

# FAMILY FRIENDLY GAMING

TM

THE VOICE OF THE  
FAMILY IN GAMING

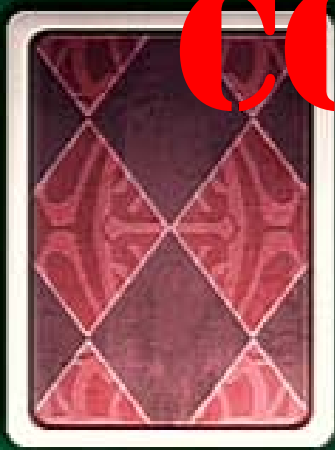
We Sing, Just Sing,  
Hue, and more in  
this shocking is-  
sue!!

ISSUE #111

October 2016

Are you ready to  
block some kicks in  
Madden NFL 17?

Links:  
Home Page



Laura

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I admit defeat. Well done.

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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.



## March toward Christmas

As I write this column in September I realize we are already starting to prep for the march toward Christmas. It is not even Thanksgiving - yet we are already turning our minds, and hearts toward the birth of Christ. In some ways that is a good thing. We will be starting the Christmas Buying Guide soon. I enjoy this time of year. It is so much fun to put together another Christmas Buying Guide. All of the sorting of games per system by score. Seeing which games make the cut and which do not feels like a draft. Bribes, and manipulations do not work with us at Family Friendly Gaming. Review scores warrant which games make it into the Christmas Buying Guide. The only other way a company can get their game into the Christmas Buying Guide is to purchase an advertisement. Then the game is in there as an advertisement.

October, November, and December are when things pick up for video game releases. It will be interesting to see if VR becomes as big of a hit as some company executives want it to be. They want you to pay for another yacht for them yah know? I say that partially in jest and partially as the truth it implies. I love seeing how busy we get in the final quarter of the year. It is interesting that so many companies want so much money from us gamers. What is sad is some of these companies want us to purchase video games for Christmas. Too many of them refuse to use the word that they want the money for. In recent years there has been a backlash against companies not capable of saying the word Christmas. I hope the video game companies can mature, and progress to the point of being able to say Christmas again. If they don't they will find the video game industry continuing to diminish.

I want to thank everyone who has been making our Youtube channel a success. We are brain storming some new ideas that we can hopefully release before Christmas this year. No promises as we kick around a lot of ideas. Not everything makes it into the goal if you know what I mean. We try a lot of games in the video format to see what you want to see more of. We also implement ideas we are given. We are talking on the Nintendo DS and Nintendo 3DS videos. Which is a real confusing issue for us. We have viewers and readers who want to hear the game music. So

we try to stay out of the way. On the other hand we have viewers and readers who want to hear us talk. We can not successfully give everyone what they want. The compromise we have come to is to do the talking on the DS and 3DS. We also do selective talking on other videos that are requested.

What games are you looking forward to this Christmas? Have you tried retro gaming since you will get more games for your money? Are there family friendly video games you want us to cover? Email us the answers, post them on Facebook, put comments on Youtube and/or tweet them on Twitter.

God bless,  
Paul Bury



## Home schooling

My hubby and I have spirited discussions on home schooling. He is totally in support of it. I acknowledge that home schooling does better than public and private schools. There are less problems in home schooling than the bloated governmental system. I do not feel qualified to home school our children. Especially in our state where the Big Unions have gotten it where you need a four year degree from an university that teaches you to provide the answers the extreme radical far left wing professors want to hear. Learning is not something that happens there that often.

Long time readers will remember we have a special needs child. So I feel even less qualified to teach him when his needs are drastically different from a normal child. My hubby and I came to a realization recently. The public school is not progressing our special needs child forward. We have caught him up on so many things that it is frustrating to see reading and writing getting farther behind. We work with him at home on reading at an almost daily basis. What can we do? What can be done?

Well my hubby brought an interesting idea to my attention. What is this idea? Get some home schooling gear for our special needs child and try to bring him up to speed. Work with him at home on top of the public school system. Some parents might consider this cruel. Truth is if we trust the government system he will never catch up. He will become a burden on the state and not be able to be a productive member of society. Which is more cruel? Which costs society more?

We are now looking into this additional part of his learning. I am sure it will be bumpy. I am sure there will be days and times he is tired. I am sure there will be days and times we will be tired. The end goal is what we have in sight. We want him to be a productive member of society when he becomes an adult. Socially he is already way ahead of his classmates. Academically is where he needs to progress and grow.

I understand that home schooling parents have a lot of hard work in front of them. Maybe that is why I have not embraced it like my hubby. Maybe I have been lazy in trusting "experts" on education. Our first born son has shown me there is all kinds of waste in the American edu-

cational system. Parents have had their rights and choice stolen from them by governmental control freaks. Parents should have the right to decide where, when, and how their children will be educated. Also on what our children should be educated on.

I am taking a small step toward that direction. I still have not fully embraced the home school system for our household. I am slowly moving in that direction. Some might say I am going that direction kicking and screaming. The end goal is the best education for our children. It is time America looks at better ways than the current system.

God bless,  
Yolanda Bury





# LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

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

Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
Women of God	EAN 5060209840659

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

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

Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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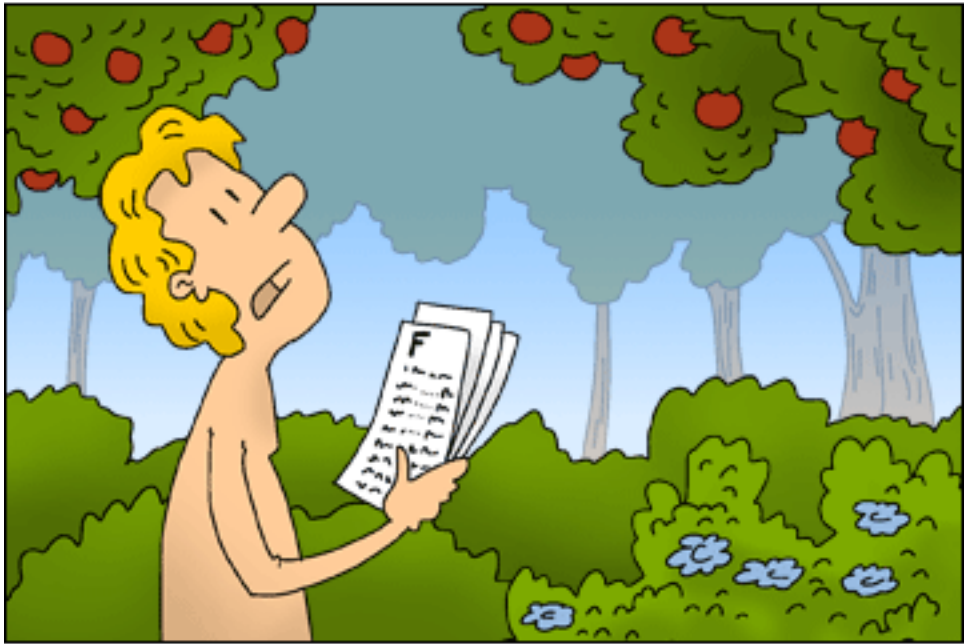
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Products can be ordered from your  
local Homeschool Retailer.

## MISSION STATEMENT

Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.

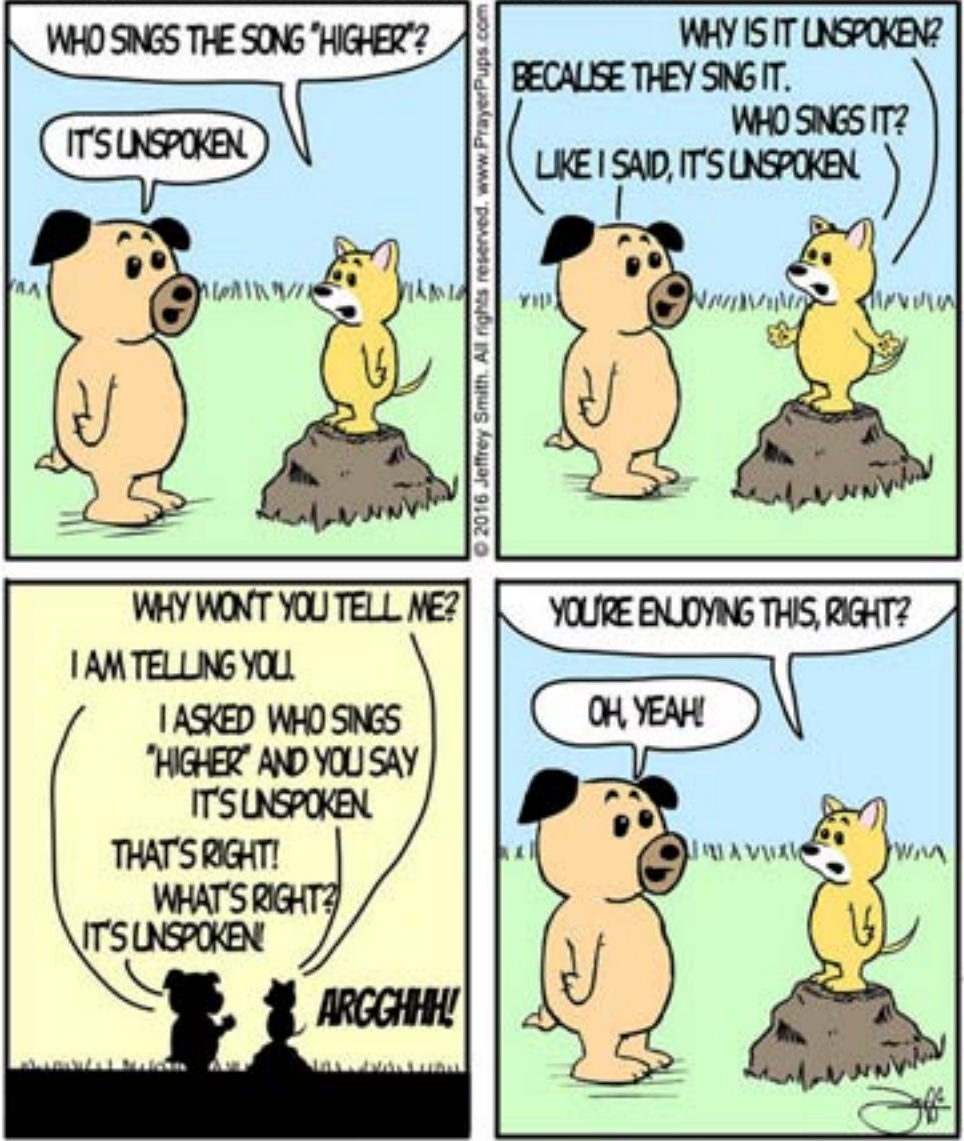
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07-17-2015

THE GENDER DIVERSITY REPORT JUST CAME IN AND THE NUMBERS DON'T LOOK GOOD

**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!

## ESRB Improvement

Dear Mr. Bury,

I thought of another way to improve the ESRB rating system. It involves the choice of words in content descriptors.

When the ESRB warns you about profanity in a game, they do so with the descriptors "Mild Language", "Language" or "Strong Language". For games with "Mild references to profanity, sexuality, violence, alcohol or drug use in music", you get the descriptor "Mild Lyrics" or "Lyrics". And for games with "Explicit and/or frequent references to profanity, sex, violence, alcohol or drug use in music", you get the "Strong Language" descriptor.

The descriptors "Language" and "Lyrics" don't mean much to people who have zero understanding of the ESRB. And augmenting them with "Mild" and "Strong" encourages their use outside the game. It makes the language in question look good instead of bad. We go to the grocery store to purchase mild salsa or mild spices. Strong has even more positive connotations. We buy strong door locks, admire strong athletes, join the Army to become Army Strong, drink milk for strong bones, and eat Wonder bread for strong bodies. Also, when you state that profane language is strong, and that music with "Explicit and/or frequent references to profanity, sex, violence, alcohol or drug use" is strong, you're implying that wholesome language and wholesome music is weak by comparison.

So here's my suggestion. ESRB descriptors for language and lyrics should warn parents using the words "Bad", "Indecent", "Offensive", "Questionable", "Vulgar", or "Evil" instead of "Mild" or "Strong". Maybe then more parents would take notice.

Have a great day, and God Bless You.  
Sincerely,  
David

{Paul}: David,

I like the way you think on this

issue. You found another area the ESRB has been abusing the English language to help make sales for the companies that send them money. The conflict of interest of the ESRB has been largely ignored by the worldly gaming media outlets. I wish there was some investigative journalism done on the ESRB. It might actually clean some things up and improve the video game industry as a whole.

## Video Game Rating Variance

Loved your article on Video Game Rating Variance. Why don't other gaming sites write articles on this topic? Are they in collusion with the ESRB and corruption in the video game industry? Are they just servants of Satan following deception and lies? Any insight you can provide will be greatly appreciated.

God bless,  
Tony

{Paul}: Tony,

Thank you for your kind words of encouragement. To answer your question there can be numerous reasons. Bear in mind I do not know the hearts of those you are talking about. I can offer my own personal opinions and experiences. From what I have seen many in the gaming media want, like, approve

of, love, admire, and worship the macabre and morbid video games. They like them, they love them, and they want more of them. With that as their goal you can see why they would be silent on anything that could tear it down. I do not see it as collusion, or part of the corruption. Instead I see it as part of the culture they want to have. Your speaking out has shined the light of truth on it. So great job on that.

