instant classic we know and love, Walt Disney made two attempts—between the 1930s and 1950s—to adapt the famous fairy tale into an animated film. Discover what Walt and his team was dreaming up through Walt’s actual voice recordings, archived artwork, story notes, and learn why the project was sidelined for decades.

- Always Belle – The original voice of Belle, Paige O’Hara, reminisces about earning the role of the beautiful bookworm in “Beauty and the Beast” and recalls how the iconic character changed her life and continues to inspire fans both young and old.

- The Recording Sessions – Go in the recording booth with the cast of Beauty and the Beast and see what went into adding voices to the characters and the lines we know and love.

- 25 Fun Facts About Beauty and the Beast – Disney Channel’s Gus Kamp and Kayla Maisonet host this entertaining countdown featuring little-known fun facts, anecdotes and hidden Easter Eggs (references to Disney animated films and characters) from one of the most cherished animated films of all time.

In The News Continued

Apple TV Gets Faith

The world's largest library of Christian and family films--the booming movie category--now is a single click away with ChristianCinema.com's release of the first-ever Apple TV streaming app for families of faith.

"Curated from top Christian filmmakers, all these titles in one place is a cinema rarity," said Bobby Downes, founder and CEO of Christian Cinema, which weekly adds the latest dramas, documentaries, short films, educational videos and more. "For a big swath of consumers, this is very big news."

Consumers of Christian Cinema's Apple TV app may:

1. choose to own or rent high-quality movies
2. watch a preview, rate and try before buying
3. assemble and access a personal movie library across multiple devices (TV, Laptop, Smart Phone, Tablets) to watch anywhere, any time.

"Since Christian Cinema was formed in 1999 to connect audiences with top faith-based movies, it's become the trusted name for families of faith," Christian Cinema Vice President Jared Geesey said. "Movie fans can build personal libraries in the cloud and access at will from any device through our growing suite of apps."

Apple's newest streaming app arrives as televisions become Apple's next hardware success story. In a fall 2015 note to investors, J.P. Morgan analyst Rod Hall predicted sales of 24 million next-gen Apple TVs in



2016. With graphics capability and an app store, Apple TV can disrupt existing console players, Hall wrote.

Parks Associates' data of 2015 HDTV streaming video player unit sales spurred AppleInsider to write: "Apple saw a big boost in market share thanks to the launch of the fourth-generation Apple TV with Siri remote. Of the four largest manufacturers (Apple, Roku, Amazon, and Google), Apple saw the greatest unit sales increase year over year, and its share of sales in 2015 was 50 percent higher than in 2014."

Parks Associates predicts 86 million streaming media players sold globally in 2019. Not incidentally, in November 2015 Christian Cinema launched an app on the popular Roku line, currently the number one streaming video player by market share.

"Movie watching just got social again," Downes said. "The Apple TV and Roku apps bring faith-and-family content to the big screen to share as a family. And we're talking newest and latest releases before they go to subscription platforms."

CHRISTIAN CINEMA: Since 1999 Christian Cinema has amassed and curated the world's largest selection of Christian movies from leading Christian filmmakers. Christian Cinema is the largest faith and family-based provider of Digital HD content to buy or rent. With no monthly subscriptions and no commitments, viewers pay only for the movies they watch.

Families are required to pay Internet usage fees to download and stream these movies. For more information please click here. Apple has been known to discriminate against Christians and Christian products in the past. It is a good sign to see this service allowed on an Apple device.

In The News Continued

State of Mind Announced

Berlin, 2048: Resources are scarce, overpopulation, war, advanced digitizing and government surveillance, as well as robotics and cyber technology seem to be the herald of global catastrophe. In the wake of all this, humanoid robots claim human rights, while the military and futurists try to create artificial life.

In this dystopian world Richard Nolan, a father and journalist, tries to survive with his family. The industry's solution to all of humanity's problems, though, seems to be a new virtual world. Through mind transfer, people live their lives in a peaceful place called CITY 5.

But during Richard's upload, something goes wrong: he now exists in both places, the real world Berlin and as a second, incomplete version in virtual space. Now he tries everything to reunite with his virtual self and his family, but he soon realizes that his search for salvation affects not only him, but the future of all humanity.

State of Mind is a futuristic thriller written by Martin Ganteföhr. The dystopian 3D adventure combines two diverse explorable worlds. Various playable characters as well as realistic low poly visuals let players submerge in a gritty but realistic vision of the future. Features:

- 3D-animated adventure written by Martin Ganteföhr with intensively researched visions of the future
- Various playable characters and narrative layers
- Immersive story with multiple choice dialogues influencing the game's world
- Two fully explorable worlds: dystopian Berlin of 2048, and the virtual world of CITY 5
- 20 hours of playtime in a unique, realistic low poly look

Sims 4 Dine Out Releases

Tired of eating at home? Looking to pursue a new endeavor? Well now is the time with The Sims™ 4 Dine Out*, introducing a slew of new gameplay possibilities, ranging from sending your Sims out for a delicious meal out on the town, to opening up a restaurant of their very own.

Now you can expand your Sims' palate with an assortment of new experimental cuisine, in addition to creating and managing a variety of restaurants. Hire staff, set the perfect menu, evaluate your sim's chef skills, and invest in advertising to grow their business and turn a profit.

A complete list of key features includes:

- Creating or customizing unique restaurants, ranging from a classic diner to an upscale Italian bistro;
- Owning and managing a restaurant, while hiring staff, setting the menu and prices, and chatting up diners to improve customer satisfaction;
- Sending Sims out to enjoy a delicious meal while on a romantic date, spending quality time with family, or playing it solo;
- Stepping outside your Sims' comfort zone with an assortment of new experimental cuisine that looks almost too good to eat!

The Sims 4 Dine Out Game Pack is now available as a digital download for \$19.99 on PC and Mac via Origin™.

*REQUIRES THE SIMS 4™ GAME (SOLD SEPARATELY) AND ALL GAME UPDATES TO PLAY. There is no word on a physical copy of this product at this time. For more information please click here.

In The News Continued

Rail Nation - Steam over Europe celebrates initial success

On April 13th, the brand new Rail Nation scenario 'Steam over Europe' premiered on the server 'DE-201 Brandenburg Gate'. An international, American and Russian server each followed suit soon after on 18th April.

Already, over 100,000 players are taking part in the fight for supremacy on an original map of Europe - divided into 10 regions. Trains can be sent to 50 authentic cities, all with their most famous landmarks.

"'Steam over Europe' opens up completely new possibilities," says game director Petr Vlcek. "Players have to work together more closely, can elect their best strategist as the mayor of their city and they can exchange goods both by sea and by land. All this on an original European map!" No word on a physical copy of this product at this time. For more information please click here.

The Lion's Song Episode 1 Launches

Mipumi Games have today released the very first episode of The Lion's Song, their new narrative-driven adventure game. The Lion's Song: Episode 1 - Silence will be available today for free on Steam. Players will also be able to pre-order the upcoming three episodes scheduled to be released in 2016 by buying the Season Pass for €9,99 Euros / \$9,99 Dollars / £8,99 GBP.

The Lion's Song: Episode 1 - Silence tells the story of Wilma, a talented young music student. Put under immense pressure by her professor, Wilma succumbs to crippling writer's block and is sent to a solitary Austrian alpine cabin to recover her inspiration and muse. Surrounded by high mountains and beset by a raging storm, searching for solitude and silence, will Wilma finally find her peace in an unexpected encounter?

