

FAMILY FRIENDLY GAMING™

THE VOICE OF THE
FAMILY IN GAMING

Forza Horizon 3,
Ride 2, Dragon Ball
Fusions, and more
in this shocking is-
sue!!

ISSUE #112

November 2016

Think you can be
a grandmaster at
Pure Chess?



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ISSUE #112

November 2016

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Another Surge

When people ask me what it takes to be a success I honestly have no clue. I don't know what will take and what won't. Sure I have predicted things like the Wii would be a success. I also predicted the Kinect would be a success. I had no clue the Playstation 4 would be a success. I am human. I am fallible. I don't know everything. I can be wrong. Please keep that in mind. I am not perfect. I have my moments. The older and wiser I get the more I realize that I do not know.

I feel so blessed that Family Friendly Gaming is in the middle of a surge. We are seeing growth and increases all over the place. I am not sure what caused this surge. I don't know when or if it will end. I just know that we all feel so blessed to see a renewed interest and resurgence in Family Friendly Gaming. We acknowledge it gives us even more of an opportunity to point even more people to God. It is an awesome responsibility that we do not take lightly at any point.

There are a variety of theories as to why we are experiencing such a surge. Some people think it has more to do with the corruption in the industry. Others think it is because we are open, honest, and transparent. Others think it is longevity. Others think is the many areas of the video game industry we reach into. Some think it has to do with humility and being down to earth. I do not know. Maybe it is a combination of all of them. I know there is a lot of anger and angst among the Americans in this era. I know there is a lot of irritation and distrust of large corporations in America at this point in time. Does that have anything to do with so many turning to one of the few gaming media outlets with integrity?

I am amazed daily as I look at the stats, increases and growth. Family Friendly Gaming has gone above and beyond anything I could have hoped for. What is next? We will continue to do what God directs and guides us to do. We will continue to try new things. We will continue to be open and honest. We will continue to be transparent. We will continue to take everything one day at a time. I learned to hike by looking at the foot in front of me. Not the mountain ahead of me. I learned to hike by admiring the progress when we reached the top of a foothill or ridge. Then

back to taking it one step at a time. I glanced at what was to come, and then head down focus on what is right in front of me. That is how I have lived much of my life. I don't have grand five year or ten year plans. I just take what God gives me one day at a time. There are enough worries and concerns for today. No need to focus on all the days that may or may not be in front of me.

Thank you so much for being so supportive of Family Friendly Gaming. Thank you for your donations, ideas, emails, letters, thoughts, prayers, advertisements, clicks, views, and more.

God bless,
Paul Bury



My Cup Runeth Over

It is fantastic how many blessing we experience on a daily basis here at Family Friendly Gaming. I realized recently that my cup runeth over. We have so many companies that want us to review their products that we have to turn some away. There is only so much time, and money. We can not help everyone make their dreams come true. We can not help everyone become a millionaire. We do what we can, and that is all we can do.

The surge we have been experiencing at Family Friendly Gaming continues way longer than we expected it to. It is almost like other companies want to get in on it or something. They see so many others getting our attention and they don't want to be left out. I know they want to get sales from Family Friendly Gaming Universe. The thing I think they do not understand is we are not into brainwashing our audience into purchasing things. We make suggestions and let each and every family come to their own decisions.

This time of year is also another reason we are seeing so much interest in our audience from companies. They want your Christmas money. They want you to buy their products on Black Friday. Which is starting to become Black Thursday since so many retailers are starting earlier and earlier on Thanksgiving. Plenty of companies are spending extra money for anticipation of increased sales in the Thanksgiving to Christmas buying window. Which is why the percentage of releases are higher in this window.

Don't worry we are out there checking out sales, and participating in the Black Friday sales. We love getting out there and talking with a variety of different people. My hubby is one of the few men who loves going out there at that time. He chats it up with the fellow patrons, cashiers, and more. He smiles and spreads as much Christmas cheer as he can. He inspires so many people on a daily basis that it is amazing to see him do it at a time when so many others are stressed out.

Pointing everyone to God with Family Friendly Gaming is a daily exercise. It is a lifestyle choice. We are either obeying God or disobeying God. Each of us has a role to play. God has given us things to do in our lives. We do them or we don't. That is where free will comes into play.

We can disobey and rebel against God. Ultimately we hurt ourselves and others when we do that.

We have a mountain of work to do at Family Friendly Gaming. I can focus on the issues and problems. I can complain, whine and moan about things that need to be fixed. Or I can choose to be grateful and thankful for all of the blessings I do have. There are plenty of people on the planet who have much less than I do. I choose to be grateful and thankful for the bountiful amount of blessings I have in my life. It would take years to list all of my blessings.

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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| 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 |
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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)

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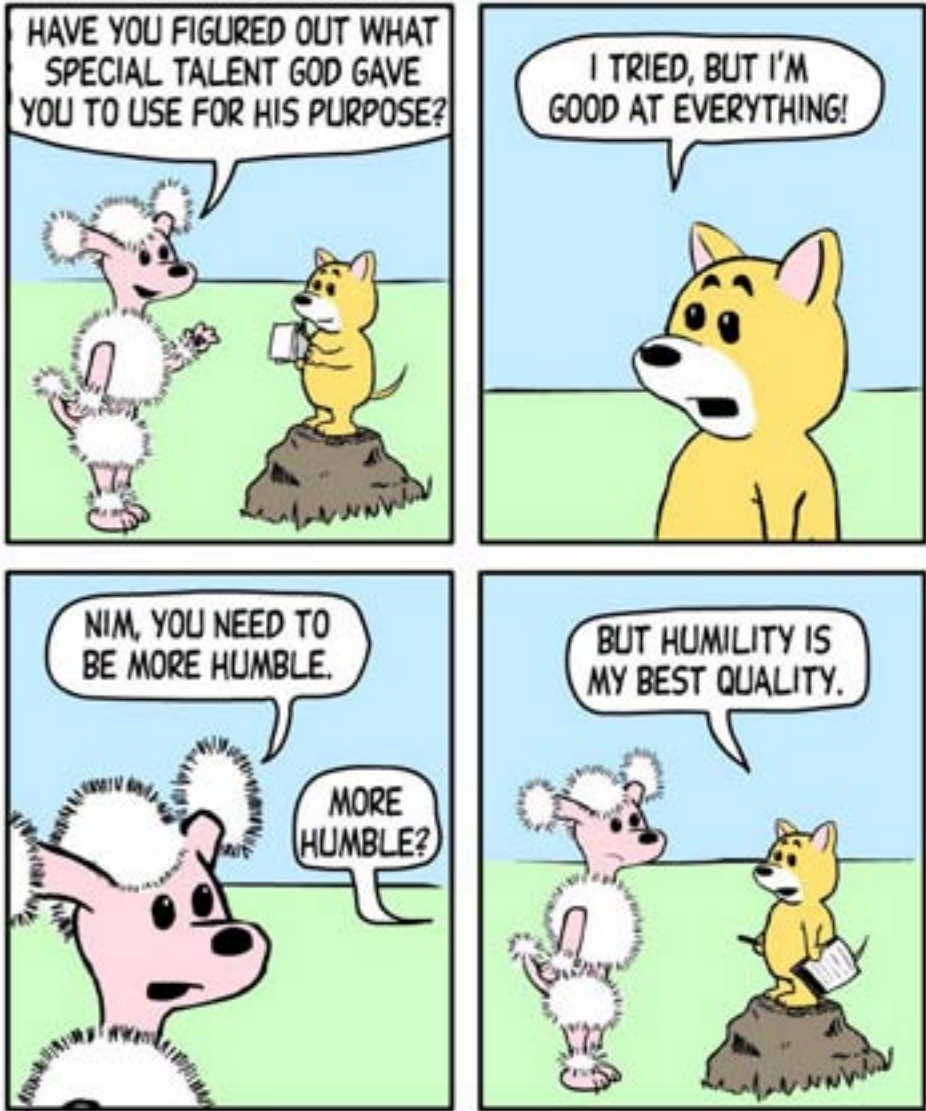
Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews,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