## No Man's Sky

Will Family Friendly Gaming do a review of No Man's Sky? There has been controversy surrounding this game and the lies Hello Games told about it. Numerous gamers



have been returning the game and getting their money back. It is being called One Man's Lie. Will Family Friendly Gaming sound off on this space exploration video game? I really hope that you do.

Thanks,  
Bob

{Paul}: Bob,

Thank you for contacting us. As you know we have sounded the alarm for years now on video game developers and publishers lying to consumers. It turns our stomachs to see such disgusting business practices exercised at so many different video game companies. We remember the promises and videos

concerning No Man's Sky from the past. We are actually currently playing the game. We requested a copy from Hello Games. They were not trained in reading and replying to the email. Or maybe they did not want to reach the millions upon millions within Family Friendly Gaming Universe. I don't know. We purchased a copy and have been playing it. We plan on having a review in issue #112. Next issue if you are keeping count. None of us heard about the controversy until you emailed us. So thank you for cluing us in on this very important

issue that impacts families, consumers, and gamers.

## Thank You

Thank you for what you do with Family Friendly Gaming. We love your reviews, videos, and news stories. You reviews bring up important points that we discuss in our family. How much do we care about this problem in a game? Should we purchase that game or not? What is the lesson these games are teaching our children. Thank you for sparking the interest in thinking critically. I wish more websites did what you guys and ladies do.

God bless you,  
Shawnee

{Yolanda}: Shawnee,

Thank you for your kind words of encouragement. This is one of the fundamentals that Family Friendly Gaming was founded on. Give families the good and bad content within video games, movies, etc. Bring up the lessons the games are teaching all of us. Then let the reader and/or viewer decide for themselves. There are products we will not allow in our household. There are other families that are fine with those products. We will be judged by God for our choices, and they will be judged by God for theirs. We do not brow beat or berate people for their choices. It is



# SOUND OFF Continued



between them and God.

## Disney Infinity

I love Disney Infinity. I sunk hundred of dollars into it. Any chance it will come back? I read Disney shut it down. Can someone else pick it up and make new toys, games, levels, and whatnot? Do you think there is a chance. I am also kind bummed that they are selling for so much cheaper than what I paid. I feel like I over paid for them. I supported them, and they are not supporting me in return.

Regards,  
Abigail

{Paul}: Abigail,

First off I can totally relate, and

feel your pain. Disney shut down Disney Infinity and the game developer that created it. Is there a chance it could come back? Yes. I never say never in the video game industry. There have been plenty of video game franchises that seemed dead for a very long time. Then many years later they came back. Crash Bandicoot is coming back after a very long vacation. 2D Mario games came back after being sidelined for some time. Metal Gear came back multiple console generations later. We do not know what the future holds. It is possible Disney Infinity comes back in some way in the future. It would not surprise me personally.

You bring up an excellent point about supporting these companies and they can drop what you like whenever they feel like it. The one consolation you

have is that you still own the game, and the figures. When a company drops a digital downloadable game you are out of luck. Especially if it is a server game like Ultima Forever. After giving the company all kinds of money they can just remove your property, and your rights. That is the good news. The bad news is of course no additional content coming that we know of. It also shows that

being patient on purchases will save you money. I always encourage patience on video game purchases. They drop in price until they bottom out.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:  
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Current rates can be found on the Advertise page of the website

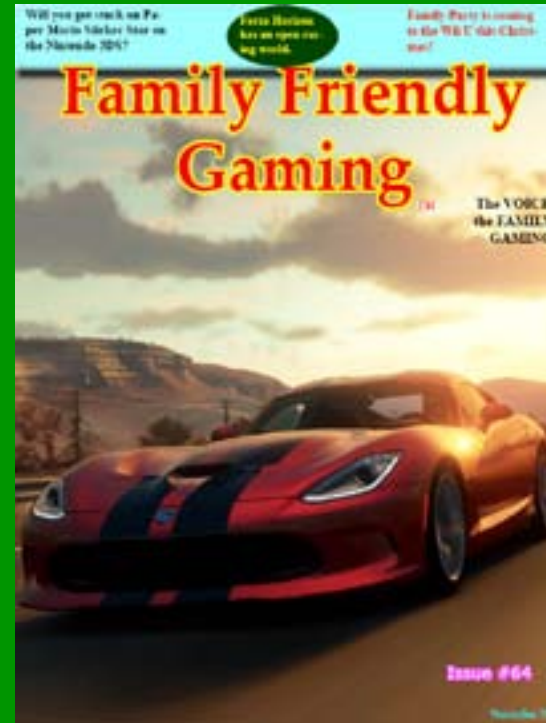
Send us an email at SoundOff@familyfriendlygaming.com. If you would like to call us on the phone, or mail us something let us know. May God continue to bless your businesses. Legal notice: Family Friendly Gaming reserves the right to deny any advertisements that do not fit into their definition of 'family 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](mailto:SoundOff@familyfriendlygaming.com). After three months the person with the most right answers will be emailed an Amazon gift card.

Question: What can you do to improve the flawed ratings by the ESRB?

Answer:

Question: How concerned are you about the rating variances between PEGI, ESRB, and Australia?

Answer:

Question: What year was Video Game Lies published?

Answer:

Question: Which video game series promotes the Holy Bible the best?

Answer:

Question: Why is enticement to lust such a bad thing?

Answer:

Question: If everyone else was jumping off a bridge would you follow them?

Answer:

Question: How can you stand up to the evil of political correctness?

Answer:

Question: What can be done to fix the educational system in America?

Answer:

Question: What is the longest time you spent playing a video game?

Answer:

Question: How many EC video games can you recite?

Answer:

Question: What is your favorite G rated movie?

Answer:

Question: Can the video game industry crawl out of its hole?

Answer:

Question: Where can you connect with Family Friendly Gaming Universe?

Answer:



# DEVOTIONAL

# Helpful Thoughts

## Reform Part 23

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about the concept of stopping when it comes to giving. I have written numerous times about selective scripture readers. Those that grab a few scriptures and base their entire philosophy on those. They ignore other scriptures that teach other things. Have you ever heard a church tell you to stop giving? Has a church ever told you they were content with what had been given?

I am going to point to a place in the Holy Bible that will blow your mind on the concept of giving and how the modern day American church ignores it. **Exodus 36:1-7** *So Bezalel, Oholiab and every skilled person to whom the Lord has given skill and ability to know how to carry out all the work of constructing the sanctuary are to do the work just as the Lord has commanded.* 2 *Then Moses summoned Bezalel and Oholiab and every skilled person to whom the Lord had given ability and who was willing to come and do the work.* 3 *They received from Moses all the offerings the Israelites had brought to*

*carry out the work of constructing the sanctuary. And the people continued to bring freewill offerings morning after morning.* 4 *So all the skilled workers who were doing all the work on the sanctuary left what they were doing* 5 *and said to Moses, "The people are bringing more than enough for doing the work the Lord commanded to be done."* 6 *Then Moses gave an order and they sent this word throughout the camp: "No man or woman is to make anything else as an offering for the sanctuary." And so the people were restrained from bringing more,* 7 *because what they already had was more than enough to do all the work.* This scripture blew my mind. In my life time I have never heard a modern day American church tell the people to stop giving. Not once.

I have heard plenty of pastors brag that they were given more than enough to complete a project. They then decide to apply it to something else they want to do. Guess what happens after that? They then ask for money to complete the second project. This is an endless cycle until the money tree loses all of its leaves. Then the pastors brow beat the people that they are not giving enough for the tenth project in a row the pastor wants

done. Never mind the nine other projects the people paid for. I believe the people would be more willing to give if the modern day American pastors gave the stop giving command when a project is completely funded.

There are plenty of places in the Holy Bible where we are told to give what the Holy Spirit puts upon our hearts. There are numerous references to giving mercy, kindness, and love as well. It is fascinating to ask pastors where they stand on Exodus 36:1-7.

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.

## Selflessness

The natural flesh wants its own way. The natural flesh is selfish, and self-centered. What is amazing is many people can see it in others. In fact one of the most common complaints about others is they are being selfish. Too often that complaint comes from a selfish place as well. Meaning the person complaining about selfishness many times just wants their way. So they point it out in others, trying to manipulate things to get what they want. The sad truth is they are also being accurate a great many times. The people they complain about are also being selfish. Like I said the natural flesh is selfish.

What can be done about

this? What can you do? What can I do? What can any of us do? First and foremost we need to think less of ourselves and more of others. It is about following the example of Jesus Christ. He put others in front of themselves. He put sinner above his own personal interests. People that were hostile, mean, hateful, and angry. He showed them compassion and love by dying for all of us. He did so when we were enemies to Him. Talk about changing the paradigm of the world.

One of my biggest problems is exhaustion. I do so much for so many other people. It can get tiring when they start to expect it, abuse it, and feel entitled to it. I get irritated at times and want them to learn from the fine example being lived before them. I have literally passed out from exhaustion from helping others. Why? Because I gave my all. I gave everything I could and my body gave out. It gave out because there was nothing left in the tank. I pushed beyond my limits. So I can understand when some people do not want to be selfless. They see where it leads. They see the pain, suffering, misery, and exhaustion from putting others first. I do not think that way. For me it is a prime example of why more people need

to be selfless. It shows there is plenty of work that needs to be done.

On the other hand I have had people get angry at me for being selfless. They feel like they are being shamed because they are so selfish. That my example of being selfless exposes their true dark, and evil nature. That is not my goal. I can not help it when the light of truth exposes facts they are not willing to accept. Anyone who feels that way should deal with their own selfishness. Not try to tear down those being selfless. Rise up, instead of trying to tear down. That is the better path, and the healthier path.

I am far from perfect. I am not a saint. I strive daily to be more like Christ. I miss the mark. I fail tests God gives me. I even do things reluctantly at times. Do not think this is some brag session. I have bouts of selfishness, pity, and frustration when I do not get my way. Especially when I have lived out such an example for others. Is that just selfishness creeping up? After all am I being selfless in a way to ultimately get my way? I don't know. I question myself daily, and strive to have the right heart and right motives as I do things for others.



# IN THE NEWS

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Planet Coaster Release Date

Frontier Developments plc announced Planet Coaster will launch for PC on 17 November 2016. Be the boss this Christmas season as you Create, Manage and Share the world's greatest coaster parks with friends and content creators around the world. Surprise, delight and thrill your guests as you build your coaster park empire, and let your imagination run wild with the future of coaster park simulation games.

- Create. Anyone can create in Planet Coaster. Build coasters, lay paths, design scenery and customize rides with Planet Coaster's piece-by-piece construction. Sculpt the world to raise mountains, form lakes, dig caverns and even build islands in the sky!

- Manage. The most sophisticated park simulation in gaming history makes management fun. Control every aspect of your park and see your guests react in an instant as you build your coaster empire. Together, your guests tell you at a glance just how well you're doing.
- Share. Be inspired and inspire others. Share your creations with the world, and download the best parks, rides and scenery from your friends, community celebrities or the Planet Coaster team. Build it, name it and share it!

Pre-order Planet Coaster on Steam starting 25 August for £26.99 (\$24.99, €31.99). Or grab the pre-order exclusive Planet Coaster Thrillseeker Edition for £29.99 (\$39.99, €36.99) with digital soundtrack, sketchbook, a

special in-game hat and T-shirt, and full Beta access before launch.

Early Bird players can experience Planet Coaster today with Alpha access. Alpha access is currently available exclusively on the Frontier Store until 25 August, when Alpha access will be closed to all new customers.

The third and final update to Planet Coaster Alpha will be released 23 August and unlocks community sharing features and Steam Workshop support for Alpha players, together with new coaster types, new rides and an all-new desert landscape.

Alpha 3 will continue to be playable and supported by Frontier until Planet Coaster prepares to enter its Beta phase shortly before launch.

Families are required to pay Internet usage fees to download this game. Learn more here.

Star Wars The Force Awakens 3D Collector's Edition Releasing on Nov 15

This fall, Star Wars fans around the world, will experience a galaxy far, far away—up close and in eye-popping 3D—through the highly anticipated “Star Wars: The Force Awakens” 3D Collector's Edition, rolling out beginning Oct. 31 and arriving in the United States and Canada on Nov 15.