The Lion's Song is a series of self-

iOS gaming goes Pro

Following the release of the 9.7-inch iPad Pro, Gamevice - the only Apple approved, Lightning connected game controller for latency free gameplay - is launching Gamevice controller for iPad (supporting iPad Air, iPad Air 2 and iPad Pro 9.7). The Gamevice for iPad will be available in the US. When it comes to mobile gaming, iPad Pro is the ultimate gaming device, with more graphics processing power than the Xbox 360. By adding Gamevice's ergonomic controls to the iPad Pro 9.7 and 12.3 it transforms them into a powerful, handheld gaming console. Connecting to the lightning port, Gamevice delivers zero latency to any optimized game. Gamevice for iPad Pro has been optimized to make gaming with the 12.3-inch screen comfortable to hold whilst playing - something that's hard to do with the iPad 12.3-inch version, without the Gamevice attached.

contained point & click stories set against the backdrop of early 20th century Austria, with every episode following a different character. Each character possesses an exceptional mind, and the game draws players into the story of their personal struggle for creativity, human connection and inspiration. The choices players make in The Lion's Song will have a direct impact on the storylines of all future episodes, and ultimately determine if the protagonists do find the success they are working for.

The titles will be released on PC first, with iOS and Android versions following soon after. The Season Pass is available now for €9.99 Euros / \$9.99 Dollars / £8.99 GBP. Individual episodes will also be available, priced at €3.99 Euros / \$3.99 Dollars / £3.49 GBP each.

No word on a physical copy of this product at this time. For more information please click here.

In The News Continued

Square Enix chooses Enlighten

FINAL FANTASY VII REMAKE is being developed with Enlighten global illumination, Geomerics, an ARM company. Square Enix Co., Ltd. has licensed Enlighten for use across multiple future titles on console platforms.

Real-time global illumination by Enlighten adds unrivalled subtlety and depth to dynamic scenes; texture details are highlighted more effectively and light can graduate smoothly from source to shadow. It provides the option to work in conjunction with physically based rendering, a technique that simulates the real-world properties of materials and light in order to deliver predictable responses across any environment or lighting set up. This feature brings workflow and quality benefits to any project team, no matter if they are targeting photorealism or a more stylized art direction.

"Square Enix constantly [edited out offensive word] our development tools to ensure that we remain at the cutting edge," said Producer, Kitase Yoshinori of FINAL FANTASY VII REMAKE at Square Enix. "After investigation, our teams selected Enlighten as the most advanced third party global illumination technology available and made the decision to utilize the technology for the remake. Its quality per man-hour is unrivalled and will enable us to deliver the highest fidelity version of Midgard to our fans than ever before."

"Square Enix titles are masterfully crafted and the company is deserving of their reputation for innovation and creativity," said Chris Porthouse, VP gaming middleware, ARM. "As the number of companies adopting Enlighten in Japan grows, ARM is investing in local support so that new partners, such as Square Enix, can be as successful as possible with our products."

Natsume Still Not Listening

Natsume is still not listening to Family Friendly Gaming Universe. If anything they are doing the opposite to spite the millions upon millions within Family Friendly Gaming Universe. Natsume continues to spit in the face of the super majority of Americans that self-identify as Christian. What is their problem?

It is certainly true that some bad habits are hard to break. One of the best Harvest Moon video games to have ever been released was Harvest Moon Grand Bazaar. This hand held video game had a wonderful story, and had all kinds of freedom in what to do. Harvest Moon Grand Bazaar was also a game that was friendly to families, Christians, and the super majority of Americans. Natsume made the wise decision to leave off the religious content of the false harvest goddess. Natsume also made the intelligent deci-

sion to leave out the despised witch character. This Harvest Moon video game was well received. It was a win for the families. It was a win for gamers. It was a win for Christians. It was a win for Natsume.

Yet after that success Natsume fell back into bad habits and brought back the highly divisive and extremely controversial false goddess, and witch characters. Why Natsume? Family Friendly Gaming Universe has told you over and over again we liked the Harvest Moon games without those offensive characters. Want to know how we know Natsume is not listening? Harvest Moon Skytree Village has been announced and the storyline is all about a false harvest goddess. Again Natsume returns to someone we do not want. Again Natsume shows they are not listening. Again Natsume chooses the path of offensive, controversial, and highly divisive content. Natsume is not listening. Only poor sales will get their attention.

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?

Video games teach us a wide array of things. Family Friendly Gaming would like to see a Dragon Ball Xenoverse Kinect video game. Getting up off the couch and physically enacting the moves from Dragonball is one of the things that made Dragon Ball Z For Kinect so much fun. There was content that families could have done without like the blood. That game was also only for family members thirteen years and older.

Imagine competing against other players and the winner is the person who is more physically

fit. It would actually lend some form of credibility to the e-Sports attempts. Watching people sitting there on a computer digitally murdering one another is not something I consider a sport. To Family Friendly Gaming a sport requires real physical activity. Not just fingers, and tongues.

A Dragon Ball Xenoverse for Kinect could be done since Dragon Ball Z For Kinect was released. Family Friendly Gaming has hope that someone out there in Family Friendly Gaming Universe can make it happen. The more people that ask for it the better chance we all have of being able to play such a game. Can you help us make this game happen? What can you do to move the industry toward making such a video game? And making it safer for families.

There is one note on Dragon Ball Z For Kinect that needs to

be mentioned. The kamehameha motion was not correct in Dragon Ball Z For Kinect. It would be absolutely awesome if it could be fixed in a Dragon Ball Xenoverse Kinect video game. It is a small thing that hardcore fans really want to see done.

Tournaments in a Dragon Ball Xenoverse Kinect video game would be tests of stamina and endurance. Players could receive breaks between rounds while the other players in different brackets were having their digital fights. It would add a level of realism to Dragon Ball video games that can not be earned from sitting there pressing buttons. Video game companies claim to add realism. This is an opportunity for them to actually do it. Not make the claim only. Would you be willing to play a Dragon Ball Xenoverse Kinect video game?

Deuteronomy 21:18-21

18 If someone has a stubborn and rebellious son who does not obey his father and mother and will not listen to them when they discipline him, 19 his father and mother shall take hold of him and bring him to the elders at the gate of his town. 20 They shall say to the elders, "This son of ours is stubborn and rebellious. He will not obey us. He is a glutton and a drunkard." 21 Then all the men of his town are to stone him to death. You must purge the evil from among you. All Israel will hear of it and be afraid.

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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Hyrule Warriors Legends

SCORE: 52



Bravely Second End Layer

SCORE: 55



It is so great that Family Friendly Gaming purchased a copy of Hyrule Warriors Legends on the Nintendo 3DS for this review. I thought Hyrule Warriors Legends would connect to the Wii U Hyrule Warriors video game. It does not. There are codes in Hyrule Warriors Legends if you purchase a new version of the game (or it has been redeemed in a used version) that unlock Wind Waker DLC characters and levels in the Wii U version. Those DLC characters and levels are available in the Nintendo 3DS version.

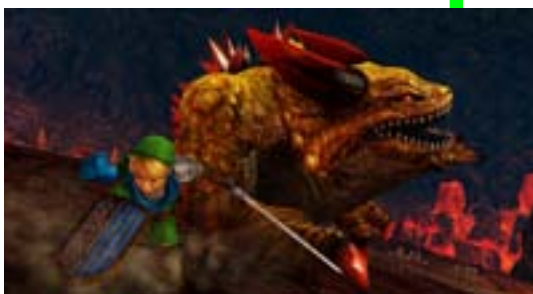
Aside from a few new levels and characters in Hyrule Warriors Legends, it is essentially the same game as the Wii U version. Which means squinting at the small screen trying to murder thousands of the same looking characters. Hyrule Warriors Legends is a boring experience on so many levels. The only thing that kept me mentally engaged was all of



the pop up messages.