03-27-2015

DO YOU WANT ME FULLTIME GUARDIAN ON THIS ONE OR SHOULD I FOCUS SOME OF MY EFFORTS ELSEWHERE

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!

Nintendo NX

Dear Mr. Bury,

I think the Nintendo NX will win this generation's console battle for several reasons. Here they are:

1. The console is portable, but it can be hooked up to a TV. This will enable it to sell well in areas where people cannot afford or do not have the space for big screen TVs, without causing those who have big screen TVs to feel left out.

2. The console will use cartridges. Cartridges are much harder to copy, they can take more abuse, they have no moving parts, they have higher data transfer speeds, and they can store more data. I recently read that SanDisk has made an SD card

that can hold a whole terabyte. A whole terabyte would take more than a day to download at a speed of 10 megabytes per second, and it would certainly max out a lot of ISP monthly limits. That would be a strong argument for physical copies and against piracy. It would be faster to drive or even walk to the store than to download the game. And I imagine the Nintendo NX cartridges may be larger than SD cards.

3. It will have detachable motion sensing controllers that made the Nintendo Wii a big hit.

That being said, I have a question: Will the Nintendo NX allow for localized multiplayer? If so, it should allow for at least 10 people to play together.

I also think that the Nintendo NX should have a console-specific racing simulation, similar to Gran Turismo or Forza Motorsport. Using cartridges would allow the game to have more tracks and more cars. And you wouldn't need to waste time installing the game with multiple discs like you do with Forza Motorsport. Also, the Nintendo NX touchscreen could allow users to create custom tracks and custom car paint jobs more easily.

If you agree or disagree with me, please let me know. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

That is a bold prediction. I was very sure of the Wii, and Kinect before they came out. I do not have enough information on the Nintendo NX as of yet to make a prediction. I can tell you what concerns me about the Nintendo NX. The first is the power of the machine as it has been reported. Supposedly it is almost as powerful as the Xbox One and Playstation 4. Which means Nintendo could compete with them head to head. How many years before we get the next console generation from Sony and Microsoft? Meaning in a few years the NX could be way behind in terms of power. A mistake Nintendo keeps making console generation after console generation.

Now if the NX is a huge hit right out of the box, then it could be a moot point for a few years. The Wii continued to do well as the most under powered machine of that generation. The Wii U did not. I like the idea of a home console that can be taken out as a portable. In fact we told Nintendo this when we first started using the Wii U. That iPad like controller (Wii U Gamepad), needed to be untethered from the home console system. From what we are hearing Nintendo followed our sage advice. They did not provide any payment for

what may be a very profitable idea.

I love the idea of going back to cartridges. Especially since they have dropped in price so drastically. If Nintendo can release brand new games for ten to twenty dollars less than their competitors then they have a real shot at winning the next console generation. Especially if it is the same game ported on NX, PS4, and Xbox One. Time will tell on that one.

I expect Nintendo will allow multiplayer on the NX. They need to include it, since they have so many games that use it. I have also heard rumors of games being developed for the NX. I expect local multiplayer will be a part of that system.

EA OWES U

I am a long time support of Family Friendly Gaming. I only buy video games that Family Friendly Gaming recommends. I am irritated to see front cover video games not being sent to Family Friendly



Gaming. EA Sports is the biggest recent offender. You guys gave them the front cover for Madden and Fifa. They could not be bothered to send Family Friendly Gaming a reviewable copy. Games featured on the front cover are worth at least one hundred thousand dollars to those companies. Why can't they be bothered to send you guys a reviewable copy? I am on a full out boycott of EA Sports because of this. They need to learn how to be thankful for what Family Friendly Gaming has given them.

Thank you for being transparent on what goes on with these companies. - Clark

{Paul}: Clark,

Thank you so much for your email and your years of support. I don't

know if we would value front cover support at such a high dollar amount. Maybe it is fifty thousand dollars. What is interesting to me is the FCC requires we disclose that we were given a free copy. The FCC does not require these companies to disclose we gifted them with a front cover that does give them a monetary award. Also we can't forget that there is a string attached to the

reviewable copies of games we get - a review. Please note reviews have a higher value to them than the product we are sent to review. So we end up losing money in the long run.

I would love to see these companies have to acknowledge the gifts we have given them in the past. The focus and perspective would show them, and hopefully teach them to be thankful and grateful for all we have done for them for over a decade.

I really have no idea what is going on over at EA. We have tried to communicate with them about it, and gotten nowhere on it. We can make all kinds of guesses, but have no solid data on why they went from giving us everything for ten years to nothing. Are we being discriminated against because we are Christians? It is a possibility. Are they using false data and corrupted tracking websites that mis-report data to make themselves money? That is also a possibility. Whatever the case we have a plan in place to deal with it. We rent what we can, and we purchase other games. We still like to wait a bit for prices to go down. We have been able to beef up our Previews section thanks to this issue. If they meant to hurt us, and if they mean it for evil they are finding out that God has turned it to good for us.

Everyone has freedom of choice. If EA wants to be this way, then that is their choice. We continue to treat them with the love of Christ. We continue to call a spade

SOUND OFF Continued



a spade. We continue to stick with honor and integrity. In other words it won't change us. God will judge them for their actions. We continue to point everyone to Him. I am also thankful for all of the cool things EA did for us in the past. I am hopeful they will turn it around and fix their problems.

FFG Top Ten

I love your Top Ten videos. Keep them up. Could you do one on the best kids games? Or how about one on the best family games? They are amazing videos that are so much fun to watch. Do you guys have fun making them? Looks like you do in the videos. Will you continue doing the FFG Chronicles videos too? Do the Top Ten videos take their place? Will both of them continue on the

channel? For how long?
- Kelly

{Paul}: Kelly,

First and foremost thank you so much for your words of encouragement. Wow that is a lot of questions. I will try my best to answer them all. I do have a history of going off on tangents and chasing rabbits. So if I do that, I apologize on the front end. We have added both of your ideas to our listing to do them. I can not promise when. Hopefully before or not that far after this issue is published online.