For the first time—and just in time for the holidays—viewers can bring home Lucasfilm's “Star Wars: The Force Awakens” in 3D, encased in stunning, collectible packaging. The exclusive four-disc 3D Collector's Edition contains the original theatrical release on Blu-ray 3D™, Blu-ray™, Digital HD and DVD, along with originally released bonus features and brand-new bonus material, including additional deleted scenes, behind-the-scenes conversations with cast and crew and revealing, never-before released audio commentary by direc-

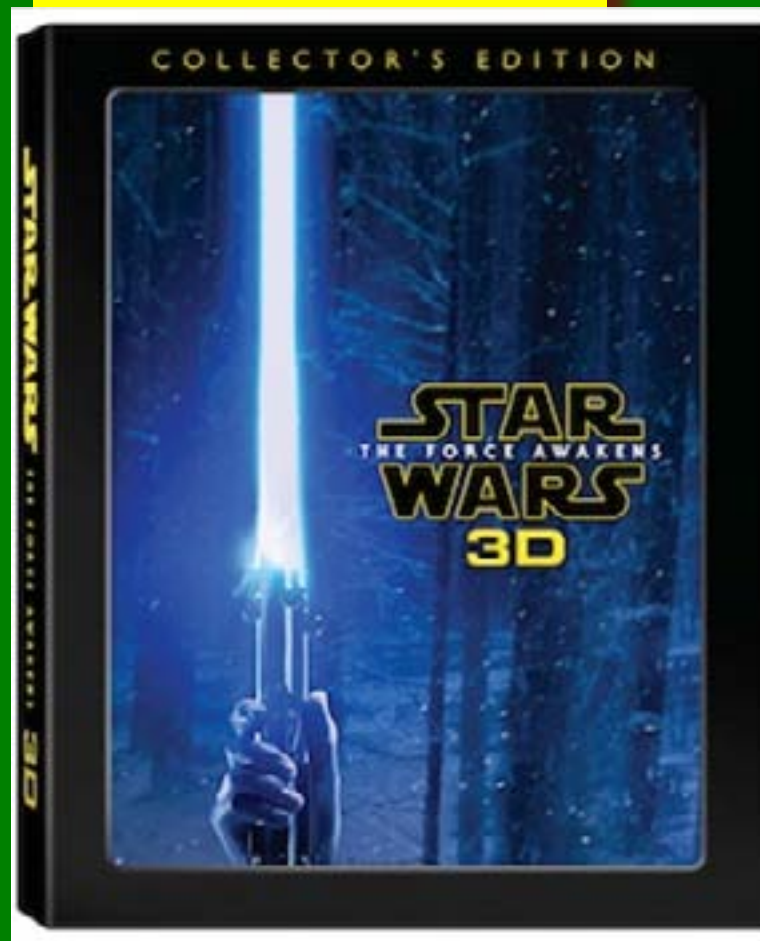


for J.J. Abrams\*.

\*Collector's Edition configuration may vary by territory

Upon its debut last December, "Star Wars: The Force Awakens" received rave reviews from both critics and audiences, and shattered box office records with over \$936 million domestic and \$2 billion worldwide. The film has since been nominated for five Academy Awards® and took home the BAFTA Award for Special Visual Effects. "The Force Awakens" re-ignited the Star Wars franchise and fans eagerly await the next installment, arriving in theaters Dec. 2017, as well as the first in a series of stand-alone films, "Rogue One: A Star Wars Story," premiering on Dec. 16, 2016.

Bonus features include\*:  
3D COLLECTOR'S EDITION BONUS FEATURES:



Audio Commentary with J.J. Abrams – Enter the mind of visionary director J.J. Abrams as he reveals the creative and complex choices made while developing the first film in the new Star Wars trilogy.

Foley: A Sonic Tale – Foley artists, consisting of old pros and new talent, unite to bring the world of "Star Wars: The Force Awakens" alive through the matching of sound to action.

Sounds of the Resistance – Hear how the epic sound design of "Star Wars: The Force Awakens" moves the Star Wars legacy forward.

Deleted Scenes – View never-before-shared scenes that didn't make the film's final cut.

Dressing the Galaxy – Costume Designer Michael Kaplan reveals how the costumes of the original Star Wars movies were re-envisioned for a new generation.

The Scavenger and the Stormtrooper: A Conversation with Daisy Ridley and John Boyega – The two new stars share the thrill of working together on the adventure of a lifetime and becoming part of the Star Wars legacy.

Inside the Armory – Take a fascinating tour through the design and creation of the weaponry in "Star Wars: The Force Awakens."

Classic Bonus Features – These offerings from the April release of "Star Wars: The Force Awakens," include the complete story behind the making of the film, an unforgettable cast table read, insights from legendary composer John Williams and deleted scenes, as well as features that dig deeper into the creation of new characters such as BB-8, the design of the climactic lightsaber battle between Rey and Kylo Ren, the film's remarkable digital artistry and the Star Wars: Force for Change global aid initiative.

\* Digital bonus offerings may vary by retailer. New bonus content is available in the 3D Collector's Edition package only.

### Skylanders Summer Games

Skylanders is ready for the summer games in Rio! We have some fun activities to help you, your family and your readers kick off the most patriotic two weeks of 2016:

- Create your own patriotic Skylanders! Below is a link to 5 fan favorite Skylanders for fans to decorate in your home country's colors. It's up to you to make them feel like part of the team! To customize, we have included cut outs of flags, jerseys and more. Upload the digital coloring pages for your readers to join in the fun.

- Train for 2020 with Skylanders! Bring the Games to your backyard and share your training videos with us! We want to see how the kids are prepping for the 2020 summer games – and how they're using Skylanders toys to get there. Full details are below. If you want to create a contest from this activity, let us know and we can discuss prizing!

- Opening Ceremony Skylander! Join the social conversation by sharing our exclusive Opening Ceremony Skylander (image attached). A create your own Skylander version of the torch!

Calling all families! Inspired by this year's games? Skylanders invites you to participate in a global campaign to get kids moving and #TrainingFor2020. We want you to share photos or short videos of your children training for the 2020 summer games. Here's the challenge: they have to incorporate a Skylanders toy into their training. For example, if they're doing a pushup, they have to go low enough for their nose to touch a Skylander stationed on the floor. If they're running a relay with siblings, they can hand off a Skylander instead of a baton. Like Skylanders Imaginators itself, the creative possibilities are endless! Show us what your future athletes are made of as they get inspired by this year's World Games in Rio!

### Five More Tables Are Coming to Pinball FX2 VR

*Experience five original Zen creations in the Pinball FX2 VR Season One Pack!*

Zen Studios, acclaimed developer of hit VR games like Pinball FX2 VR and CastleStorm VR, is delighted to reveal that a new five pack of tables is on the way for Pinball FX2 VR for Oculus Rift! Launching on August 23, the Pinball FX2 VR Season One Pack adds an additional five original Zen classic tables to the base game's existing tables.

The Pinball FX2 VR Season One Pack adds five fan favorite tables to Pinball FX2 VR: CastleStorm, Wild West Rampage, BioLab, Paranormal and Earth Defense. Defeat your enemy's soldiers and raze their castles with Sir Gareth on the CastleStorm table, defeat a crooked sheriff in a western showdown in Wild West Rampage, use your pinball skills to create a new alien species in BioLab, investigate a series of supernatural event in Paranormal, and save the planet from invading extraterrestrial forces in Earth Defense. Each table has been curated by the pinball wizards at Zen Studios and recreated with the spectacular effects that you can only experience in virtual reality!

Harnessing the power of Rift, Pinball FX2 VR is an exciting new way for people to play pinball, moving beyond the silver ball and to a mesmerizing VR experience. Animated toys spring to life on stunningly active table environments with spectacular depth.

No word on a physical copy version of this game at this time. Families are required to pay for Internet usage fees to download this game. For more information click here.

The Pinball FX2 VR Season One Pack launched for Pinball FX2 VR on Rift on August 23, 2016 for \$24.99.



# In The News Continued

## The Book of Mysteries Releases

Jonathan Cahn—New York Times best-selling author of the international sensation The Harbinger—is back, this time mixing potent Bible passages and end-time insight in The Book of Mysteries, debuting September 6, 2016.

“Readers step into an unusual journey of divine revelation,” Cahn said. “From the deep truths of God’s Word emerge important spiritual insights and end-time mysteries.”

From FrontLine publishers, The Book of Mysteries follows a traveler’s one-year journey with a man known only as “the teacher.” Each day the teacher opens reader and the traveler’s eyes to a profound mystery from God’s Word.



Masterful storyteller Cahn locks in readers’ imaginations even as he opens biblical insight from more than thirty years of preaching and teaching. Given its 365 entries, The Book of Mysteries also may be read as a daily devotional.

Cahn is senior pastor and Messianic rabbi of the Jerusalem Center/Beth Israel in Wayne, New Jersey, and founder and president of Hope of the World ministries. Raised in a Jewish family, he became an atheist as a young man. Following a miraculous escape from a catastrophic car/train collision, however, he converted to Christianity.

Cahn gained national attention in 2012 with The Harbinger, a parallel of the United States following the 2001 terrorist attacks and Israel’s history. The Harbinger debuted on the New York Times best-seller list and stayed there for 100-plus weeks.

“The prophetic writings of Jonathan Cahn have reverberated through the halls of our public square to the pulpit,” said Tessie DeVore, publisher of Charisma House book group. “We fully believe in his message and its ability to stir national dialogue. Cahn’s revelations have already become a catalyst and rallying cry for America to return to God, and much more is to come.”

# In The News Continued

## CARE BEARS & COUSINS TAKE HEART VOLUME 1 arrives on DVD on November 1

Get ready for heartwarming adventures when the brand new series CARE BEARS™ & COUSINS: TAKE HEART – VOLUME 1 arrives on DVD (plus Digital) and Digital HD November 1 from Lionsgate Home Entertainment.

### PROGRAM DESCRIPTION



After many years away from Care-a-Lot, Care Bears Cousins finally return home in Care Bears™ & Cousins: Take Heart – Volume 1, arriving on DVD (plus Digital) and Digital HD November 1 from Lionsgate. In this brand new series, debuting for the first time on DVD, the Care Bears reunite with their cousins to retrieve the Cousins’ stolen ship. Care Bears™ & Cousins: Take Heart – Volume 1 will spread caring and sharing on DVD for the

suggested retail price of \$14.98.

### OFFICIAL SYNOPSIS

There’s exciting news in the land of Care-a-Lot! The Care Bear Cousins – Brave Heart Lion, Bright Heart Raccoon, Lotsa Heart Elephant, and Cozy Heart Penguin – have returned home. The Cousins make sure that the Share Cloud is always full of the Care Hearts that Care-a-Lot needs. When the Cousins’ ship is stolen, the Care Bears and the Cousins use their caring skills to retrieve the ship, save the Share Cloud, collect the lost Care Hearts, and much more in these heartwarming adventures!

### PROGRAM INFORMATION

Year of Production: 2015

Title Copyright: CARE BEARS™ and related trademarks © 2016 Those Characters From Cleveland, Inc.

American Greetings with rose logo is a trademark of AGC, LLC.

Type: Home Entertainment Premiere

Rating: Not Rated

Genre: Family, Animation, Children’s/Series

Closed-Captioned: English

Subtitles: N/A

Run Time: 132 minutes

DVD Format: 16x9 Widescreen (1.78:1)

DVD Audio Status: English 2.0 Dolby Digital Audio



## In The News Continued

### Airport Architect Coming in 2017

Games simulation specialist UIG Entertainment is proud to announce the forthcoming release of Airport Architect coming to PC in Q4 and to PS4® and XBOX® One in early spring of 2017. A Facebook fan page has taken off providing the latest news and updates for the game.

Airport Architect is a casual simulation game with a unique art style challenging you to construct, design and manage your very own personalized airport. Offering advanced and realistic simulation features your task is to create an international multi-terminal airport catering to numerous agencies accommodating millions of passengers. Real airport designs are included as starter-kits, such as LAX, VIE and LHR. Or you can craft your very own airport from scratch using the large number of interior and exterior items included with the game. Hangars,

airstrips, control towers and airport vehicles and planes are just the beginning. Have fun seeing your airport come to life and watch it grow into a prosperous business.



### Gas Guzzlers Extreme Coming to Consoles

Publisher Iceberg Interactive, in partnership with development studio Gamepires, today announced that the combat racing title, Gas Guzzlers Extreme will be launching on Xbox One and PlayStation 4 later this year for \$29.99. Since its initial PC debut, Gas Guzzlers Extreme has amassed a loyal community of racing fans with its distinctive spirit of adrenaline pumping races combined with a trigger-happy action shooter. Xbox One fans can look forward to immersing themselves into this crazily addictive combat racing game before the end of 2016, while PlayStation 4 fans need to keep their foot off the pedal until late Q2-2017.

Gas Guzzlers Extreme presents an exciting new twist on the car combat experience with the addition of furious team combat battles. Players will start out with



low performance vehicles and rapidly work their way up to high-performance models by earning money in a series of high-octane

### Wireless HTC Vive Prototype Coming

Quark VR - the startup behind the first multiplatform VR SDK - is about to show a wireless HTC Vive prototype this fall. The Bulgarian company is working closely with Valve on the project and the results should be ready for testing later this year. The developers met with Valve representatives during their 5-months stay at Silicon Valley as part of Boost VC's Tribe 7 programme. Valve's experts are, of course, aware that wireless VR is the future of the technology, so they were more than happy to cooperate with Quark VR on the task. 'We're incredibly happy the guys from Valve are so open to cooperation and improving their amazing creation', says Krasimir Nikolov, co-founder and CEO of Quark VR. The way the headset will become wireless is through a small gadget, connected to the headset, but not wired with cables to the PC

itself. Instead, the small transmitter, that may be placed in the pocket of the user, sends and receives the signal between the PC and the HTC Vive through Wi-Fi. 'Getting the experience to feel seamless through Wi-Fi, keeping in mind the inevitable connection delay, was a huge challenge, but we're getting extremely close to being able to show it in action', adds Georgi Georgiev - Quark VR's other co-founder. Krasimir and Georgi recognized the need of a wireless HTC Vive even before the successful platform was released. After its launch they organized a VR event that was free to attend in their hometown of Sofia, Bulgaria and the 1000+ visitors fell in love with HTC Vive. However, most of them were quite disturbed by the cables in their feet or above their head. So now Quark VR and Valve are working together on bringing the perfect way to experience HTC Vive's mind-blowing content and hardware.

clan members on their road to glory.

The DLC packs Full Metal Zombie and Full Metal Frenzy, currently available on Steam, will also be included in console versions at launch, offering more added value as a courtesy to fans. This additional content throws players into the helm as a zombie apocalypse threatens to take over the race arenas in 'Survival mode'. Armed to the teeth with a mean rig, players must obliterate hordes of the undead with insane power-ups but they must beware as the undead have tricks of their own to fight back.