What is with all of the pop up messages in Hyrule Warriors Legends? They are there to let me know I need to swap to another character on another part of the screen. I hate that. I am enjoying mowing down all these creatures in one area. I hate having to swap to another character with different attacks. The giant boss characters were a pain in Hyrule Warriors Legends.

I also found it is easy to fail levels in Hyrule War-



riors Legends. What is bad is failing like ninety percent through the level. Guess what that means? Completely replay the level from the start. That is not appealing. Hyrule Warriors Legends contains magic, violence, enticement to lust, false goddess, fairies, eastern religious teachings, long levels, and more. I really wish Hyrule Warriors Legends could play with Hyrule Warriors on the Wii U. Battling with a friend locally would have been great.

The best part of Hyrule Warriors Legends is it costs way less than the Wii U version of the same game with a slightly different name. Hyrule Warriors Legends is not much of a hand held video game though. In my opinion Hyrule Warriors Legends is worth around twenty dollars. If you can stomach digitally murdering thousands of these creatures that consistently respawn. Hyrule Warriors Legends fits under my definition of boring.
- Mark



Publisher: Nintendo
Developer: Omega Force
System: Nintendo 3DS
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Suggestive Themes}

Graphics: 40%
Sound: 70%
Replay/Extras: 70%
Gameplay: 40%
Family Friendly Gaming: 40%

I found Bravely Default to be one of the most boring role playing video games of all time. Bravely Second End Layer continues that tradition. If you enjoy grinding, and swapping jobs then you will find something to like in Bravely Second End Layer. Eastern religious teachings are found throughout Bravely Second End Layer on the Nintendo 3DS. Nintendo used to hide their discrimination against Christians. Now they are fully out of the closet with their hostility. I suppose they do not want any sales from the super majority of Americans who self identify as Christian.

We run into new characters,



and old characters from the first game in Bravely Second End Layer. We start with the peace being broken by a kidnapping of a female high up in a false religious belief set. Bravely Second End Layer also contains blood, violence, enticement to lust, alcohol, magic, and more. The teaching on what makes up a soul is one of the strangest religious teachings I have ever seen in a video game.

Bravely Second End Layer loves to take the player on side quests. Talk to this person, go get this item, and so on. Then there are actual side quests that have nothing to do with the story in Bravely Second End Layer. They are denoted with blue markers



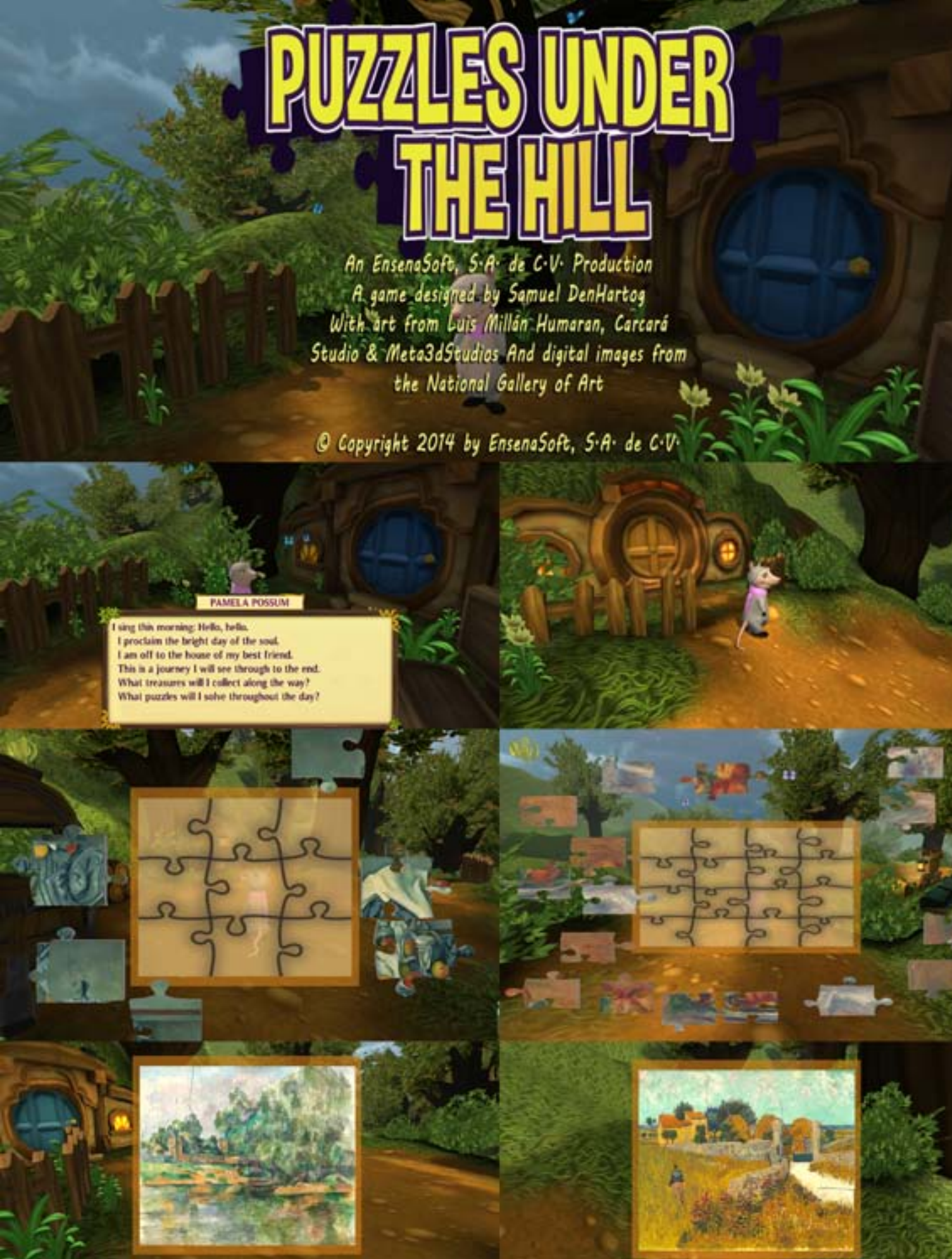
instead of the normal yellow ones for stories.

I hope this franchise will die off. The social aspect of a single player role playing game still does not fit for me. I also kept falling asleep while playing Bravely Second End Layer. From the over used storylines to the boring battles. The focus on education in one of the towns is interesting to me. Plenty of sponsored discrimination in Bravely Second End Layer. In fact Bravely Second End Layer may be one of the ugliest games I have played in that regard. Square Enix has been known for that in the past though. Skip this game for better products.
- RPG Master



Publisher: Nintendo
Developer: Square Enix
System: Nintendo 3DS
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes, Use of Alcohol}

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



ADVERTISEMENT



One Piece Pirate Warriors 3

SCORE: 56



Family Friendly Gaming purchased a copy of One Piece Pirate Warriors 3 on the Playstation 4 for this review. The PR and Marketing people associated with this game failed to respond to requests for a reviewable copy. They probably did not want the public to hear our opinion on this Dynasty Warriors clone. One Piece Pirate Warriors 3 does contain some manga elements to it.

Expect to punch, kick, slash, and use special attacks on thousands of the same looking characters. Japanese voices are in One Piece Pirate Warriors 3 as well. Which makes this translation seem sloppy. Can't they give us more than just words to read? I do like

the local multiplayer in One Piece Pirate Warriors 3.