We do have a blast doing the videos. We are constantly talking about different ideas, and what would be cool to do. It is great for us to show everyone that we are real people, that are really doing this. We are human, flawed, and make mistakes. We do not cover them up or hide them. Almost everything we do is the first take. Every so often we forget to include something and do a second take. I have just as much fun behind the camera as I do in front of it. I love being behind the camera on the Unboxing videos we do. The kids have a blast doing those.

We have plans to go back to FFG Chronicles and do more of them. We are kicking around how we want to do that. We like to do one video series a week. So do we do one month of Top Ten and then a month of Chronicles? Do we go back and forth week after week? Do

we go along with what needs to be addressed that week when it needs to be addressed? We still are not sure. We do have plenty of ideas for new FFG Top Ten listings. We also have some ideas left for topics on the FFG Chronicles series. There are also issues that come up in the industry that need to be addressed. Those fit better with FFG Chronicles than FFG Top Ten.

Ultimately we are still trying to figure it all out. Right now we plan on continuing both of them. At this point in time I believe we will be doing more FFG Top Ten Listings more frequently than FFG Chronicles. Eventually we will run out of ideas for FFG Top Ten and have plenty of new one for FFG Chronicles. In fact as I write this we are planning the next FFG Chronicles coming out a few weeks before this issue.

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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LOOK BACK QUIZ

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



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

Question: What can you do about the PR and Marketing failures of certain video game companies?
Answer:

Question: What can you do to stop discrimination against Christians?
Answer:

Question: What have you stood up for recently?
Answer:

Question: How many chapters in the Video Game Lies book?
Answer:

Question: What is the name of the main character in the first Future Glimpses book?
Answer:

Question: What is the name of the main character in the second Future Glimpses book?
Answer:

Question: Would you watch a Future Glimpses movie?
Answer:

Question: When did Family Friendly Gaming start?
Answer:

Question: What couple created Family Friendly Gaming?
Answer:

Question: How important is life to you?
Answer:

Question: How often do you pray for others?
Answer:

Question: Who do you turn to when tragedy strikes?
Answer:

Question: If you were to offer wise counsel to Family Friendly Gaming, what would you say?
Answer:

DEVOTIONAL

Helpful Thoughts

Reform Part 24

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about obeying God. It amazes me to hear all kinds of different people talking about their vision. Talk about what they want to do. Talk about what they want to happen. Know what it missing too many times? Are they obeying God or are they rebelling? Are they doing good or evil in God's sight? Too many times they wind up doing evil in God's sight and try to redefine it as good. Numbers 32: 13 The Lord's anger burned against Israel and he made them wander in the wilderness forty years, until the whole generation of those who had done evil in his sight was gone. We know there is a price to pay for doing evil in the sight of the Lord. Kings of Israel made that mistake over and over again.

For years I have stated one simple fact - I include God in my decision making process. It shocks me to hear pastors in modern day American churches say the opposite. They think they can do it on their own. Or find Bible verses that agree with what they are trying to do. Ignoring

the fact they are taking it out of context. Or ignoring the fact that there are other verses that point to the opposite. Too many modern day American pastors give the people what they want. You want this sin to be acceptable? They say okay, we will ignore what the Holy Bible teaches and allow that sin to be acceptable in this building. Exodus 32:1 When the people saw that Moses was so long in coming down from the mountain, they gathered around Aaron and said, "Come, make us gods who will go before us. As for this fellow Moses who brought us up out of Egypt, we don't know what has happened to him." Think this is something new? The Israelites did it when Moses was getting the Ten Commandments. They were impatient, and Aaron gave the people what they wanted.

Too often human beings are rebellious against God. We can use all kinds of flawed and failed logic to support the rebellion. Deep down in our hearts we know the truth. Deuteronomy 9:7 Remember this and never forget how you aroused the anger of the Lord your God in the wilderness. From the day you left Egypt until you arrived here, you have been rebellious against the Lord. This is more

than just the Israelites. We the People do it too often in modern day America. We want to be seen as loving instead of obedient. We want to be liked by other people instead of blameless and holy before God. We want to be popular instead of wise.

It starts at the top with the pastors including God and the Biblical path to live life. Then the deacons, and finally the people. It is sad for me to see churches where the pastors and deacons are rebellious against God and some of the people going there are obedient. 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.

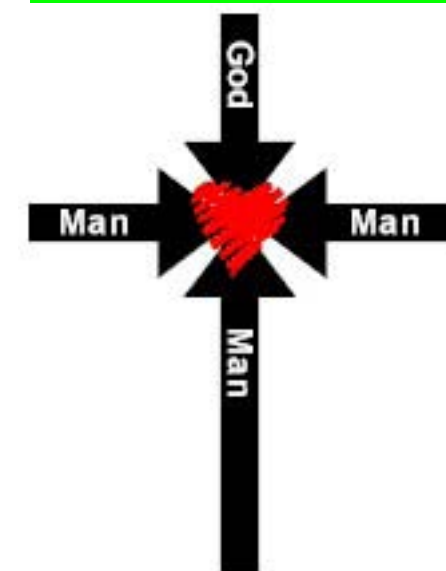
There are wise decisions we make in life and there are mistakes. Family Friendly Gaming wants to share some thoughts that can be helpful. Maybe this will bring more joy into your life. Maybe it will allow you to have better physical health. Maybe it will help you reach a better mental, psychological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

Shine

It is amazing how attractive it is to be happy. Happy people can be extremely contagious. The same can be said for whiners, moaners, and complainers. But they don't exactly make the world a better place do they? Sure there are plenty of things we can complain about. There are plenty more we can be thankful for. John Wesley said: "Catch on fire with enthusiasm and people will come for miles to watch you burn." Interesting huh? Could you imagine having that kind of impact? People coming for miles to see you because of your enthusiasm?

The more joyful I am the more I notice others want to be

around me. Joy comes from the Lord of course. So that vertical relationship connection needs to be right before I can get the horizontal relationship connections with others right. Notice something interesting about the vertical and horizontal relationship connections? They form the image of the cross. With our hearts at the center.



When we look at men and women who shine brightly for Jesus Christ we notice quite a few others wanting to be near them. Tim Tebow comes to mind. He is doing everything he can to obey God, and follow the life plan set forth in the Holy Bible. Sure he runs into issues and problems in life. I also notice he has plenty of people

who want to hear his opinion on a variety of issues. I don't see the same for Oscar the Grouch.

Being happy is also better for our health. Happier people deal with change better. They embrace the positive and uplifting. They see the best in others and strive to be the best they can be. I have seen happy people competitions. They are such a pleasure to watch. It encourages me to be happier and look at the positive side more myself. It is something I continue to work on. This is something we can all work on. We should be "Happy, Happy, Happy" as Phil Robertson says.

Whether we realize it or not being happy is a choice. We choose to shine, or be a rainy cloud. It is up to each and every one of us. Do we choose to be happy or do we choose to be unhappy? Do we focus on what we have or do we focus on what we don't have? Do we find the positives in our life or do we obsess about the negatives? Do we strive to be better or do we wallow in misery? This sounds simple. Problem is we have to make the choice to shine. We have to make the choice to be happy. We have to make the choice make things better around us. Will you make that choice?