Gas Guzzlers Extreme includes 12 over-the-top game modes, 42 extreme tracks, 12 varying arenas, 8 different environments, 21 customizable and upgradable cars with 12 unique weapon types and 22 distinct zombie variants to wreak havoc and total carnage! Completely packed with its own unique humor and personality, Gas Guzzlers Extreme promises a ride that players will never forget.



# 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 video game based on the true, and real history of Christmas. There have been video games based on Christmas before. Sadly none of them were based in the true meaning of Christmas. It would make sense to have a video game on the real Christmas, and not the fake parts that attempt to redefine it.

Imagine Mary seeing the angel. Imagine the connection of John the Baptist shown. Imagine Joseph, the shepherds, and the

three wise men. There are so many wonderful historical figures that could be put into this game. There is King Herod, the angels singing to the shepherds and more. This could be one of the greatest video games of all time.

Think about the emotional connection of finding out there is no room at the inn. Think about the humility of being born in a manger. Think about the emotional connection of playing a video game appropriately based on our Lord and Savior. Think of the emotions of seeing him born in a video game, and knowing he is there to save the sins of the world. All we have to do is accept that free gift. Christianity is about all the work already being done. Christianity is about the relationship with Jesus Christ. Imagine the power such a video game could have if done properly. Billions of people on the

planet would be interested in playing it.

There are so many different game play styles that could be used in a video game based on the true and real meaning of Christmas. It could go farther and explain where we got the traditions in this day and age. Where the Christmas tree came from. There could even be a debate on whether or not the Christmas tree is a false idol. Where did candle light Christmas services come from? How the early church and the early Christians honored Jesus Christ. There could even be debate on where in the calendar Christmas should actually appear, and explain why it is where it is. The learning opportunities for a video game based on the true, and real meaning of Christmas could be game of the century if it done properly. I would play it. Would you?

## Luke 2:16-20

16 So they hurried off and found Mary and Joseph, and the baby, who was lying in the manger. 17 When they had seen him, they spread the word concerning what had been told them about this child, 18 and all who heard it were amazed at what the shepherds said to them. 19 But Mary treasured up all these things and pondered them in her heart. 20 The shepherds returned, glorifying and praising God for all the things they had heard and seen, which were just as they had been told.

# 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.

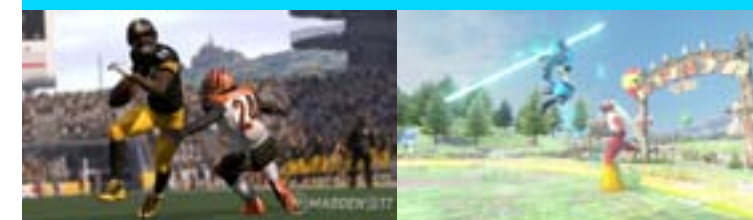
We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts 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](mailto:Gamereviews@familyfriendlygaming.com).

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# Xenoblade Chroni- cles 3D

SCORE: 42



# Mario & Sonic at the Rio 2016 Olympic Games

SCORE: 72



It was my honor to play and review Xenoblade Chronicles 3D on the Nintendo 3DS. Family Friendly Gaming stepped up to the plate and purchased this game. Once a Nintendo 3DS XL was also purchased this Wii port could be played. What was the Wii game that was ported? It was Xenoblade Chronicles. Xenoblade Chronicles 3D is an action adventure role playing game with all kinds of religious content. I might as well get this out of the way. Two titans that are called gods fight it out. Players spend their time on parts of these creatures bodies. SPOILER ALERT! Another creature that is shown as a god is trying to reshape the world in his image. The humans destroy and defeat this false god to become god themselves. In the end the main character decides the world will have no god and thus shows his support for atheism. Xenoblade Chronicles 3D is an attack on



God, Jews, and Christians. Xenoblade Chronicles 3D contains plenty of violence, enticement to lust, lack of attire, blood, bad language, nudity, and more. I am surprised this game was not rated seventeen and older only. There is certainly enough content in it for that rating. The ESRB is slacking again. With all of the hate speech against God and Christians it is also surprising Xenoblade Chronicles 3D was



given the thirteen and older rating. The battle system in Xenoblade Chronicles 3D is sluggish and slow. We run up to a creature and press the 'R' button to initiate a possible attack. We then select attack and watch the action unfold. We can also hit certain skills to launch specific attacks. We then have to wait for those attacks to load back up. Battling in Xenoblade Chronicles 3D is boring beyond belief. The graphics are very dated and ugly looking. The music in Xenoblade Chronicles 3D is acceptable. I guess the processing power is why the Nintendo 3DS XL was needed. Because that one button for a camera made me feel like it should have been on the regular 3DS. Expect to grind a lot in Xenoblade Chronicles 3D. Also certain battles can only be beaten if certain things are done in the right order. - RPG Master

It was a great day when I found out Family Friendly Gaming purchased a copy of Mario & Sonic at the Rio 2016 Olympic Games on the Nintendo 3DS for a review. The PR and Marketing for Nintendo continue to fail Family Friendly Gaming Universe. We will continue to be honorable and ethical in the face of their failures. Mario & Sonic at the Rio 2016 Olympic Games is an arcade based Olympics game. We get many of the activities from the Olympics in this hand held video game. Players can take them on immediately, or go through the story mode. If you go through the story mode you have to pick a



gym. There is one for Mario and one for Sonic. Families need to be informed of the violent content found within Mario & Sonic at the Rio 2016 Olympic Games. They are things like punching, kicking, stabbing, shooting and more. From things like archery, fencing, judo, and more. If you let your kids watch the Olympics then Mario & Sonic at the Rio 2016 Olympic Games is not much worse. What is bad in Mario & Sonic at the Rio 2016 Olympic Games is the controls. Some activities control great, and others are a complete pain. Some activities worked great one time,



and a total failure the next time. The lack of consistency is one of the reasons I believe Mario & Sonic at the Rio 2016 Olympic Games is worth twenty dollars brand new. Any more than that is excessive in my playbook. Four family members can play Mario & Sonic at the Rio 2016 Olympic Games with one game cartridge. Four Nintendo 3DS devices are needed though. Mario & Sonic at the Rio 2016 Olympic Games also encourages real world walking. There is a mode where the game is put into sleep, and the family member walks around the neighborhood to earn rewards like melons. Which can be traded in for better gear. - Frank

Publisher: Nintendo  
Developer: Monolith Soft  
System: Nintendo 3DS  
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Partial Nudity, Use of Alcohol and Tobacco, Violence}



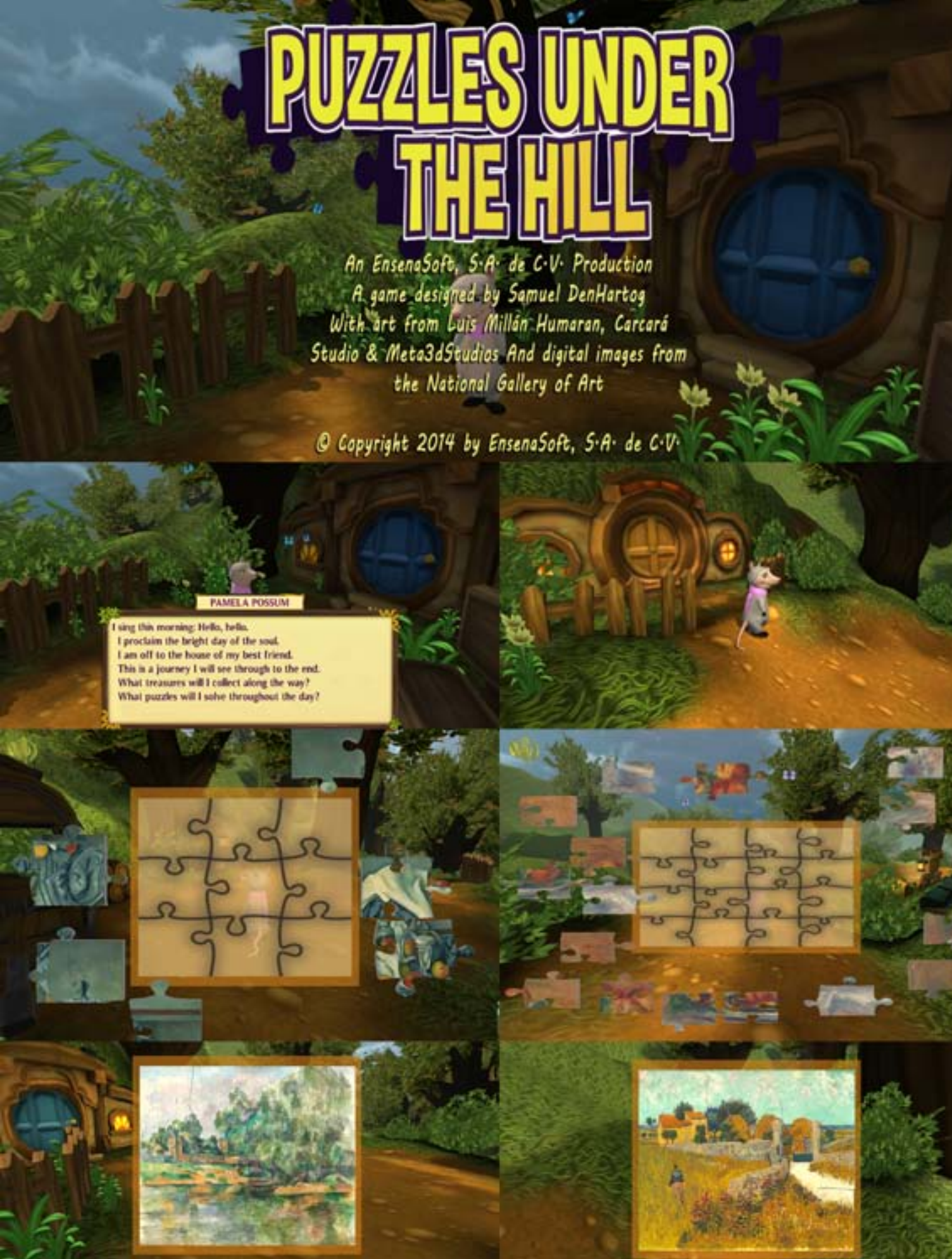
Graphics: 30%  
Sound: 50%  
Replay/Extras: 70%  
Gameplay: 30%  
Family Friendly Factor: 30%

Publisher: Nintendo  
Developer: Sega Sports R&D  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Cartoon Violence}



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





## ADVERTISEMENT



## Cartoon Network Punch Time Explosion

SCORE: 48



Cartoon Network Punch Time Explosion is one of the worst Nintendo 3DS video games I have played in some time. I am not sure what this hand held video game is trying to be. We go through 2D side scrolling levels where we jump, fight enemies, and reach the end. We also fight against other Cartoon Network characters. They get turned evil somehow and we must beat it out them. Yeah the lack of logic was not lost on me.

Cartoon Network Punch Time Explosion does not look good, and it does not play good. We get sound bytes from characters in these shows. I despise having to beat on

other characters so much to get them to wake up. It is like trying to talk to a liberal about anything economical. This 3DS game is a great lesson in what it takes to bankrupt a video game company. Since Crave Games is gone.

The level design makes about as much sense as the story in Cartoon Network Punch Time Explosion. I spent \$3.95 on Cartoon Network Punch Time Explosion and feel like I

was ripped off. There are eighteen playable characters, twenty-one battle arenas, and thirty-two levels. Expect to try again and again in terms of



unlocking characters thanks to the extreme difficulty. This is Cartoon Network. I would think the concept of making it safe and easy for kids would have entered the equation. What do I know?

Cartoon Network Punch Time Explosion has local multichannel play, as well as download play. I did not mess with any of the multiplayer in Cartoon Network Punch Time Explosion. This hand held video game is bad enough for one person. Having two people struggle through it is not something I wanted to do. Run far away from Cartoon Network Punch Time Explosion.

- Paul

Publisher: Crave Games  
Developer: Papaya Studios  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone TEN AND OLDER ONLY {Cartoon Violence, Crude Humor}



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





## Digimon Story Cyber Sleuth



SCORE: 52

I am grateful that Family Friendly Gaming purchased a copy of Digimon Story Cyber Sleuth on the Playstation 4. It is awesome to be able to report on some of the oddities in this home console role playing video game. It starts all casual, and then gets all ultra radical left wing liberal propaganda. We start with a .hack like story and then Digimon Story Cyber Sleuth starts to support sexual deviancy and attack Biblical marriage.

I might as well list the issues in Digimon Story Cyber Sleuth that families need to know about. There is bad language, violence, lack of attire, enticement to lust, sexual deviancy, religious teachings of evolution, sexual comments, lying to parents, and more. It is so complicated to get new Digimon at first. The system in Digimon Story Cyber Sleuth is not intuitive. It is convoluted. Who thought that was a good set up.

The Digimon can



digivolve when they reach certain levels. They then become a brand new monster. Or as Digimon Story Cyber Sleuth explains they are digital monsters. The main player is a hacker. Although to be fair the main character is violated and made into a hacker against his will. He also loses his physical body early on as well. Digilines are so annoying in Digimon Story Cyber Sleuth. They are like texts that pop up constantly.

The voices in Digi-



mon Story Cyber Sleuth are Japanese. Are companies even trying to localize anymore? The music in the digital world is brain crushingly horrible. Finger nails on a chalk board would be slightly better. The camera can not be rotated so we are stuck with whatever horrible view the developer thought we would like. Some of the digital monsters start looking cute, but they get more and more demonic looking later on.