One Piece Pirate Warriors 3 contains the Adventure Log, Free Log, Dream Log, Online, Options and Gallery.

There is violence, blood, enticement to lust, lack of attire, bad language, religious teachings in false gods, and false goddesses, devil fruit, and more. Beli growth is available, and there are coins to upgrade characters.

The missions in One Piece Pirate Warriors 3 get annoying really fast. I hate having to constantly back track to take care of some invading force coming from the opposite end of the map. One Piece Pirate Warriors 3 can be extremely repetitive. Kill so many guys and conquer an area. Beat the tougher and bigger enemy to conquer



other areas. Boss fights are marginally more interesting. We actually have to avoid some attacks then.

Adventure Log in One Piece Pirate Warriors 3 is the main story mode. Free Log is playing any of the previously unlocked levels in a free mode. Dream Log is about island hopping and fighting other characters in the game. One Piece Pirate Warriors 3 likes to throw different things at the player to keep them on their toes. This might be the only thing that keeps gamers mentally engaged after digitally murdering thousands. One Piece Pirate Warriors 3 is worth ten to twenty dollars in my opinion. - Teen Gamer

Publisher: Bandai Namco Entertainment
Developer: Koei Tecmo
System: PC/PS3/PS Vita/PS4(tested)
Rating: 'T' - THIRTEEN AND OLDER ONLY {Crude Humor, Mild Language, Suggestive Themes, Use of Tobacco}



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



The Legend of Heroes Trails of Cold Steel



SCORE: 54

I am thankful Family Friendly Gaming purchased a copy of The Legend of Heroes Trails of Cold Steel on the Playstation 3 in the physical copy format. That is the good news. The bad news is the PR and Marketing for this game failed us miserably. Maybe they don't want you to know the installation of this game is insanely long. Or some of the other issues in The Legend of Heroes Trails of Cold Steel.

It takes a few hours to get into The Legend of Heroes Trails of Cold Steel. It starts really boring, and what we do in this role playing video game is very repetitive. Some kind of test, free day, and then we go on a field study. Rinse and repeat in the chapters.

If you can get into this game, then you will find a typical Japanese story with typical stereotyped characters. It is sad to me that The Legend of Heroes Trails of Cold Steel attacks Christians and Biblical mar-



riage. There is also enticement to lust, sexual deviancy, magic, violence, alcohol, tobacco, bad language, suicide, adultery, incest, false gods, false goddesses, perverts, and more.

The turn based battles involve two characters linking. Players can have up to four in the battle screen at once. Others can be called in at any time during the fight. There are link attacks, S-breaks, and S-crafts in The Legend of Heroes Trails



of Cold Steel. Players can also fish, cook, and play a little card game. I liked traveling by horse in The Legend of Heroes Trails of Cold Steel in a few areas.

Magic is used via quartz. We collect sepith from enemies and treasure chests. That can be used to unlock slots. Then magic can be assigned to those slots as long as they are of the same type. It sounds deep and confusing. It is actually pretty simple. Bonding events are limited to how many bonding points you happen to have. I focused on just certain characters to grow the linking between them.

The Legend of Heroes Trails of Cold Steel feels like an exploration of a fantasy world. I wish the Judeo-Christian belief set would have been encouraged in The Legend of Heroes Trails of Cold Steel instead of attacked and discouraged. Pass on The Legend of Heroes Trails of Cold Steel.
- RPG Master

Publisher: XSeed Games
Developer: Nihon Falcom
System: PCS Vita/PS3(tested)
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Language, Mild Suggestive Themes, Use of Alcohol and Tobacco, Violence}



Graphics: 50%
Sound: 50%
Replay/Extras: 80%
Gameplay: 70%
Family Friendly Factor: 20%

VIDEO GAME LIES

by Paul Bury

Version 2

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Grand Ages Medi- eval

SCORE: 66

I like Grand Ages Medieval on the Playstation 4. I hope more town builder games with political intrigue are brought over to the home consoles. There are some areas Kalypso Media needs to work on which I will get into in this review. The commodity trading, and music in Grand Ages Medieval is fantastic. I also like sending scouts out to remove the fog of war.

Starting out in our own town and learning how to build, recruit, and more is really fun. I wish Grand Ages Medieval had a single player sandbox mode. The storyline in is okay. I just enjoy building and exploring at my own pace. There is also fighting that is a part of Grand Ages Medieval. It is limited and actually pretty lame.

I hated having to bribe other cities to become friends with them. I also started to



wonder why the empress had me do everything. Can't some of these other mayors or governors fix things like bridges? A delicate balance is needed in Grand Ages Medieval. Otherwise you run out of food or other materials. This frustrated me to no end.

There is another major frustration in Grand Ages Medieval - the controls. The lack of intelligent design in the



Nascar 15

SCORE: 76



I am thankful Family Friendly Gaming purchased a copy of Nascar 15 on the Playstation 3. This game has been sitting around waiting for someone to play it for a review. So I stepped up to the plate. Nascar 15 is suffering from an identity crisis. It is too similar to previous years, and it seems like every year there is a new publisher. Which makes the failures of the previous publishers a bit more understandable. At least in terms of failing Family Friendly Gaming.

We still have quizzes on loading screens, and country music. Plenty of options in Nascar 15. It does not pay to skip practices or qualifying in Nascar 15. If you do then you

will get a low placement. It will also hurt you if you drop how many laps you have to do. Since it takes time to catch up to the other cars. Nascar 15 confused me. At times I could blow by other cars. Then they would pass me back and I could do nothing about it.

The voice acting in Nascar 15 is decent. I love how they expect us to race clean. The pit crew chief tells us to race clean in Nascar 15. The races in Nascar 15 can be fun or boring. It all depends on your perspective. It can be boring to try and be perfect in lap after lap. My mind starts to wander when I am expected to do the same thing over and over again. Crashes are a part of Nascar 15. So are the com-



pany ads. I should be paid for them to advertise to me.

I ran into a couple of glitches while playing Nascar 15. Some races start messed up. Like my car wanted to take a right turn and drive into the wall. Every single time I started this one race. Why is that? Some adjustment I made on the car? It takes time to get good in the career mode. Do not expect to start right at the top in the career. Which is really not realistic in my opinion.

I enjoyed my time with Nascar 15. It is not a perfect Nascar game. It looks nice, and it plays good (most of the time). When will it move to the Wii U, PS4, and Xbox One? - Frank



Publisher: Kalypso Media
Developer: Gaming Mind Studios
System: PC/PS4(tested)
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Violence}



Graphics: 60%
Sound: 80%
Replay/Extras: 90%
Gameplay: 40%
Family Friendly Factor: 60%

Publisher: Dusenberry Martin Racing
Developer: Eutechnyx
System: PC/Xbox 360/PS3(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



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



All-Pro Football 2K8

SCORE: 66



Continuum Season Four

SCORE: 48



I gave All-Pro Football 2K8 every chance to score a touchdown and this pretender football game let me down. There are 240 legends of football like Joe Montana, Jerry Rice, and more. They are drafted onto completely different teams since EA Sports locked down the NFL with a contract. I don't mind the different teams.

All-Pro Football 2K8 is a very defensive video game. It is tough to do much of anything in All-Pro Football 2K8. Passing in All-Pro Football 2K8 is horrendous. Players must know the timing of when to throw. In fact anticipation is also a part of the kicking game. Snow weighed down a thirty yard field goal and the ball landed in the end zone. Kickers routinely fall as well as other glitches in All-Pro Foot-



ball 2K8. Penalties in All-Pro Football 2K8 are confusing. My running back was face masked, horse collared, and I was held on defense. No penalty. Then my quarterback under throws a receiver and he bumps a defender to get the ball - pass interference on the defense. Okay. Characters



hit hard and there plenty of crunching sounds. As well as bad language in All-Pro Football 2K8. The 2K Beats offensive songs can be turned off.