IN THE NEWS

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Facing Darkness Coming in 2017

FACING DARKNESS—a new documentary from Samaritan’s Purse and Executive Producer Franklin Graham—brings to vivid life the true story of two American aid workers in West Africa stricken with the deadly Ebola virus and the race against time to get them home and get them treated.

“Samaritan’s Purse workers were holding the last line of defense in a crisis the world was largely ignoring,” said Graham, president and CEO of the relief organization. “Hundreds were dying and it was only growing worse. When the disease struck Dr. Kent Brantly and hygienist Nancy Writebol, we knew we had to get them home for treatment. It was their only chance, yet it was something no one had ever done.”

Featuring interviews with those who fought the outbreak first hand, FACING DARKNESS was filmed

on location in Liberia and the U.S. where the events took place. It is a story of true heroes, risking their lives in an effort to stem one of the deadliest epidemics of the century. Ebola infected more than 28,000 people in Liberia, Guinea and Sierra Leone, and the disease claimed more than 11,000 lives.

FACING DARKNESS premieres in select U.S. movie theaters for one night through Fathom Events on March 30, 2017.

The Ebola outbreak began in March 2014, and by June it was a raging epidemic. Dr. Kent Brantly and Nancy Writebol were in ELWA Hospital in Monrovia, Liberia, fighting the surge of the killer virus when they caught the disease themselves.

The team at Samaritan’s Purse worked around the clock toward the only hope for Brantly and Writebol. It was something that had never been done—evacuate the Ebola patients to the U.S. for treatment and cure.

MORE THAN A MEDICAL STORY

The true story of Brantly and Writebol’s evacuation, treatment and eventual cure unfolds side-by-side with an inspiring story of faith facing and overcoming fear.

“Faith is not something that makes you safe,” Brantly said, describing his decision to stay in country and fight the disease. “You had to face death in the eye and decide, ‘Who am I going to be today?’”

Complicating the situation—after years of civil war, the people of Liberia deeply distrusted any authority and went so far as to blame the aid workers for spreading the disease. Hospitals and people were attacked. Yet the Samaritan’s Purse team continued to serve.

“I think when there’s a crisis, God wants us to be there,” Graham said of the organization’s commitment to stay in Liberia. “He doesn’t want us to run away. God has put us there for a reason, and he expects us to do something about it.”

Eventually, a change in culture stemmed the spread of the disease, accomplished through a massive public health education program, in which Samaritan’s Purse reached 1.5 million people. One year later, Liberia was declared Ebola free.

FACING DARKNESS not only tells the story of saving Brantly and Writebol, it shows what happens when people choose compassion over fear in service to others.

FACING DARKNESS is directed by Arthur Rasco. It will premiere at the Heartland Film Festival, and has received an Award of Excellence from the Accolade Global Film Competition.

CRANGA!

HARBOR FRENZY

CRANGA! Harbor Frenzy Announced

HandMade Game, an independent game developer - dedicated to artistic craftsmanship - and maker of award winning puzzle game Rooms, today revealed the upcoming launch of CRANGA!: Harbor Frenzy. Currently in development for the Oculus Rift, HTC Vive and PlayStation VR, CRANGA!: Harbor Frenzy is a VR party game that combines explosive consequences to classic block tower gameplay.

As giant crane operators with bird's eye views, players will virtually control a massive industrial crane to carefully push and remove block-style containers from a teetering tower. These are not your ordinary containers as they vary in colors, come in different shapes and sizes, and at times can be explosive or slippery - adding to the fun and excitement. In order to ensure the container's safe removal, players must find the sweet spot by moving their head around in their physical space to view the tower from different angles. One wrong move can cause a chain effect resulting in epic destruction with the tower of blocks crashing down to the harbor grounds.

CRANGA!: Harbor Frenzy, a fun block-pushing game meets strategic crane simulator, is another great addition to Hand-Made Game's lineup of Simple, Fun and Comfortable VR games made for everyone!

The Book of Mysteries Soars

Jonathan Cahn's potent mix of Bible passages and end-times insights is no. 29 on USA Today's best-seller list, and that's just the start. Nielsen Bookscan ranks it no. 3 among all hardcover fiction titles in the book industry and no. 8 among all fiction titles (hardcover and trade). Also:

- Publisher's Weekly ranks The Book of Mysteries no. 4 on hardcover fiction
 - The Book of Mysteries is No. 7 on Wall Street Journal hardcover fiction
- Customers among the mass/ABA/CBA and specialty markets report strong sales and continual sell through.

Cahn is senior pastor and Messianic rabbi of the Jerusalem Center/Beth Israel in Wayne, NJ, and founder and president of Hope of the World Ministries. In 2012 he garnered national attention with The Harbinger, a parallel of the United States following the 2001 terrorist attacks and Israel's history. The Harbinger debuted as a New York Times best seller and stayed on the list for 110 plus weeks.

"I believe the response we're seeing is because of a growing hunger for meaning, purpose, and spiritual awakening," Cahn said. "I was led to write The Book of Mysteries not only to reveal the mysteries of God, but also for the strengthening, reviving, and transforming of people's lives, which I believe is going to be more and more crucial in the days ahead."

The Book of Mysteries follows a traveler's one-year journey with a man known only as "the teacher." Each day the teacher opens the traveler's eyes to a profound mystery from God's Word.

Though raised in a Jewish family, Cahn became an atheist as a young man. After a miraculous escape from a catastrophic car/train collision, he converted to Christianity.

Christian 'Oprah' Takes on the Hard Stuff

Quick. What do racial bias, mixed families and absentee parents have to do with grandmothers? African-American speaker Thelma Wells--brought up by her grandmother--can tell you point blank. And that's her short list.

On the heels of a two-decade run with the national conference series Women of Faith, Wells--the "Christian Oprah"--now addresses society's family fissures widened by the years, the races, the miles and the electronics. At age 75, Wells announces the deceptively soft-sounding "Generation Love," one-day conferences shaped by having grown up under her great grandmother, Sarah Harrell.

"Millennials get information without knowledge. Boomers see Millennial indifference and close doors. Teens are growing up ignorant of intergenerational riches," Wells said. "And everyone suffers a brand of loneliness."

In the "Generation Love" conference, every speaker appears with a family member. Launching Saturday, Sept. 24, from 9 a.m. to 5 p.m., at Trinity Church in Cedar Hill, Texas, women come from multiple ethnicities, denominations and nationalities, for the talks,

panels, drama, dance and prayer--much of it interactive. Based on Psalm 100:5,



which closes with," . . . his truth endures to all generations," families gain vision and tools to better understand, listen and glean from their richest natural resources: each other.

"The X-factor is love," Wells said. "And the effect is far more than sentiment. It's what holds families and cities and nations intact."

Generation Love's impressive speakers and award-winning artists start with MIRACLES FROM HEAVEN mother-daughter team, Christy and Abigail Beam. Then there's Babbie Mason, Steph Carse, Anna Byrd, comedian Becky Baker, and millennial speaker Grant Skeldon, director of Initiative Network. Actress and Women of Faith headliner Nicole Johnson wrote the multi-generational drama sketches.