I like how Digimon Story Cyber Sleuth has virtual reality, avatars, and Eden. The turn based battles are easy. I wish more memory was allowed early on for more Digimon in the team. There is a farm to send them to which is nice. Digimon Story Cyber Sleuth is different from other Digimon games I played in the past. It is an okay role playing game with decent length. Solving all those cases as a detective felt off for a Digimon game to me.

- Teen Gamer



Publisher: Bandai Namco Games  
Developer: Media Vision  
System: PS Vita/Playstation 4(tested)  
Rating: "T" - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Language, Suggestive Themes}

Graphics: 40%  
Sounds: 50%  
Replay/Extras: 80%  
Gameplay: 50%  
Family Friendly Factor: 40%

# VIDEO GAME LIES



by  
Paul Bury

Version 2

BUY IT NOW RIGHT HERE





## Valkyrie Chronicles Remastered

SCORE: 56

I am so thankful Family Friendly Gaming purchased a copy of Valkyrie Chronicles Remastered on the Playstation 4. This is a strategy role playing game shown in the third person view-point. The player takes their turn and then the enemy takes their turn. Players can only move so many characters and/or vehicles in a turn. The same character and/or vehicle can be moved in the same turn if that is your choice.

There is something odd about Valkyrie Chronicles Remastered. In other countries it earned the sixteen and older rating. Which would equate to the 'M' rating in America. Yet the ESRB gave this game a 'T' for thirteen and older rating. This discrepancy is strange to say the least.

There is plenty of violence, blood, and death in Valkyrie Chronicles Remas-



tered. If you can get to one of your dead characters (within so many turns) a medic comes in and rescues them. There is also enticement to lust, lack of attire, bad language, attacks on Biblical marriage, animals given the same rights as humans, and more.

Grinding is required in Valkyrie Chronicles Remastered. Playing the skirmishes will grant you more experience



and money. That is spent on the different character types (scouts, shock troopers, engineers, snipers, lancers are the base types) to level them up. Upgrades to the tank and weapons for the characters can also be purchased.

Chapters in Valkyrie Chronicles Remastered are long. We watch multiple cut scenes that are grainy. Then we get a mission brief where we have to fight. Players pick the team they want and deploy them. One of your medals can be used to retreat a character, and bring in a reinforcement. Expect it to take an hour or more per chapter in Valkyrie Chronicles Remastered.

The storyline in Valkyrie Chronicles Remastered is pretty typical for a game written in Japan. Big bad empire attacks a small nation over resources. You are the small nation fighting them off. - Paul

Graphics: 40%  
Sound: 55%  
Replay/Extras: 80%  
Gameplay: 65%  
Family Friendly Factor: 40%



## Pokken Tournament

SCORE: 54



My mind is split and nearly undecided on Pokken Tournament. This Wii U fighting game has only fourteen different Pokemon in it. One of them is unlockable. There are fifteen total characters in Pokken Tournament since Pikachu has a mask on to make a second version of him. Why was that done instead of another Pokemon? Pokken Tournament feels like a Godzilla fighting game since these giant monsters are battling it out.

The music in Pokken Tournament is nice. Our helper is annoying though. The graphics look good. There is plenty of violence, psychics, ghosts, and also enticement to lust. Money earned from

fights can be used to purchase attire that covers up better. The controls in Pokken Tournament can be confusing and are poorly designed. There is a real lack of balance in the Pokemon too.

Pokken Tournament is a short game if you take one character through the three leagues. First we fight League matches, then Tournaments, and finally a Promotion Test. There is also Free Battle if that interests you. Pokemon level up from fighting, and we can improve four different skills.

They are Attack, Defense, Synergy, and Strategy. Pokken Tournament has single battles, practice, local battle, online battle, and the ferrum league. I spent



most of my time in the ferrum league. I like how Pokken Tournament keeps track of our wins and losses.

I like how mega evolution was upgraded to Burst Mode in Pokken Tournament. This is great to see the religious belief of evolution not being pushed by this game. I learned that Pokken Tournament allows grabs to go right through blocks. Phase Shifting in Pokken Tournament is interesting. We move from the 3D movement to a 2D plane lined up with our opponent.

The lack of characters in Pokken Tournament makes me put the value of this game at twenty dollars brand new. - Teen Gamer

Publisher: Nintendo  
Developer: Bandai Namco  
System: Wii U  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



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





## Madden NFL 17

SCORE: 72

I am so thankful Family Friendly Gaming rented a copy of Madden NFL 17 on the Xbox One. The PR and Marketing contacts for EA were unable to respond to emails and the massive amount of coverage Family Friendly Gaming gave this mediocre sports video game. There have been plenty of changes this year. Most of them for the bad unfortunately.

There is a new way to kick, which is just a return of the old way of press A to start, press A for strength, and press A for accuracy. We have a new announcer team. Numerous tackles can be broken with fighting off the tackle. Kicks can be blocked. There are new trick plays, and defensive zones. There are plenty of interesting new plays for teams.

The presentation and graphical details are two of the things in Madden NFL 17 that improved. I am not a fan of the new announcers, and I



hate the new kick mechanic. It is so easy to break tackles that what should have been a four yard gain turns into a seventy yard touchdown way too often. Injuries and turn overs have been cranked up as well.

The defensive line feels broken in Madden NFL 17 to me and my dad. He normally can blow by the defender and get to the quarterback in the last two Madden games. Now in Madden NFL 17 he can only



do that a couple of times in a game. The offensive linemen have become very powerful. This is just a return to how older Madden video games did things.

I had to turn off the menu sounds in Madden NFL 17 since there are so many songs I can not stand. How does Madden NFL 17 get away with bad language in the lyrics and there is no ESRB description? I also turned off all the songs one at a time, and they came back the next time I entered the game. The announcers are bad enough, then we add in the bad music and the audio of Madden NFL 17 is a failure.

Madden NFL 17 is too online heavy again. The Rams intro game is interesting. The franchise mode is adequate. I like the vibrant colors. I just wish the game play of Madden NFL 17 was not broken so badly.

- Teen Gamer

Publisher: EA Sports  
Developer: EA Tiburon  
System: PS3/PS4/Xbox 360/Xbox One(tested)  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}



Graphics: 90%  
Sound: 50%  
Replay/Extras: 80%  
Gameplay: 60%  
Family Friendly Factor: 80%



## Star Trek The Next Generation Season 2

SCORE: 62

I just finished watching Star Trek The Next Generation Season 2 on DVD. There are six DVDs in the package I purchased for this review. It is interesting to go back and watch this show. At the time I was not educated to the level of extreme liberalism that was being preached in this television show.

I am still not a fan of Picard. They brought in another character I am not a fan of - Dr. Pulaski. Worf, Data, and Riker make this show. Star Trek The Next Generation Season 2 spends most of its time on the ship with very few away missions. There are too many holodeck episodes for my per-



Publisher: Paramount  
Developer: Paramount  
System: DVD  
Rating: 'NR' - Not Rated

sonal tastes.

Star Trek The Next Generation Season 2 promotes the religious belief of evolution. This show also attacks morals and family values. Star Trek The Next Generation Season 2 attacks the Biblical lessons on sex. Star Trek The Next Generation Season 2 promotes having sex outside of marriage in numerous episodes. An alien makes Troi pregnant and we have a Jesus like story. In a way to diminish the immaculate conception. Religious beliefs other than Christianity are promoted in Star Trek The Next Generation Season 2.

The last episode in Star Trek The Next Generation Season 2 has tons of re-hash. Making me wonder if they were being sloppy, lazy, or ran out of time to



do a complete season. Q comes back and introduces the Federation to the Borg. We explore the rights of an android. We also learn more about Klingons in Star Trek The Next Generation Season 2. Guinan is an interesting new character if you like bartenders.

The bonus material is a bunch of look at me, we are great, we are amazing, everyone was great to work with, and so on. The lack of humility and real humanity in the bonus content is getting so tiresome now-a-days. The shameless self promotion gets tiresome. There are twenty-two episodes in Star Trek The Next Generation Season 2. - Paul

Graphics: 65%  
Sound: 60%  
Replay: 75%  
Gameplay: 60%  
Family Friendly Factor: 50%





## Creed

SCORE: 46

Family Friendly Gaming purchased Creed recently for this review. This boxing movie takes the franchise full circle. The illegitimate son (Adonis Johnson) of Apollo Creed outside of marriage seeks Rocky out to train him. He wants to be a boxer, and he wants follow in his father's foot steps. A reluctant Rocky eventually becomes his trainer, and we have Rocky like moments in Creed.

One of the most disturbing things for me about Creed is the racial issues. Rocky was about showing that white people can box, and they are not inferior to black people. The issue of racism against white people is not addresses in Creed. In fact Holly Weird seems to be saying the old racist things of black people being better than white people.

Creed has plenty of



blood, and violence. Fights happen inside the ring and outside the ring. Adonis has a short fuse and problems controlling his anger. Others can control him through his lack of control. Creed has a lot of bad language. Some of the bad language in Creed is at an 'R' level movie rating. I guess the redefiners strike again. They keep redefining things to let



Publisher: MGM  
Developer: New Line Cinema  
System: DVD  
Rating: 'PG-13' - Parents Strongly Cautioned {Violence, Language, and some Sensuality}

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



more and more evil out into the lower ratings.

I was very dismayed to see Creed support sex outside of marriage. I kept hoping Rocky would come downstairs and tell them to save it for marriage. Sadly Holly Weird can not stand up for good family morals. Instead it attacks them in a movie like Creed. This was one of the many scenes in Creed that could have been cut out. There are too many wasted scenes in this movie.

Much of the boxing storyline in Creed is recycled. Although some things are changed to give them a ghetto or hood flavor. The only songs in Creed that I enjoyed were

the ones that paid homage to the original music. The entire movie was predictable. I hope there are no sequels to Creed ever.

- Paul

Super Hang-On is a fun racing video game on the Genesis. We take a motorcycle and race through some Out-run like stages. In fact Super Hang-On could be called Outrun on a motorcycle. Certain things are required in Super Hang-On. Like understanding when you need to shift gears. It took me a bit to figure that out. You can see that in the video I did of Super Hang-On on the Genesis.

I like the graphics in Super Hang-On. Especially the different landscapes and colors. The music in Super Hang-On is neat to hear. I liked listening to it while playing this racing game. That reminds me avoid going off the road in Super Hang-On. Why? There are objects there that will crash your poor rider. Super Hang-On is a game that family members can learn. It does get frustrating especially at high speeds.

Players must make the next check point by a certain time. If you miss it, then it is game over. The longer you play Super Hang-On the harder it gets. I did have fun playing Super Hang-On. I wish more games were like this. I would welcome a return of this franchise. Until then retro gamers can enjoy Super Hang-On on the Genesis. - Frank

Publisher: Sega  
Developer: Sega  
System: Genesis  
Rating: 'K-A' - Kids to Adults



## Super Hang-On

SCORE: 74



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

## Star Trek Deep Space Nine Crossroads of Time

SCORE: 54



Star Trek video games have a long history of being bad. Star Trek Deep Space Nine Crossroads of Time on the Super NES and Genesis reinforce that statement. The controls in this retro home console game are confusing at best. The graphics are not that great, and the music gets repetitive. The lack of guidance or direction make this a frustrating game. The violence feels tacked on. The length of Star Trek Deep Space Nine Crossroads of Time is too short.

It was a real chore for me to play and review Star Trek Deep Space Nine Crossroads of Time on the Super NES. Talking to other characters was one of the most frustrating exercises in this game. Fans of this television show are not going to be pleased. I did not care for the extreme liberalism in Star Trek Deep Space Nine. I wish they would make a game off of the Future Glimpses series. That could be really cool.