The menu screen controls are confusing. For two players to play one another they each must create a team. The AI in this game is horrible. The cornerbacks drop more interceptions in All-Pro Football 2K8 than I could count. All-Pro Football 2K8 contains Quick Game, Teams, Season, Practice, Options, Features, and Online. If you watch a replay in All-Pro Football 2K8 then you can not challenge the ruling on the field.

I wish All-Pro Football 2K8 was a better football game. The idea of the legends is perfect. The controls and implementation of this game is not. - Frank

Since my family knew I was curious how Continuum ended they gave me Continuum Season Four on DVD for Father's Day. I am happy to see this show end. At the same time some of the thought provoking concepts will be missed. I wish Continuum could have been done in a more family friendly manner as well. As is, Continuum Season Four is for adults only. Especially with the blood and gore.

I am surprised that Continuum Season Four is only six episodes. The pace is much quicker, and feels really rushed. Like they wanted to get so many different concepts in but were really limited by this show that is barely over one



quarter of a normal television show season. We find out who the mech suits are, and how they relate to Brad. Kellog becomes a major player in Continuum Season Four.

The issues families need to know about Continuum Season Four is blood, violence, horrible bad language, gore, lies, deceit, enticement to lust, sexual deviancy, and more. Why can't TV shows clean up their acts? They do not need all the bad stuff to be entertaining. Which is why so many families are rejecting new television shows. I see such potential in Continuum

Season Four. I am sad it was not realized.

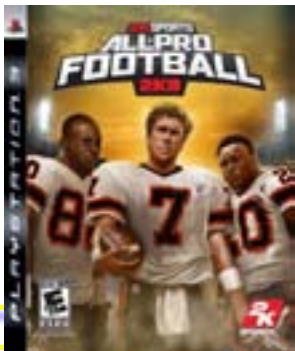
Different factions have different agendas in Continuum Season Four. It becomes apparent that very few characters in Continuum Season Four can trust other characters. The



Traveler is a cool character in Continuum Season Four who helps guide many of the other characters. Most characters in Continuum Season Four play to their stereotypes amazingly well.

SPOILER ALERT! Kiera Cameron finally makes it back to her time. Continuum Season Four has a bit of twist in store for viewers though. There is another her in that timeline. So she can see her son from afar, but he is a bit different from the son she remembers. What eventually happens to her? We don't know. Kellog's fate is even worse as he is sent back in time to when there was no technology and just tribal people. - Paul

Publisher: 2K Sports
Developer: Visual Concepts
System: Xbox 360/PS3(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Language}



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

Publisher: Universal Home Entertainment
Developer: Reunion Pictures
System: DVD
Rating: 'NR' - Not Rated



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



The Last Man on Earth Season One

SCORE: 36

I saw The Last Man on Earth Season One at Target on sale for eight dollars. It was only 282 minutes long, and I knew nothing about the show. The back had an interesting sounding premise. Phil Miller survives a virus that kills just about every body. He looks all around the country to find people and comes up empty. So he writes: “Alive in Tucson,” on numerous road signs. Please note there will be spoilers in this review.

The Last Man on Earth Season One started great. Phil is by himself doing whatever he wants to do. He talks to God, and it is cool. Then we get Carol who will not have sex until she is married. Again great things. Melissa shows up and we have the need to repopulate the Earth, and it is great. Once Todd arrives things start to go downhill in



this show. By the time we get the second Phil Miller, The Last Man on Earth Season One is in complete free fall. Morals and ethics are gone. People become hypocrites.

I noticed some things in The Last Man on Earth Season One. Everyone that shows up thanks to Phil Miller expects him to serve them. They



Publisher: 20th Century Fox
Developer: 20th Century Fox
System: DVD
Rating: ‘NR’ - Not Rated



like the second evil Phil Miller because he does for them. Why can’t they do for themselves? The second evil Phil steals the original Phil’s name, woman, presidency, chores, and more. Even winds up driving the original Phil Miller out in the desert and leaves him to die. The lack of gratefulness in this show astounds me. If anything the people in Tucson should leave. They steal all of Phil Miller’s stuff that he worked so hard for.

The Last Man on Earth Season One contains bad language, tons of alcohol, attacks on marriage, supports divorce, supports sinful lifestyles, enticement to lust, lies, deceit, sex outside of marriage,

an obsession with sex, anti-man, strange definition of attractiveness and more. This show had so much promise and it failed.
- Paul

Graphics: 40%
Sound: 50%
Replay: 50%
Gameplay: 10%
Family Friendly Factor: 30%

Pinocchio

SCORE: 78

As I was rummaging around in the Family Friendly Gaming Vault I noticed Pinocchio on the Genesis. This Disney movie based video game is also on the Super NES. Pinocchio follows the movie quite well with the levels. My biggest issue with Pinocchio is how confusing the levels are. Over and over again I was confused about where to go and what to do in Pinocchio. Little in this retro home console video game is apparent.

Graphically Pinocchio looks good for the era. This is from the past Disney games where the visuals were well renowned. The music in Pinocchio is also exceptional. THQ had a long history of making Disney games and it feels good to play another one of their games again. Since Pinocchio is a retro video game expect to play through multiple levels. Thankfully Pinocchio provides enough levels to make it fair.

Some of the lessons in Pinocchio are to be unselfish, brave, and truthful. These are wonderful lessons that modern day video games should teach. Games like Pinocchio remind us why the retro games are so much better in so many wonderful ways. I enjoyed my time with Pinocchio on the Genesis. I hope to see more games like it in the future. - Paul

Publisher: THQ
Developer: Virgin Interactive
System: SNES/Genesis
Rating: ‘KA’ - Kids to Adults

Graphics: 90%
Sound: 90%
Replay: 70%
Gameplay: 60%
Family Friendly Factor: 80%



Takin it to the Hoop

SCORE: 66

Takin it to the Hoop is a basketball video game on the Turbografx-16 for one or two family members. A special adapter is needed for two family members to play this game since the Turbografx-16 system only had one controller port. Families can then play in a tournament, league, or exhibition. There are eight teams to pick from in Takin it to the Hoop.

The controls in Takin it to the Hoop take some getting used to. We also ran into controller glitches while playing this home console basketball game. At least I hope it was controller glitches since we do not have additional parts to swap out and determine if it was the game or the controllers. We did experience similar controller glitches in other games which makes us think it was the controllers.