Two panels will feature mother/daughter or father/son panel hosts and guests: Mandy Majors, founder of nextTalk, which gets parents and kids to talk about cyberbullying, social media, and sex, with daughter Ella; Wynter Pitts, owner of tween magazine "For Girls Like You" speaks with actress daughter Alena of WAR ROOM; Sabrina Harrison, owner of MINT dentistry, appears with her educator mom, Dr. Veronica Guerra.

DATES: The 2016-17 Generation Love Tour conferences are October 15 at Sunnyvale First Baptist Church, Sunnyvale, Texas; January 28 at First Baptist Grapevine, Grapevine, Texas; and February 25 at Cornerstone Baptist, Arlington, Texas.

TICKETS: Tour tickets start at \$35* and are sold online at GenerationLove.info and via iTickets.com. For Church group tickets, Family Generation tickets, great-grandmother tickets and Angel Donation tickets, visit generationlove.info or call 1-800-843-5622 x 2. (Dates, locations, times, and talent subject to change. Standard ticket fees and taxes may apply.)

Building A Better Future

Family Friendly Gaming, the industry leader in covering the family friendly video games is going really deep on this topic. Deeper than we may have ever gone before. So many people talk about building a better future. So many people talk about leaving things better than we found them. Yet so many of the people saying those things are not aware of the negative things they are creating. Someone may feel really bad about people that died in a fire. So they give us bloated government that creates twenty new problems. They did not build a better future. They created even more problems. How does any of this apply to entertainment? How does this impact and effect video games? What can be done to build a better video game industry?

Sadly the video game industry has gotten way too radical on the extreme far left. Liberalism is about control. Liberalism is about keeping people down. Liberalism does not embrace freedom. Well there is one freedom that liberalism does embrace – rebellion against God. Liberals are all for anything that rebels against God. This is one of the reasons so many conservatives, and so many Christians are discriminated against within the video game industry. Haters are in control of the video game industry and they make sure to treat Christians and conservatives as third class citizens. If they let us on the bus we are forced to sit in the back of the bus. Those in charge of the video game industry have abused their power in other ways. They work hard to brain wash gamers into their radical and extreme zealot belief set.

We all know that video games are teaching us something. The test is whether the games teach us good things

or bad things. Too few gamers critically analyze the games. Instead they react with emotional responses. How did the game make me feel? Was it worth the sixty dollars I spent on it? Or the twenty dollars for wiser gamers. Propaganda and hype have seeped into the entire gaming culture. Fanboys fight for fake things in psychotic fashions. What is real and important is neglected way too often. Corruption by the gaming companies of too many of the gaming media outlets has still not been addressed. Discrimination against families is another issue that is being largely ignored. Does your favorite game help you have a positive attitude or a negative one? Does your favorite game encourage you to be selfless and patient? Or does your favorite game teach you to be selfish and impatient?

There are plenty of problems within the video game industry just like there are plenty of problems all over the world. How do we get to a point where we can recognize the good games from the bad ones? How do we get to the place where we can all work together for a better industry? What does it take to get to the place where we are making a better world? How do we get to a better future? Part of me feels we won't because human beings are involved. One person being Satanic will poison the well. Another part of me has hope and faith that more people will acknowledge the problems and work on solutions. Family Friendly Gaming has listed possible solutions before. All that needs to happen is for them to be implemented.

Are you ready to think about making a real future that is better for everyone? Are you capable of acknowledging the conservative and liberal systems both mess up? Are you ready to acknowledge there is no one size fits all in terms of things like education?

Boulder Dash - 30th Anniversary Arrives on Steam for PC and Mac

TapStar Interactive and First Star Software, Inc. have released Boulder Dash - 30th Anniversary for PC and Mac on the Steam store. Over 200 levels of classic arcade puzzle-action, the first level editor since 1987, share-able levels via Steam Workshop support, and a new Hardcore difficulty mode, make this the definitive Boulder Dash game in the best-selling series.

The original Boulder Dash® was created by Peter Liepa with Chris Gray and published by First Star Software, Inc. in 1984. For Boulder Dash - 30th Anniversary Peter Liepa and Chris Gray have each created a set of 20 new levels, their first in over 30 years.

Key features for PC & Mac versions:

- Fully-featured level editor - Create and share your own Boulder Dash levels!
- Steam Workshop - Upload and share your levels with the world, download other user-made levels, and vote for your favorites!
- Hardcore Mode - Falling gems kill you and there are no mid-level continues just like in the original. This brings a serious new challenge to many levels! (Normal and Casual modes are also selectable)
- Control responsiveness and game speed have been fine-tuned for PC gamers
- 220 levels included in the game, with Peter Liepa's mind-bending "The Bouldering Comp" and the remastered original 1984 game levels "Classic Remix" each available as special DLC
- Gamepad, joystick and keyboard support

About TapStar Interactive

Based in San Francisco with offices in Salt Lake City, Los Angeles, Montreal, Canada; and Saarbrücken, Germany, TapStar Interactive creates and publishes unique and innovative gaming experiences that appeal to a wide range of players. Its portfolio includes original and licensed IP, from location-based to casual puzzle games. TapStar works with talented game development teams from around the world, both for its own titles and for its third party publishing program.

About First Star Software, Inc.

Founded in 1982, First Star Software, Inc. develops, licenses and publishes games across all platforms including smartphones, tablets, hand-held devices, home computers and next generation consoles. Creators of numerous best selling and award winning video game titles including Boulder Dash® and the SPY vs. SPY series of games, millions of units of each series have been sold throughout the world. A privately held corporation, it is one of a very few surviving publishers from the early 1980's that are run by the original founders.

Boulder Dash® is a registered trademark of FIRST STAR SOFTWARE, INC. Boulder Dash®-30 Anniversary™, the names and likenesses of Rockford™ and Crystal™ are trademarks of FIRST STAR SOFTWARE, INC. Boulder Dash®-30 Anniversary™ Copyright © 1984-2016 FIRST STAR SOFTWARE, INC. All rights reserved. The original Boulder Dash was created by Peter Liepa with Chris Gray. Boulder Dash®-30th Anniversary™ is created and developed by TapStar Interactive with FIRST STAR SOFTWARE, INC. Trademarks are property of their respective owners.

In The News Continued

Hatsune Miku VR Future Live Launches Oct. 13

Get ready for the first VR experience featuring the world's most popular digital singer, as Hatsune Miku: VR Future Live will be releasing on Oct. 13! Please note, this is actually a day earlier than we first announced to coincide with the launch of PlayStation®VR.

Hatsune Miku: VR Future Live is a virtual reality Miku concert experience like no other. Putting on the PSVR headset transports you to a huge stadium filled with cheering Miku fans. Players can move throughout the audience or even up on stage to get the best vantage point of the event! They'll also be able to keep time with their controllers, err I mean glow sticks, during song performances in order to unlock various Easter eggs. After progressing through three songs, players will get a special solo encore performance by

Miku!

The first Stage will release on Oct.13, and will contain the following seven tracks:

Love Trial by 40mP
1/6 - out of the gravity - by noa
Satisfaction by kz
Weekender Girl by kz & Hachioji P
39 by DECO*27 & sasakure.UK
Cute Medley - Idol Sounds by Mitchie M
Love Song by Lamaze-P

Warning Song may contain lyrics your family finds offensive.