While I played Star Trek Deep Space Nine Crossroads of Time it felt like the developer and publisher were not sure what they wanted to do with the game. They stuck with well known characters and storylines from the show. Ultimately it led to a boring experience. Pass on this game. - Sam

Publisher: Playmates Interactive Entertainment  
Developer: Novotrade International  
System: SNES/Genesis  
Rating: 'K-A' - Kids to Adults

Graphics: 60%  
Sound: 70%  
Replay: 50%  
Gameplay: 30%  
Family Friendly Factor: 60%









## SPORTS CONTINUED



Product: Forza Horizon 3  
Company: Microsoft Game Studios  
System: Xbox One  
Release Date: September 27, 2016  
Rating: 'E' - Everyone SIX and OLDER ONLY [Mild Lyrics, Mild Violence]







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Product: Nobunaga's Ambition  
Sphere of Influence - Ascension  
Company: Koei Tecmo  
System: PC/PS4  
Release Date: October 25, 2016  
Rating: 'RP' - Rating Pending





Product: Nobunaga's Ambition  
Sphere of Influence - Ascension  
Company: Koei Tecmo  
System: PC/PS4  
Release Date: October 25, 2016  
Rating: 'RP' - Rating Pending







Product: Nobunaga's Ambition  
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Company: Koei Tecmo  
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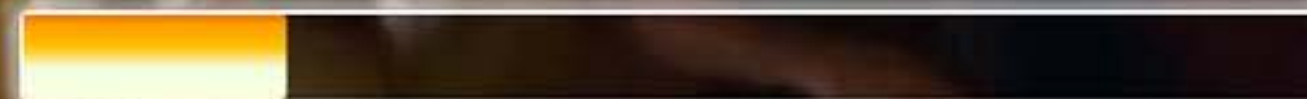






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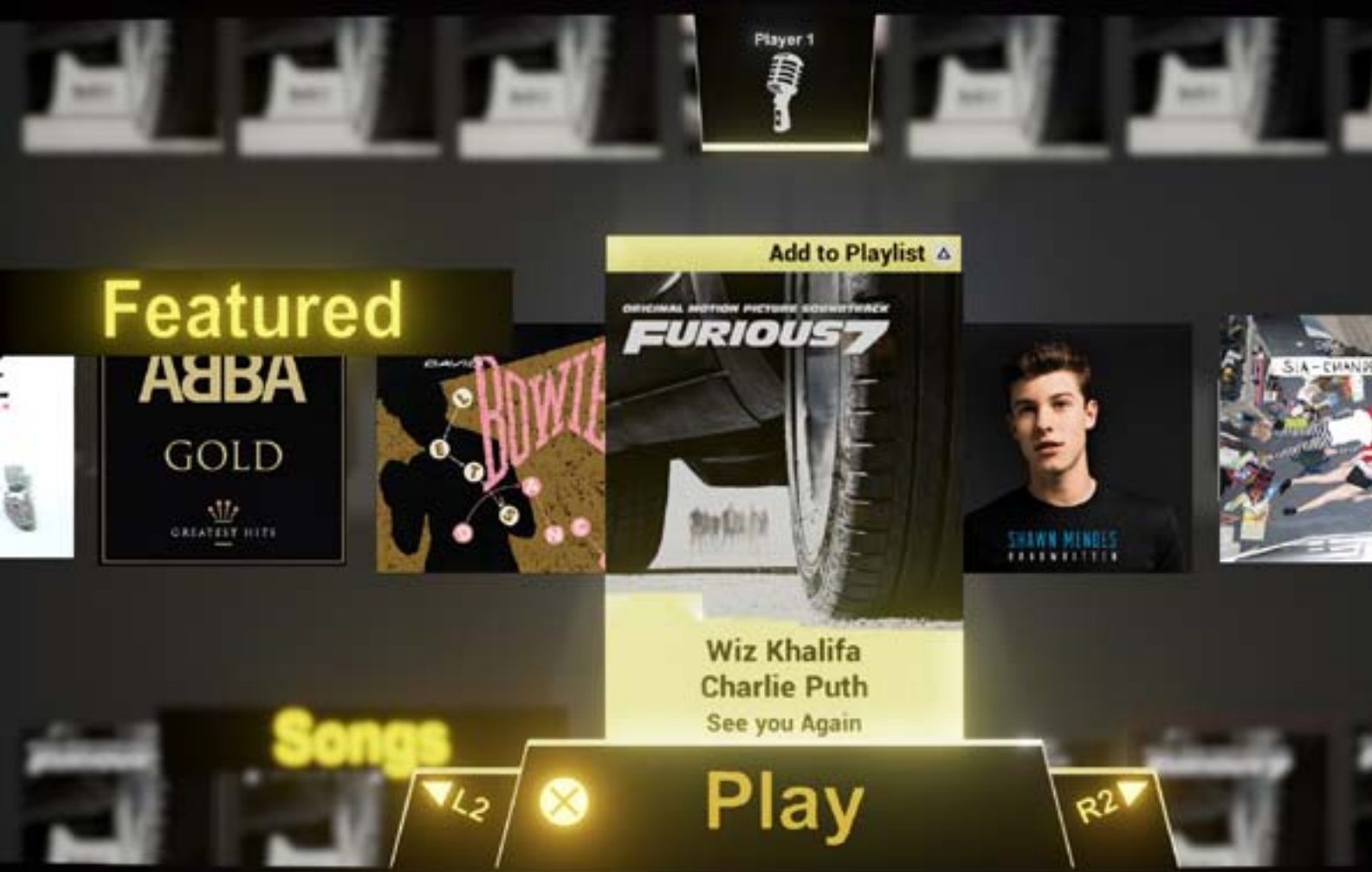


Let's Dance

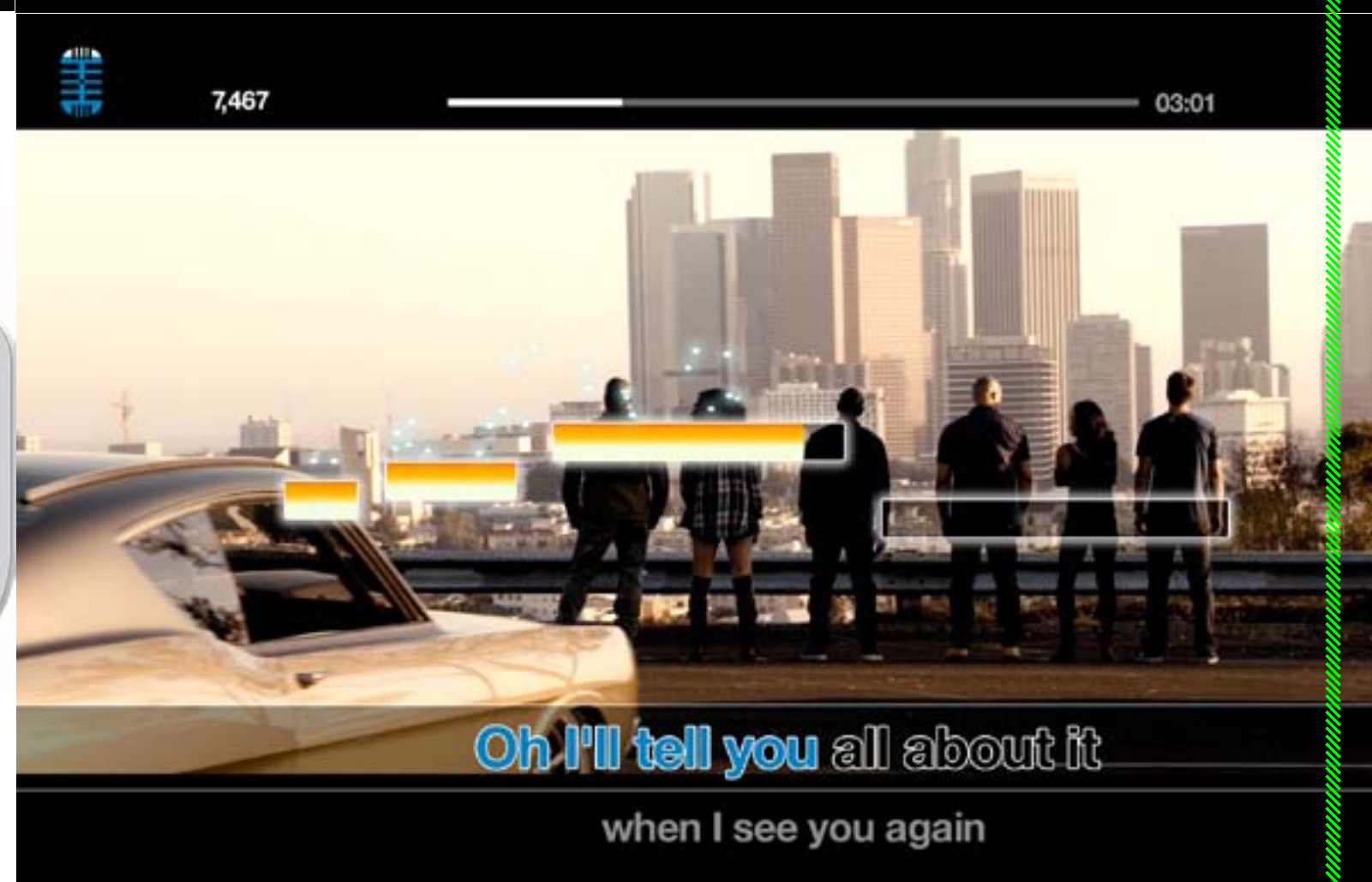
Put on your red shoes

Product: We Sing  
Company: Nordic Games  
System: PS4/Xbox One  
Release Date: TBA  
Rating: 'RP' - Rating Pending





Product: We Sing  
 Company: Nordic Games  
 System: PS4/Xbox One  
 Release Date: TBA  
 Rating: 'RP' - Rating Pending

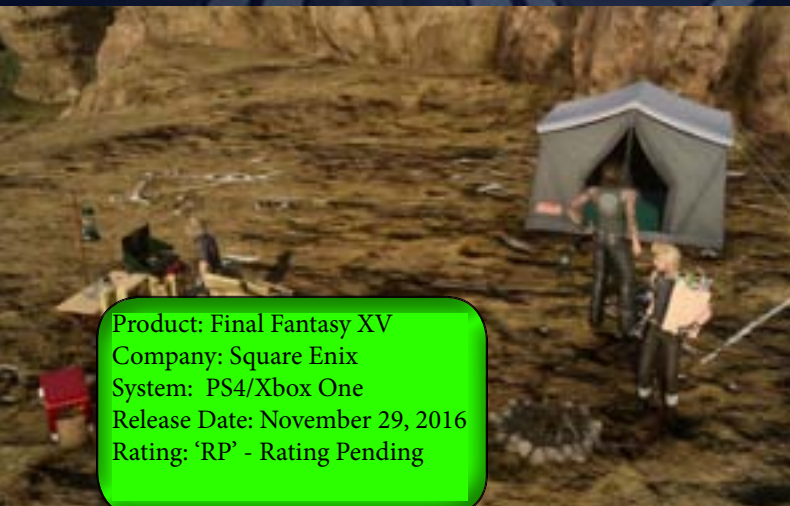






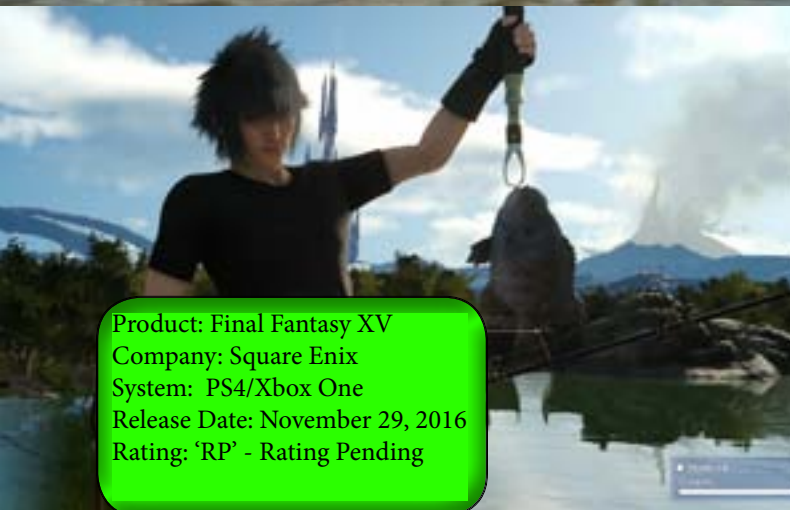
Product: Final Fantasy XV  
 Company: Square Enix  
 System: PS4/Xbox One  
 Release Date: November 29, 2016  
 Rating: 'RP' - Rating Pending



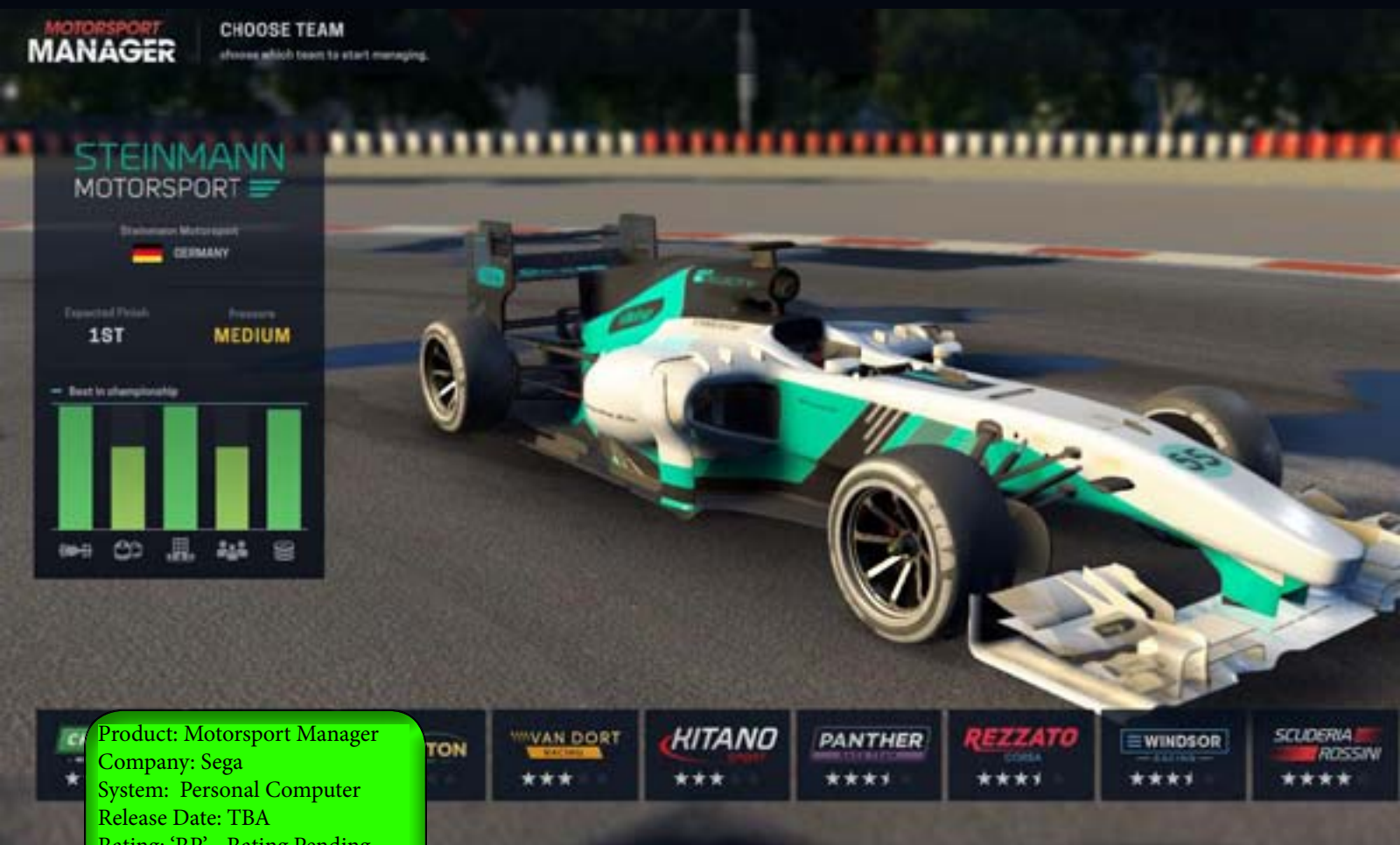


Product: Final Fantasy XV  
Company: Square Enix  
System: PS4/Xbox One  
Release Date: November 29, 2016  
Rating: 'RP' - Rating Pending