Graphically Takin it to the Hoop did not impress me. The music is also sub standard for the era. Slam dunks look good, and are about the best way to score in Takin it to the Hoop. Free throws are easy thankfully. Too many basketball games have nearly impossible free throws. I would like to see this franchise return at some future date. - Frank

Publisher: NEC
Developer: Alcom
System: Turbografx-16
Rating: ‘NR’ - Not Rated

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





Product: Fifa 17
Company: EA Sports
System: PC/PS4/Xbox One
Release Date: September 27, 2016
Rating: 'RP' – Rating Pending





Product: PES 2017
 Company: Konami
 System: PC/PS3/PS4/Xbox 360/
 Xbox One
 Release Date: TBA
 Rating: 'RP' - Rating Pending



DEVELOPING

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GAMES





Product: Lego Dimensions
Company: WB Games
System: Wii U/PS3/Xbox 360/Xbox One/
PS4
Release Date: TBA
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Cartoon Violence, Crude
Humor}



Product: Lego Dimensions
 Company: WB Games
 System: Wii U/PS3/Xbox 360/Xbox One/
 PS4
 Release Date: TBA
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence, Crude
 Humor}



Product: Lego Dimensions
 Company: WB Games
 System: Wii U/PS3/Xbox 360/Xbox One/
 PS4
 Release Date: TBA
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence, Crude
 Humor}





Product: LEGO Worlds
 Company: WB Games
 System: Personal Computer
 Release Date: TBA
 Rating: 'RP' - Rating Pending





Product: LEGO Worlds
 Company: WB Games
 System: Personal Computer
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Product: Skylanders Imaginators
Company: Activision
System: PS3/PS4/Wii U/Xbox
360/Xbox One
Release Date: October 16, 2016
Rating: 'RP' - Rating Pending





Product: Skylanders Imaginators
Company: Activision
System: PS3/PS4/Wii U/Xbox
360/Xbox One
Release Date: October 16, 2016
Rating: 'RP' - Rating Pending





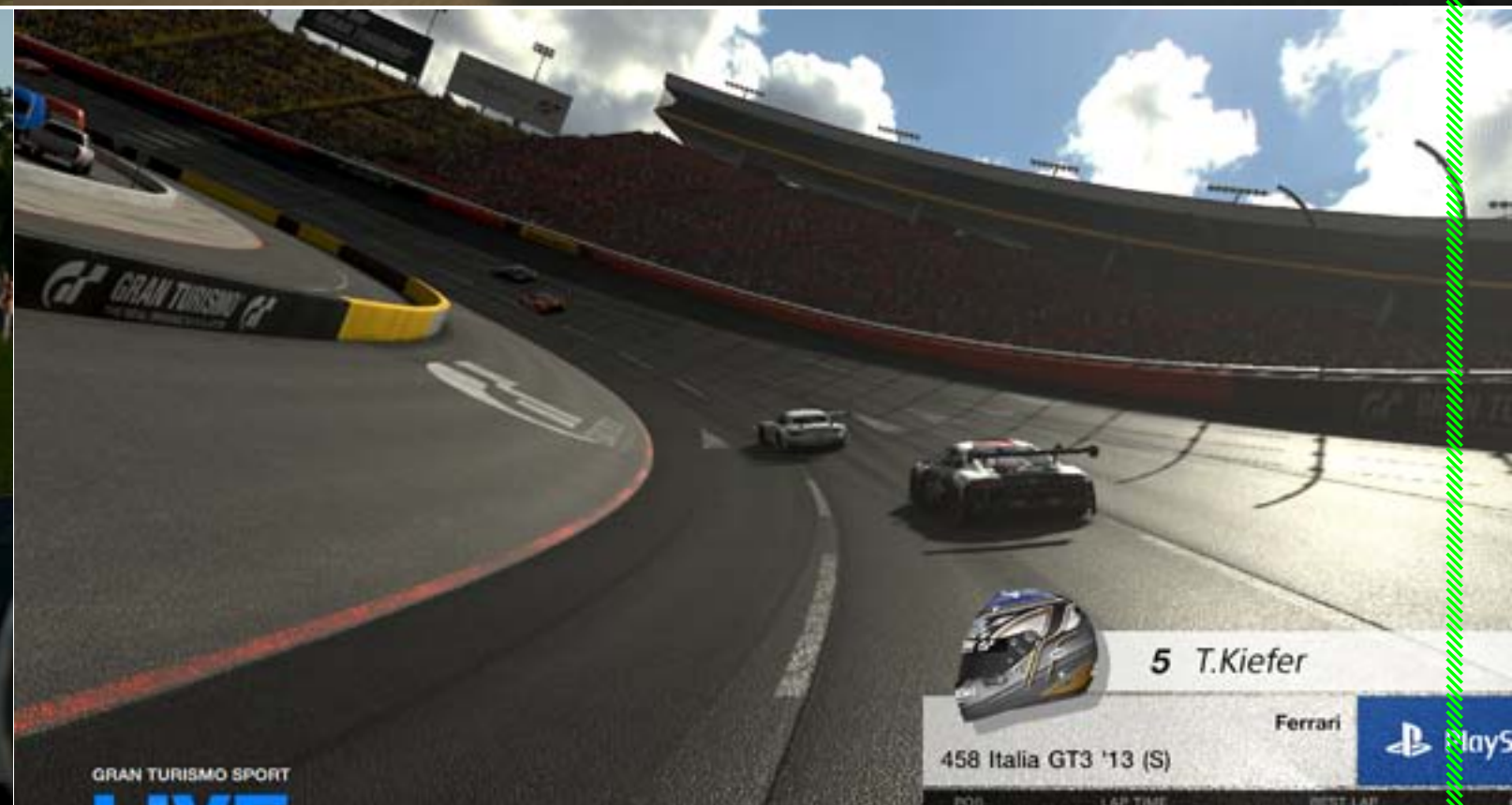
Product: The Legend of Zelda
Breath of the Wild
Company: Nintendo
System: Wii U/NX
Release Date: 2017
Rating: 'RP' - Rating Pending



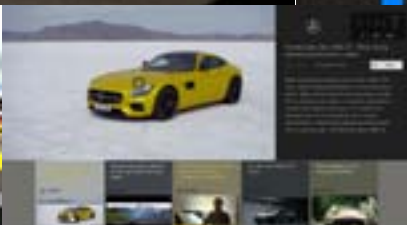
Product: The Legend of Zelda
Breath of the Wild
Company: Nintendo
System: Wii U/NX
Release Date: 2017
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Gran Turismo Sport
 Company: Sony
 System: Playstation 4
 Release Date: November 15, 2016
 Rating: 'RP' Rating Pending





Product: Just Dance 2017
 Company: Ubisoft
 System: PC/PS3/PS4/Wii/Wii U/
 Xbox 360/Xbox One
 Release Date: October 2016
 Rating: 'RP' - Rating Pending





Product: Steep
Company: Ubisoft
System: PC/PS4/Xbox One
Release Date: Christmas 2016
Rating: 'RP' - Rating Pending





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Product: Ducati 90th Anniversary
Company: Square Enix
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY

DUCATI
90th ANNIVERSARY
THE OFFICIAL VIDEOGAME



Product: Ducati 90th Anniversary
Company: Square Enix
System: PC/PS4/Xbox One
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



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: 'E10+' - Everyone TEN and OLDER
ONLY {Cartoon Violence, Comic Mischief,
Mild Language}



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: 'E10+' - Everyone TEN and OLDER
 ONLY {Cartoon Violence, Comic Mischief,
 Mild Language}