Hatsune Miku: VR Future Live will be available as a free download on PlayStation®Network, but players will need to purchase Stages in order to play any content. There will be a total of three stages (\$14.99 each) to be released and more information about them will be revealed at a later date.



Spaghetti Western Party Game Sombrero Releases October 27th

Stretch out your trigger finger and start honing your dead-eye stare for Sombrero,

the multiplayer game of Spaghetti Western Mayhem coming to Steam on October 27th from PixelMetal and Alliance Digital Media.

Play with 2-4 friends on your couch or online in this rapid-fire party game with nearly two dozen characters, four gameplay modes, treacherous landscapes, and a fistful of power-ups.

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

In The News Continued

Update Available for Kick & Fennick

Abstraction Games and Jaywalkers Interactive launched a new update to their popular platformer, Kick & Fennick. The update fixes some achievement / trophy issues on the Xbox One, the all-in-one games and entertainment system from Microsoft, and PlayStation®4 computer entertainment system versions of the game, along with adding three new costumes for the game's hero, Kick. The new costumes are a free addition to the update, which is available for download now.

Kick & Fennick tells the story of a young boy named Kick who finds himself waking up in a bright and colorful, yet dangerous world. Armed with a giant gun that can be used to shoot down enemy robots, while also allowing him to make huge jumps using the weapon's powerful recoil, Kick searches for a way to the highest tower in the

city to find a new energy core for Fennick, his helpful flying robot friend. Together they must explore this strange new world, jumping and shooting their way through 45 levels of collapsed skyscrapers, and a big guard robot that are out to stop Kick at all costs.

Key features of Kick & Fennick include:

- Players take on the role of Kick and must use a combination of jumping and blasting to navigate all 45 levels and find their way to the Core Tower to save Fennick.
- Marvel at the brightly colored world of Kick & Fennick, with inspired character design, intricate and delightfully chaotic levels, highly-detailed animations, and a cinematic camera system that dynamically follows all of the action.

offers up challenging platforming adventures and puzzles that will keep gamers of all ages and skill levels engaged without throwing their controller in frustration.

Syberia 3 release date delayed

Upon capturing the enthusiasm of many players, the Syberia saga is back for an even more ambitious third opus. Every day, Kate Walker's new adventure is polished by the work provided by the development teams to ensure without a doubt that the fans expectation will be rewarded. However, for the reasons explained below, Microïds had to make the difficult choice to postpone the release.

Syberia 3 is the third opus of a mythical adventure game saga fueled by a rich universe and a strong identity. After the unprecedented excitement we have seen for this game, we decided to bring even more depth to Kate Walker's new adventure. "Said Elliot Grassiano, Vice President of Microïds. "We are aware that fans around the world are eager to embody Kate Walker again but we need additional time to provide them with an adventure that can live up to their expect-

tations in this fascinating universe created by Benoit Sokal."

I am obviously disappointed that Syberia 3 is delayed because we would like to release our games as soon as the storyline is written, but I'm also relieved that Microïds has taken the decision to postpone the game's launch because it is essential to offer players the best gaming experience possible. We decided to add even more cinematics to this new fiction, more optional narrative sequences as well as new languages for the voice-over, which represents considerable work for teams. "Said Benoit Sokal, founder and creative director of the Syberia saga.

Impersonating Kate Walker, players will benefit from a brand new way to freely explore striking landscapes and circumvent their mysteries and puzzles in ways they have not experienced before. Syberia 3 will be available in Q1 2017 for PlayStation 4, Xbox One, PC and Mac.

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 spying. That might sound strange. Think about it for a minute though. What is the biggest fear any spy has? They are afraid of being caught. They are afraid of being exposed. The concept of living a lie, and the dangers it actually has could be a wonderful learning moment for all gamers, and families.

Trust is such a difficult issue for some people. Especially when they have been hurt before.

Imagine how a spy based video game could focus on the issue of trust. The spy is trying to get other people to trust them. The spy is also trying to entice others with whatever they really want. The spy tries to convince people to become traitors to their own country. What does it take to make someone a traitor? What happens if you come across a real patriot?

There is another aspect of exposure in a spy video game. Not only does the spy have to worry about themselves, but each of their agents. Each person they have turned into a traitor. If any of their traitors do something to expose themselves, then the spy will also be in trouble. So the spy has to be very careful in who they pick. Personalities are very important. Knowing who will be faithful to being a traitor is really difficult to determine. If they will turn their

back on their country, won't they betray the spy as well?

Can you imagine all of the interesting things we could learn in a game based on spies? There is trust, betrayal, psychology, personality traits, and more. Families could learn how to guard themselves against the enticements that a spy would and could use against them. A video game based on spying could keep gamers on the edge of their couches. We could all learn from mistakes made. We could learn how to be more subtle. We could learn about motives and what drives certain people.

Would you be willing to play a video game based on spies? Could you see where this kind of a video game would work? Which publisher and developer could best make this kind of a video game? Anyone out there willing to make this kind of a game?

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.

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Job 36:21-26

21 Beware of turning to evil, which you seem to prefer to affliction.
22 "God is exalted in his power. Who is a teacher like him?
23 Who has prescribed his ways for him, or said to him, 'You have done wrong'?
24 Remember to extol his work, which people have praised in song.
25 All humanity has seen it; mortals gaze on it from afar.
26 How great is God—beyond our understanding! The number of his years is past finding out.



Kirby Planet Robo- bot

SCORE: 69



Style Savvy Fashion Forward

SCORE: 85



Nintendo needs to give Kirby a break. Kirby is not some sports game where we need one a year. The lack of creativity over at Nintendo is shining through in their Kirby games. We get the same game with one new wrinkle. What is the wrinkle in Kirby Planet Robobot? Kirby gets into a mech and fights that way. On top of inhaling, and swallowing enemies to get their powers. The same can be done with the mech if you were interested in knowing. All of the violent content within Kirby Planet Robobot makes me think this hand held video game deserves an E10+ rating. What does that mean? There is so much violence in Kirby Planet Robobot that I believe this game is for ten and older only. Kirby Planet Robobot is too violent for six year olds. That



is my opinion on that matter. You can agree or disagree. Kirby Planet Robobot has bright colors to go along with the violence and explosions. Amiibos can be used in conjunction with Kirby Planet Robobot.

You will need a Nintendo 3DS XL, or one of those NFC readers to use the amiibos. There are some additional game play modes in Kirby Planet Robobot. They are Team Kirby Clash, and Kirby 3D Rumble. They help since Kirby Planet Robobot has such a short normal game play mode. I am so sick and tired of hav-

ing to get so many items in a world to unlock the boss level. I had to replay certain levels multiple times to get enough Borg cubes to unlock things going forward. This Nintendo game play mechanic made me angry in the real world. I beat a level, then the next one should open up for me. This annoying manufactured replay mechanic is one of the things in the video game industry that needs to be corrected.