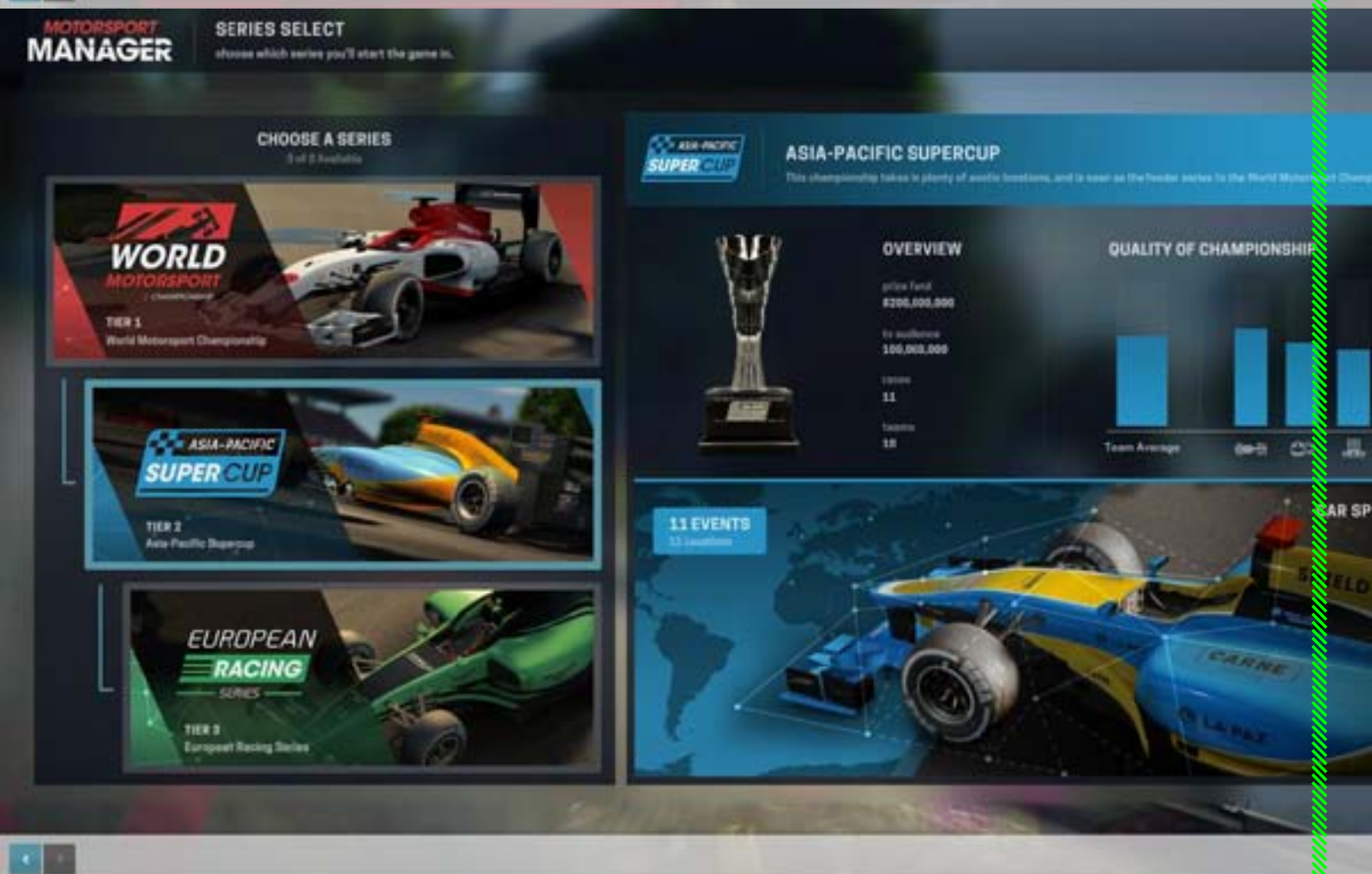
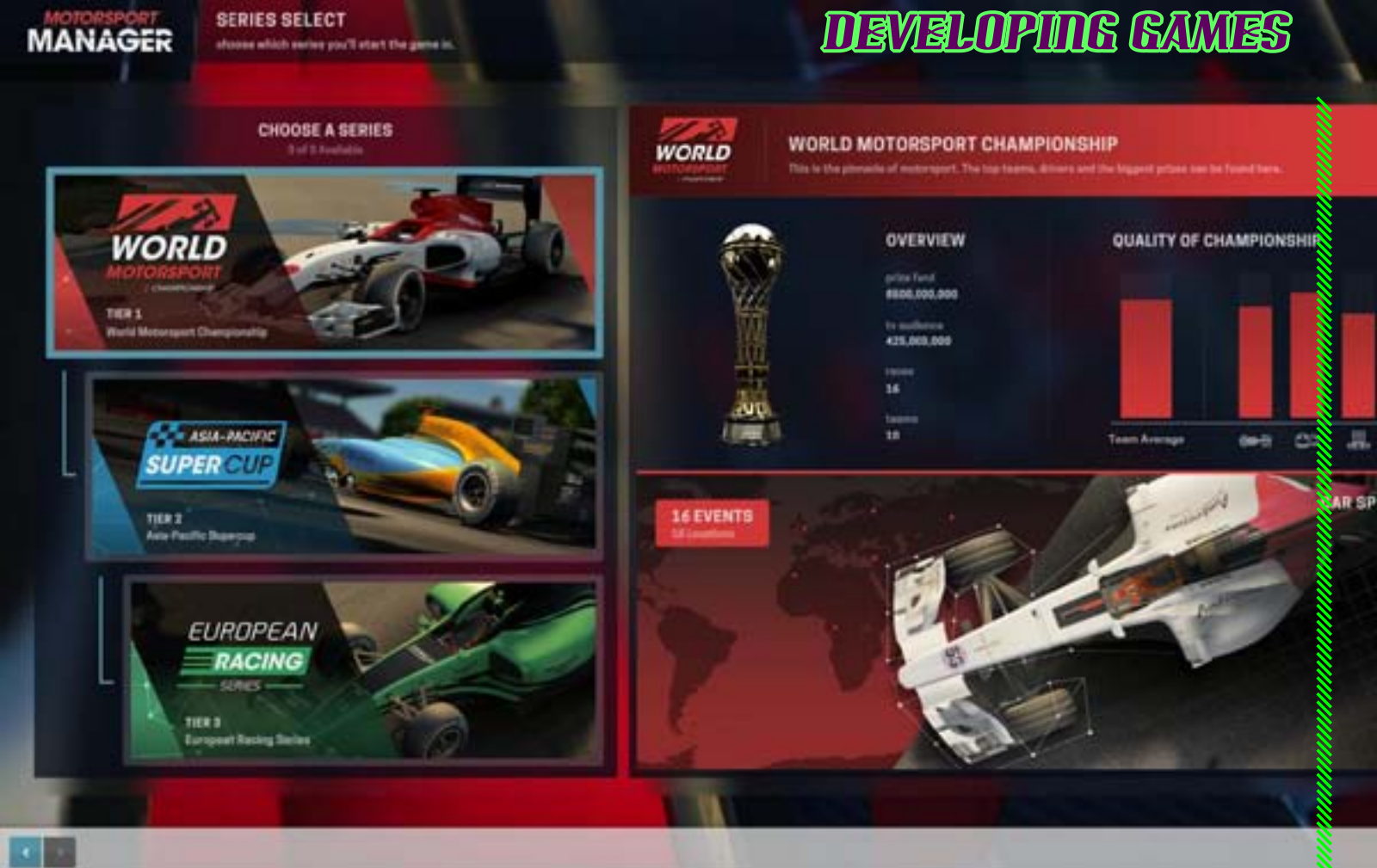








Product: Motorsport Manager  
Company: Sega  
System: Personal Computer  
Release Date: TBA  
Rating: 'RP' - Rating Pending







Product: Motorsport Manager  
Company: Sega  
System: Personal Computer  
Release Date: TBA  
Rating: 'RP' - Rating Pending





Product: State of Mind  
Company: Daedalic Entertainment  
System: PC/Mac/Xbox One/PS4  
Release Date: Q1 2017  
Rating: 'NR' - Not Rated





Product: Shiness The Lightning Kingdom  
Company: Focus Home Interactive  
System: PC/PS4/Xbox One  
Release Date: TBA  
Rating: 'RP' - Rating Pending







# NOW

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The Legend of Heroes Trails of Cold Steel III	82 - 83







Product: Madden NFL 17  
Company: EA Sports  
System: PS4/Xbox One  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Madden NFL 17  
 Company: EA Sports  
 System: PS4/Xbox One  
 Release Date: Out Now  
 Rating: 'E' - Everyone SIX and OLDER ONLY



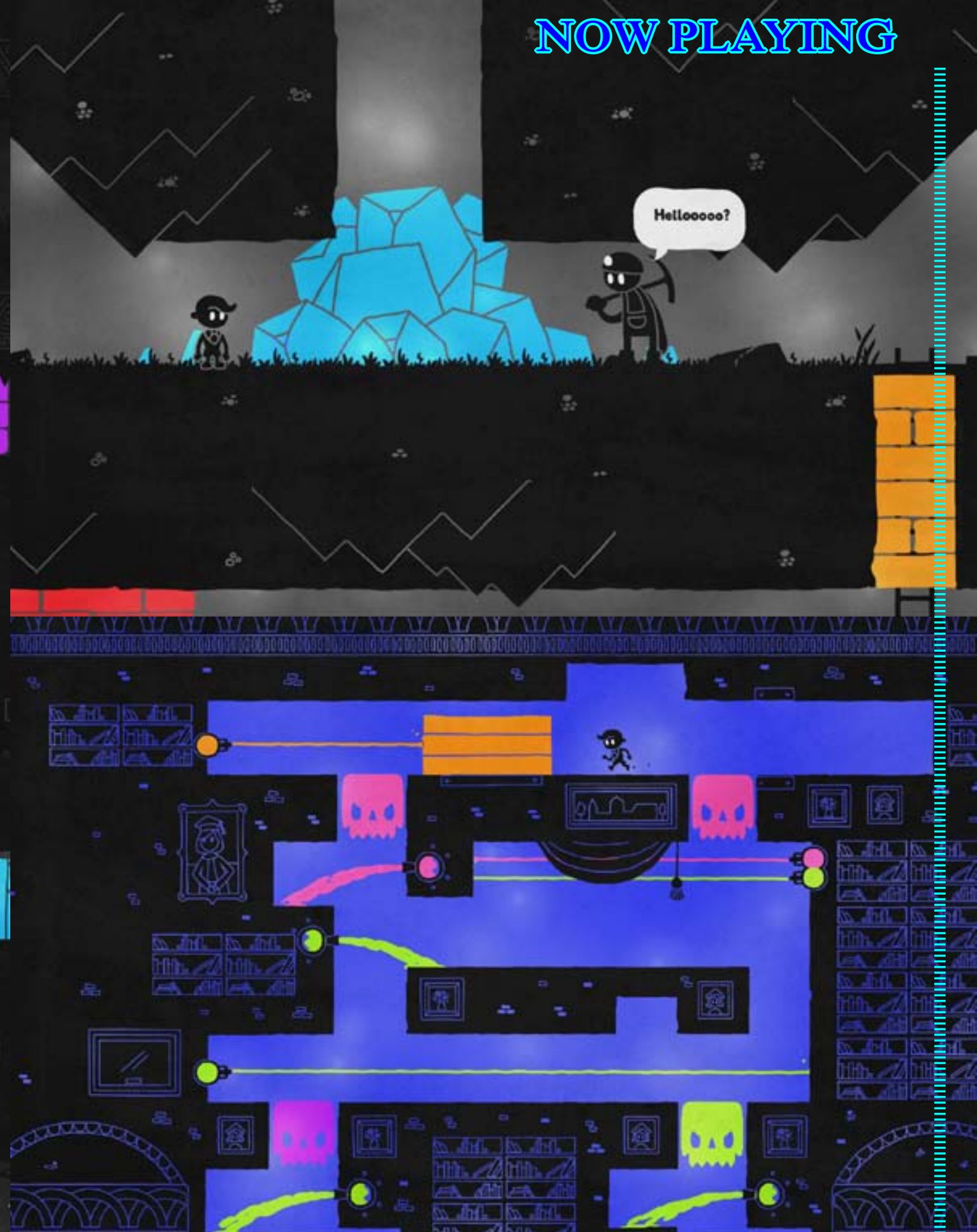


Product: Hue  
 Company: Curve Digital  
 System: PS4/PC/Xbox One  
 Release Date: Out Now  
 Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Hue  
 Company: Curve Digital  
 System: PS4/PC/Xbox One  
 Release Date: Out Now  
 Rating: 'E' - Everyone SIX and OLDER ONLY