Internet Browser

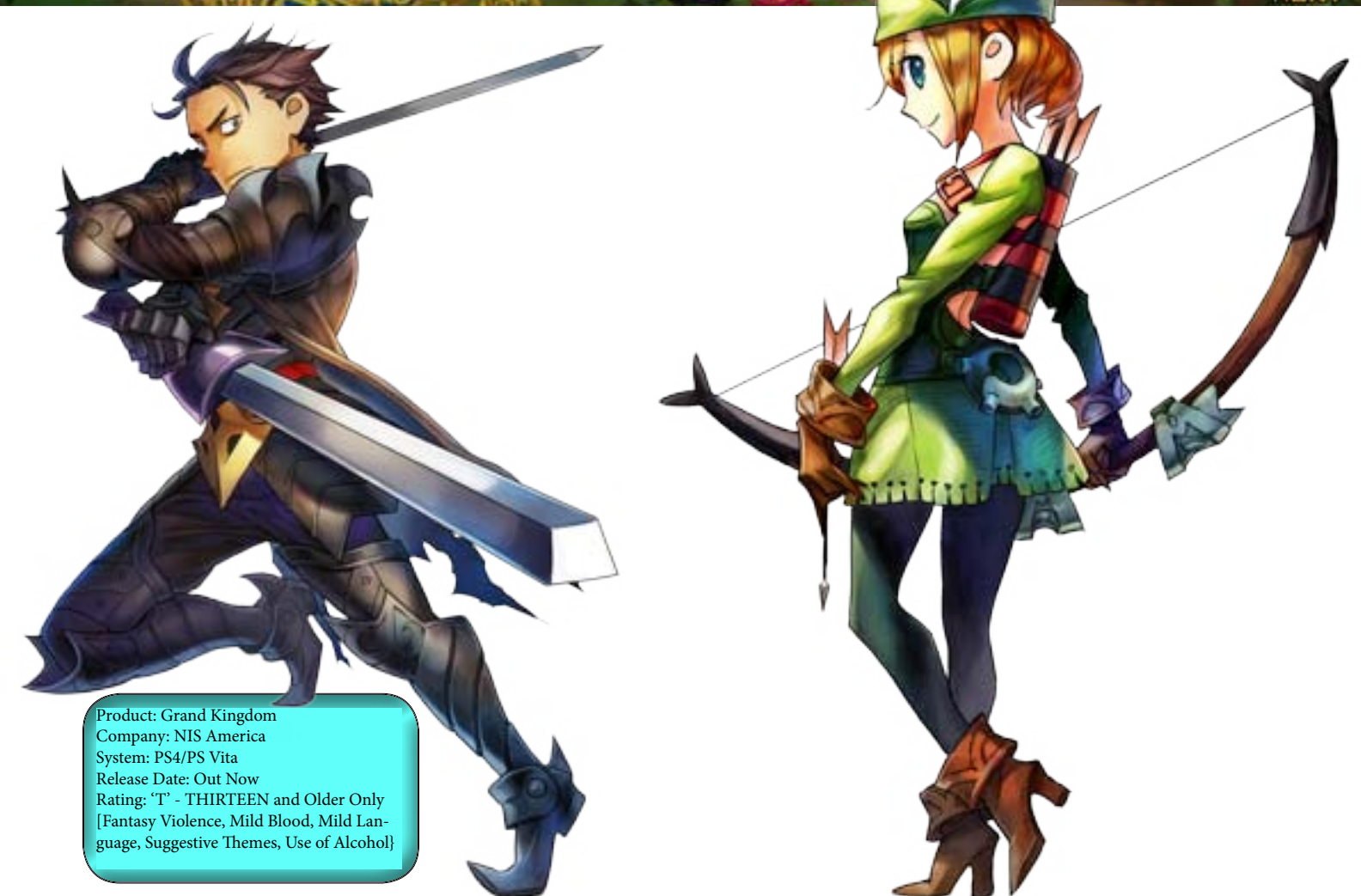
Product: STAR OCEAN Integrity and Faithlessness
 Company: Square Enix
 System: PS3/PS4
 Release Date: June 28, 2016
 Rating: "T" - THIRTEEN and OLDER ONLY
 (Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes, Use of Alcohol)



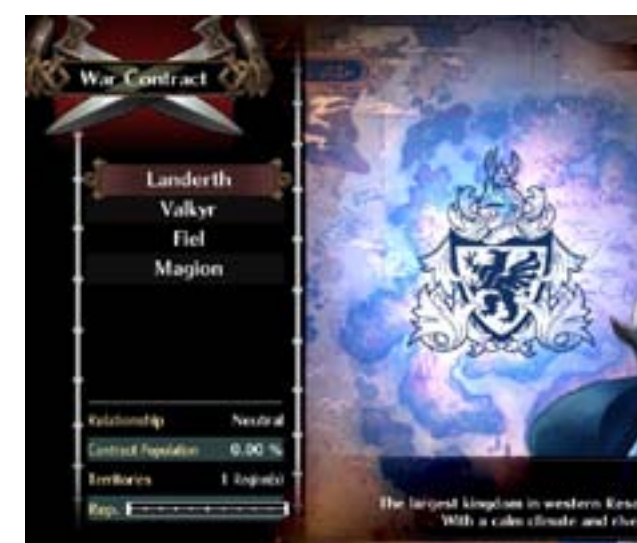
Product: STAR OCEAN Integrity and Faithlessness
 Company: Square Enix
 System: PS3/PS4
 Release Date: June 28, 2016
 Rating: "T" - THIRTEEN and OLDER ONLY
 {Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes, Use of Alcohol}



NOW PLAYING



Product: Grand Kingdom
 Company: NIS America
 System: PS4/PS Vita
 Release Date: Out Now
 Rating: "T" - THIRTEEN and Older Only
 [Fantasy Violence, Mild Blood, Mild Language, Suggestive Themes, Use of Alcohol]





Last Minute

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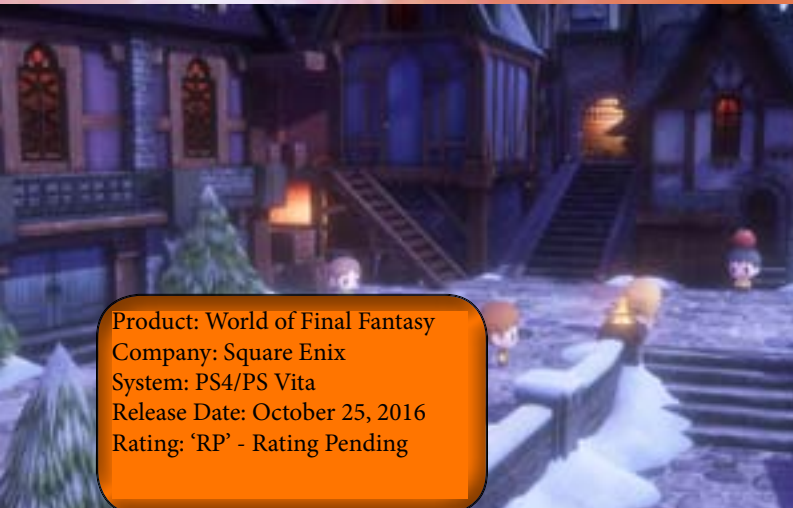
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Product: World of Final Fantasy
 Company: Square Enix
 System: PS4/PS Vita
 Release Date: October 25, 2016
 Rating: 'RP' - Rating Pending





Product: World of Final Fantasy
Company: Square Enix
System: PS4/PS Vita
Release Date: October 25, 2016
Rating: 'RP' - Rating Pending



Product: KINGDOM HEARTS HD
2.8 Final Chapter Prologue
Company: Square Enix
System: Playstation 4
Release Date: December 2016
Rating: 'RP' - Rating Pending



Product: Injustice 2
Company: WB Games
System: Playstation 4/Xbox One
Release Date: 2017
Rating: 'RP' - Rating Pending



Product: Tekken 7
Company: Bandai Namco Games
System: PS4/PC/Xbox One
Release Date: 2017
Rating: 'RP' - Rating Pending



Product: Grow Up
Company: Ubisoft
System: PC/PS4/Xbox One
Release Date: August 2016
Rating: 'RP' - Rating Pending