I like the music and sounds in Kirby Planet Robobot. The space shooter levels are boring to me in Kirby Planet Robobot. I like that Kirby Planet Robobot has download play. That is helpful to families. I would put a brand new price of fifteen dollars on Kirby Planet Robobot. Anything more than that is too much money in my professional opinion. - Teen Gamer



Publisher: Nintendo
Developer: Hal Laboratory
System: Nintendo 3DS
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Cartoon Violence}



Graphics: 60%
Sound: 75%
Replay/Extras: 80%
Gameplay: 70%
Family Friendly Factor: 60%

I appreciate Family Friendly Gaming on a daily basis. FFG purchased a copy of Style Savvy Fashion Forward on the Nintendo 3DS for this review. The PR and Marketing for Nintendo continue to fail us. It is their loss of revenue and sales. They are saying they do not want sales from Family Friendly Gaming Universe.

If you are into fashion and make up then you will enjoy Style Savvy Fashion Forward. I have played plenty of fashion video games and Style Savvy Fashion Forward is a good one. This hand held video game teaches us to listen to the clients and to give them what they ask for. There are fun little mini games found here and there in Style Savvy Fashion Forward on the Nintendo 3DS. I am amazed at how much content was plugged into this fashion

based hand held video game.

If you get bored doing one thing in Style Savvy Fashion Forward then there are other things and other places to go see. There are plenty of people to talk to in Style Savvy Fashion Forward. Amiibos can be used in Style Savvy Fashion Forward as well. You will need the Amiibos, and the reader, or a Nintendo 3DS XL to make that part of Style Savvy Fashion Forward work. There is also local play, streetpass and Internet connections in Style Savvy Fashion Forward. The girls are not always appropriately dressed in Style Savvy Fashion Forward. Some of them



could cover up a bit more if you catch my drift. There are five careers in Style Savvy Fashion Forward. Girls can be a hair stylist, designer, model, make up artist, or the standard boutique owner.

Girls will need to be able to read to play Style Savvy Fashion Forward properly. There is a lot of reading required in this hand held video game. I had fun playing Style Savvy Fashion Forward on the Nintendo 3DS. In my opinion this game is worth twenty to twenty-five dollars brand new. I am talking about a physical copy of the game as well.

I hope to see more fashion games in the future. I would love to see a version of Style Savvy Fashion Forward that supports and builds up Christian themes. - Yolanda



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

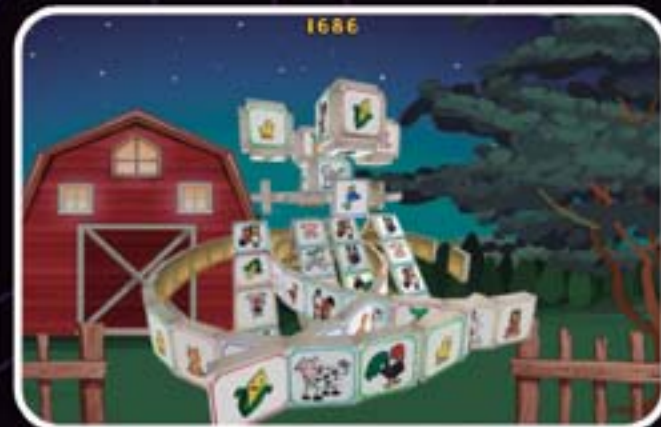


ENSENASOFT



Mahjong Deluxe 3

Mahjong Deluxe 3 includes 640 thought provoking puzzle layouts to enjoy in classic 2D and glorious 3D.



Barnyard Mahjong 3

Barnyard Mahjong 3 includes 640 joyful puzzles filled with animal sounds and farming fun.



Fabulous Food Truck

A fast paced time-management arcade game testing your skills as the cook of a busy food truck.



Mystery of Rivenhallows

An exciting point-and-click adventure game full of mystery and suspense.

www.ensenasoft.com



Fifa 17



SCORE: 70

Fifa 17 is a prime example of the extreme radical liberalization of the video game industry. Fifa 17 shoves female teams in our faces, and only allows us to play a black player in The Journey. I love how these companies claim they are all about choice, and they deny us the ability to play a white character in the story mode. Or a Hispanic, or Asian character for that matter. Why can't we select who we want to be? Why shove one thing down our throats?

Fifa 17 took forever to install. Why can't we just play this soccer game from the disc? Another choice we are being denied. I turned off the gross music in Fifa 17. Thankfully it

can all be turned off in one place. The announcers are okay in Fifa 17. This game has a very European flavor to it. In fact there was little in Fifa 17 that appealed to me as an American.

The passing is now broken in Fifa 17. What is it with EA Sports this year? It is like they are breaking everything in their sports games. Maybe that is why their PR and Marketing department failed us so miserably. They probably do not want to hear the graphics stay small in Fifa 17 either. The lack of options in Fifa 17 dismayed



Like the ones Tim Tebow has.

The ball control feels loose, and penalty kicks are really lame in Fifa 17. Fifa 17 is light on options. We have The Journey, Career, Ultimate Team, Kick Off, Tournament and Skill Games. There is also the Internet draining online section of Fifa 17. I feel this year is a real let down. If I were to price Fifa 17 I would say it is worth between ten to fifteen dollars brand new. Release prices are way over inflated.

Lets be real concerning Fifa 17. Soccer is not that big of a sport in America. We are not the audience. Soccer nuts may get into Fifa 17. I have enjoyed soccer games before, just not this one. - Frank



me. The Journey is interesting if you feel like playing a dark story-line with all kinds of trauma. Why can't they give the main character two loving and caring parents?

Publisher: EA Sports
Developer: EA Canada
System: PC/Xbox One/Xbox 360/PS3/PS4(tested)
Rating: 'E' - Everyone SIX AND OLDER ONLY



Graphics: 70%
Sound: 75%
Replay: 85%
Gameplay: 60%
Family Friendly Factor: 60%



Shift 2 Unleashed



SCORE: 66

I agree with millions of ya'll when you say: "Family Friendly Gaming ROCKS!" Where was EA's PR and Marketing people when Shift 2 Unleashed was released? First time I heard about this game is when Family Friendly Gaming purchased it. It is astounding how much time, effort, and research is put into finding interesting games for families. Shift 2 Unleashed is way better than the Need for Speed video games.

The installation time in Shift 2 Unleashed is insanely long. Why can't we just play from disc? It would make this racing game better. There are violent car crashes in Shift 2 Unleashed. I wish we could skip some of these movies since they have no bearing on the game for me. There is enticement to lust, and music that may offend your family. I



turned the music off because I found it to be obnoxious.

Shift 2 Unleashed pushes the online game play really hard. Families have to pay for it, which is why it keeps advertising it to us. Endless pit my man, endless pit. The graphics look okay in Shift 2 Unleashed. I was not impressed with it. I have seen these same tracks look better in other games. There is a wide range of difficulty settings. Sometimes they work and sometimes they get in the way.



Expect to grind in Shift 2 Unleashed a lot. You will start out in a new series severely under powered. Save up for a new car, or upgrade your current one. Both of those take money. Be careful though because you can upgrade your car beyond a race series and then can't use it on that series anymore. The controls start loose and get better with different cars, tires, etc.