NOW PLAYING



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





NOW PLAYING



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









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328

Drag Me

Chandelier

2,785

Let It Go

1,523

Call Me Maybe

2,888

Love Me

Moussa + LilyRose + CALVIN2016

Product Name

Page(s)







Product: 3on3 Freestyle  
Company: JoyCity  
System: Playstation 4  
Release Date: Q3 2016  
Rating: 'RP' - Rating Pending



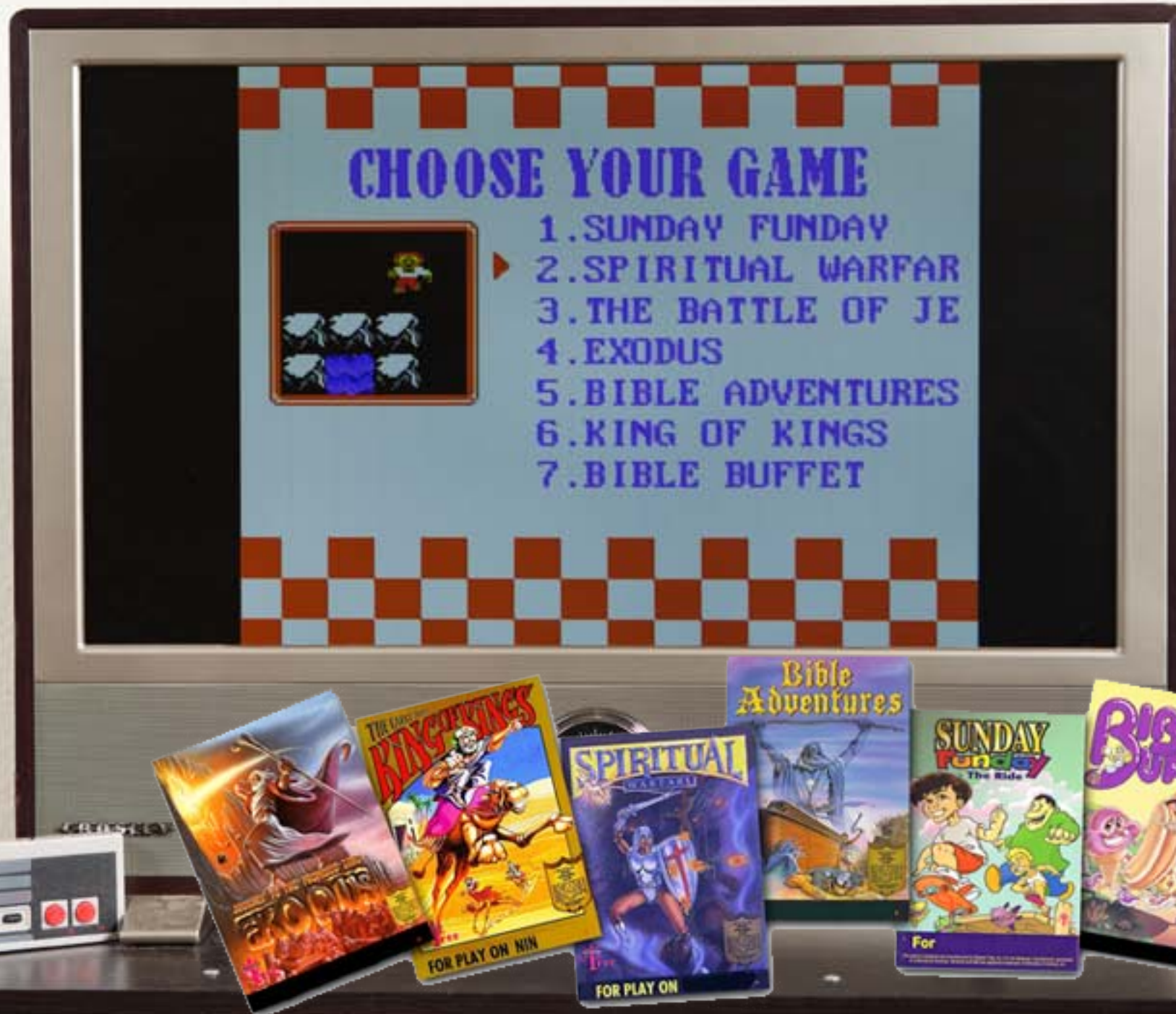




Product: 3on3 Freestyle  
 Company: JoyCity  
 System: Playstation 4  
 Release Date: Q3 2016  
 Rating: 'RP' - Rating Pending















BLACK  
CROSSING



BLACK  
CROSSING



BLACKWOOD  
CROSSING

Product: Blackwood Crossing  
Company: Visions Games Publishing  
System: PC/PS4/Xbox One  
Release Date: 2017  
Rating: 'RP' - Rating Pending



BLACKWOOD  
CROSSING





Product: Sea of Thieves  
Company: Microsoft Studios  
System: Xbox One  
Release Date: Q1 2017  
Rating: 'RP' - Rating Pending







Inazuma  
Eleven



Megaton Musashi



The Snack World

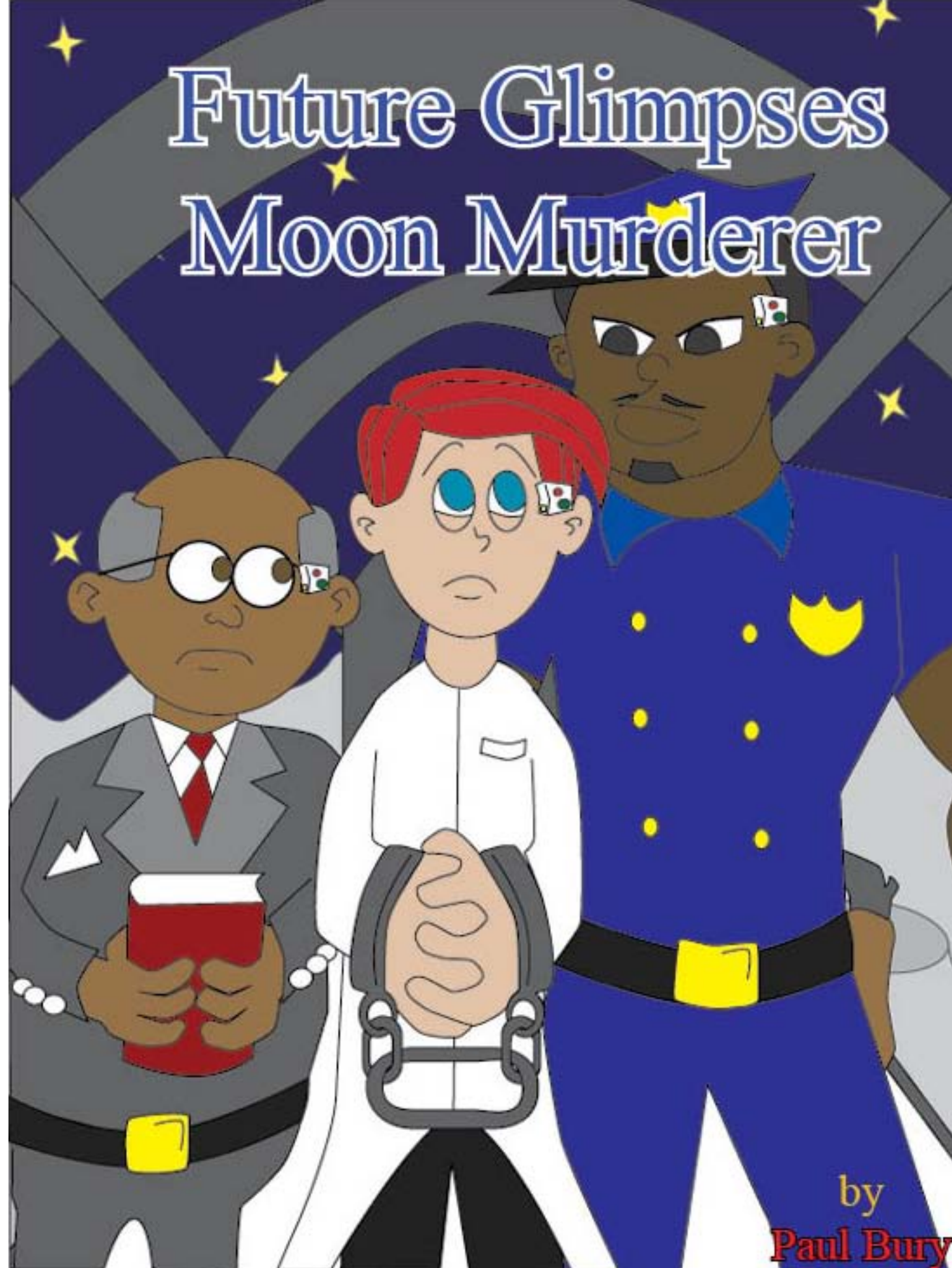


Lady Layton

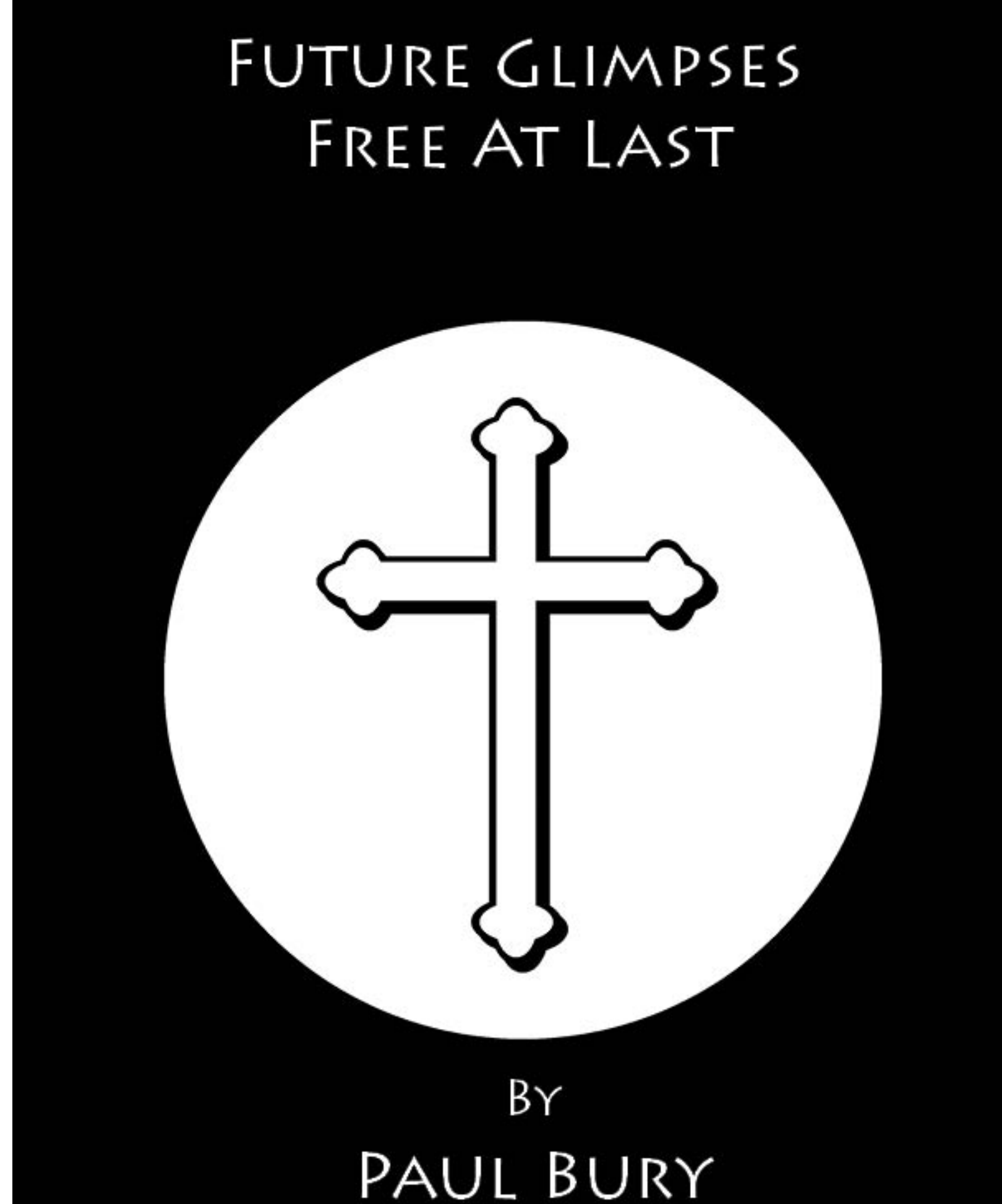


Product: Level-5 Video Games  
Company: Level-  
System: Nintendo 3DS  
Release Date: TBA  
Rating: 'RP' - Rating Pending





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