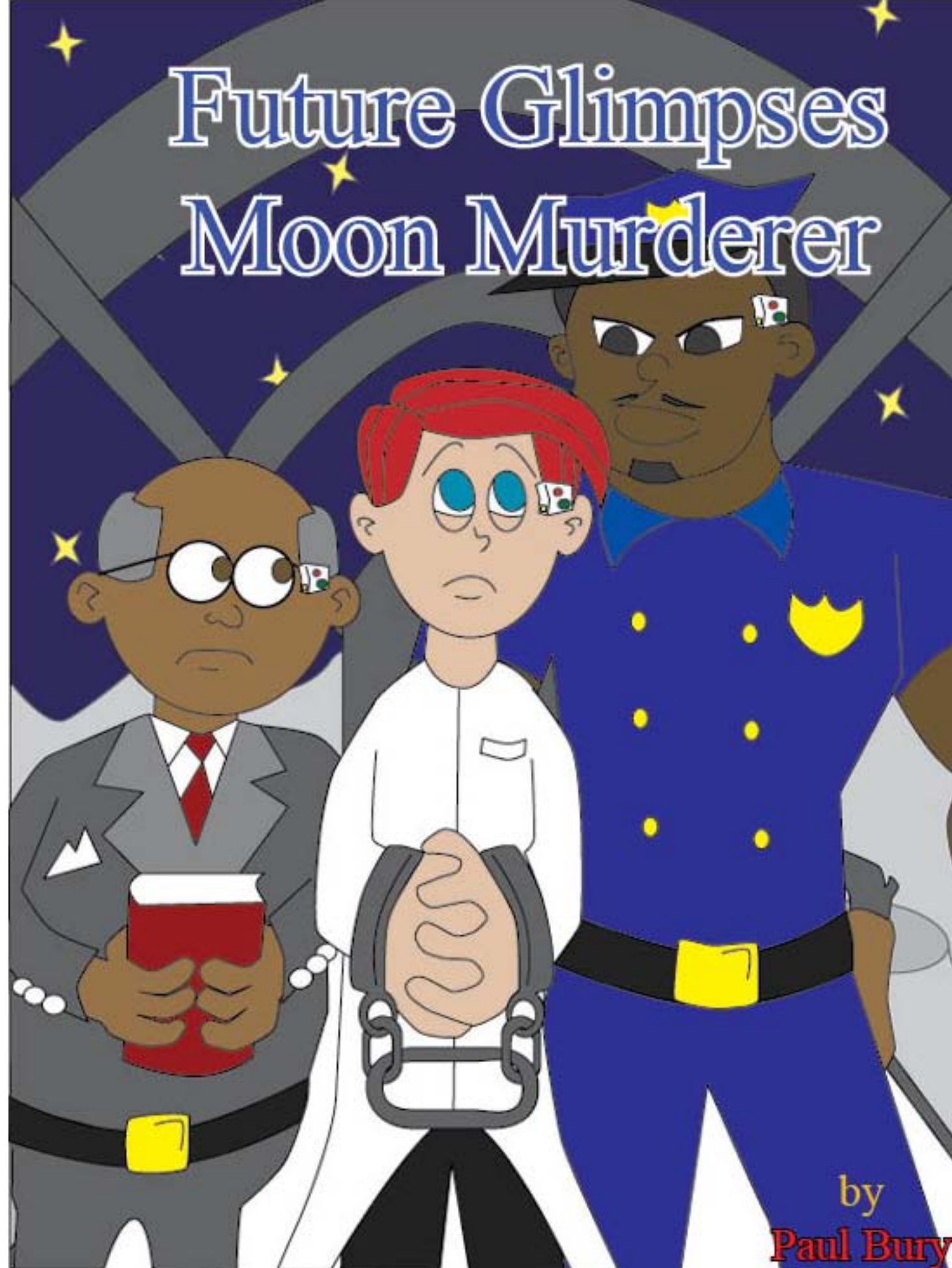
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The Legend of Heroes Trails of Cold Steel II

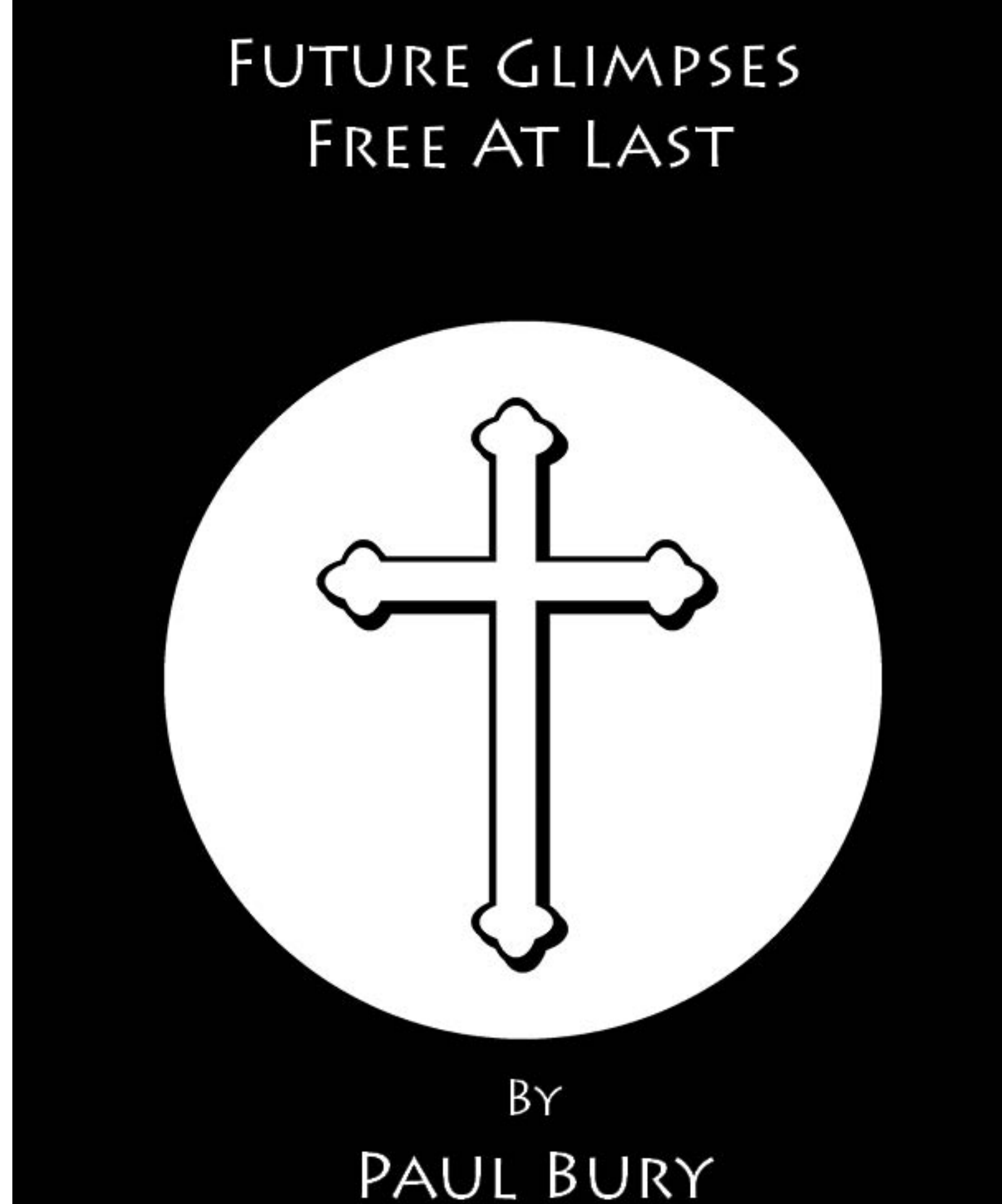


Product: XSeed E3 2016 Games
Company: XSeed Games
System: Multiple
Release Date: Multiple
Rating: 'RP' - Rating Pending





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