I was disappointed with the low volume of race tracks, and the low volume of cars in Shift 2 Unleashed. I also did not like the manufactured replay of having to get enough money to get cars good enough for later areas. The payout for winning is too low in Shift 2 Unleashed. I also hating getting knocked off the track by other cars and then warned for skipping portions of the track. Mastering curves was pretty cool, as was leveling up. - Frank



Publisher: Electronic Arts
Developer: Slightly Mad Studios
System: PC/Xbox 360/PS3(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Suggestive Themes, Mild Violence}

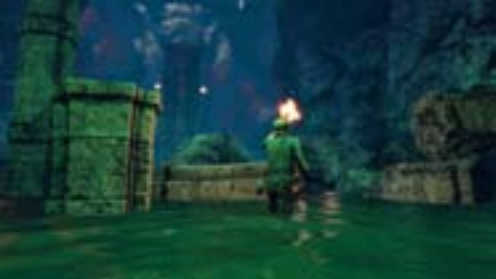
Graphics: 65%
Sound: 65%
Replay: 80%
Gameplay: 60%
Family Friendly Factor: 60%

VIDEO GAME LIES

by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



Adam's Venture Origins

SCORE: 90

It is really sad to me that the PR and Marketing for Adam's Venture Origins failed Family Friendly Gaming so badly. Especially after all of the efforts we went through to draw massive media attention to this game. I have played the first two episodes of Adam's Venture on the PC. I was so happy to see a physical copy of Adam's Venture Origins make it to the PS4, and Xbox One. Note: there is also a physical copy of Adam's Venture Origins on the PC.

Adam's Venture Origins is in essence a prequel episode, and then the first two episodes. Adam's Venture Origins has to be played from start to finish. Making it a full and complete game that families can enjoy. Man did we have a blast playing Adam's Venture Origins here at Family Friendly Gaming. Think Tomb Raider without all of the shooting,



and other bad content. I did some research and discovered episode three is where the prequel is found. I had not played

it so I was not aware of it. So Adam's Venture Origins is all three episodes in one really cool package.

The conversations between the characters in Adam's Venture Origins is exceptional. I loved listening to them and the jokes they tell. The Biblical references are one of the things that make Adam's Venture Origins an instant classic. Families can also enjoy the amazing music in Adam's Venture Origins. Time and effort were put into the creation of this awesome video game.

I love how we avoid violence in Adam's Venture Origins. Plenty



of bad things can happen to our characters. In fact the main character lands on a pile of rocks after falling way too often for my tastes. Speaking of tastes, you better like puzzles. Adam's Venture Origins can be challenging to solve. We are given vague instructions and have to figure out how to get through. The more I played the more I understood what was required of me. The puzzles also start easy and get progressively more challenging.

I noticed some glitches in Adam's Venture Origins. I tried to jump over a small stone wall to get to where a car was parked. My character died. I was able to stand on an open hole without falling down. I found no game breaking glitches though. There are cult images in Adam's Venture

Origins. There is also violent content around the player. I enjoyed playing Adam's Venture Origins on the PS4.
- Paul

Graphics: 85%
Sound: 95%
Replay/Extras: 100%
Gameplay: 80%
Family Friendly Factor: 90%



No Man's Sky

SCORE: 58



I am thankful that Family Friendly Gaming purchased No Man's Sky on the Playstation 4 for this review. I remember the claims at E3 2015 concerning this game. We could go and see all of these planets, and claim them as our own. There was this vast galaxy to explore. There was all of this diversity among the planets. It would be an endless epic exploration that was nearly endless. The final product does not match the companies claims.

No Man's Sky is sadly a dull and boring experience where we get resources, refill technologies, and find new technologies. This is done to progress along a boring and linear storyline. We come across aliens and have to find knowledge cubes to learn their



language. Please note you learn one word per knowledge cube. It can be a real pain to seek these knowledge cubes out too.

There is violence in No Man's Sky. We can blow up things in space, and we can shoot things on the planets. I am unclear why these little robots are on all of these planets attacking me while I am trying to collect resources to progress the storyline. No Man's Sky is also not very clear on what to do next. It might tell me to craft something, but I can't find the resources. I then realize I need to follow a distress beacon to find an alien that just gives it to me.

The initial limits to the inventory are way too low. Especially for a game where exploration is the key. The long loading times only pay off when you finally get to explore. Crafting items is simple and easy. The menu



screens and how to do things is not easy. The controls are very clunky. I loved having to refill the radiation suit, and my life support on some planets.

Early on I got lost in No Man's Sky. I eventually found my way back to my ship. I learned that flying close to locations made much more sense. The bulk of my time in No Man's Sky was collecting resources, and crafting items. I also noticed planets started looking the same really fast in No Man's Sky. The lack of understanding the language and having to do so much to learn it was a major chore. If I knew nothing about the promises No Man's Sky would be an average gaming experience.
- Paul

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

Publisher: SOEDESCO
Developer: Vertigo Games
System: PC/Xbox One/PS4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Violence}



Publisher: Hello Games
Developer: Hello Games
System: PC/PS4(tested)
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence}





NBA 2K17

SCORE: 75



Battlestar Galactica The Complete Epic Series

SCORE: 65



NBA 2K17 fell flat for me this year. Maybe it's all the hype and propaganda that surrounded it. Maybe it is the creepy eyes in too many of the players. Maybe it is the lack of any good, interesting or decent modes. NBA 2K17 brings back Team USA. Which makes me wonder why it was removed.

My Career in NBA 2K17 has a story if you want to work your way through. Not sure why we can't be a white person in that though. Racism against white people perhaps? The fifty plus gig installation took forever. Why can't we just play off the disc? The horrible music and barely dressed cheerleaders continue on this year. I never saw the guy come out and wipe the sweat off the floor after players fell down. 2K Sports is going for realism right?

Streaks in NBA 2K17 are horrible. Hot and cold



streaks nearly ruin the game play experience. I learned to call time outs to reset the streaks. NBA 2K17 is way too online heavy for my tastes. I even had a problem starting the game without giving over an email address. What is that about? I have to provide private personal information just to play this game? Shame on you 2K Sports.

NBA 2K17 looks good and has plenty of teams for

players to enjoy. Those creepy eyes still give me nightmares. The horrible music in NBA 2K17 can be turned off one song at a time. The menu screen volume of music can also be dropped to nearly nothing. The presentation is good, and I liked listening to the pre game show in NBA 2K17.

Playing on black top is an interesting section of NBA 2K17. I preferred to see the different teams and arenas in NBA 2K17 personally. I like the commentators in NBA 2K17. They had interesting things to say. I hope you watched the game Family Friendly Gaming recorded of NBA 2K17. It was an exciting game with all kinds of twists.

I am thankful Family Friendly Gaming rented a copy of NBA 2K17 on the Xbox One. The PR and Marketing for 2K Sports totally bricked it when it comes to Family Friendly Gaming.
- Frank



Publisher: 2K Sports
Developer: Visual Concepts
System: PC/PS3/PS4/Xbox 360/Xbox One(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



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

It is interesting to me to go back and see the original version of a show and see where Holly Weird changed things. Battlestar Galactica The Complete Epic Series from 1978 - 1979 is drastically different than the Sci-Fi remake of the franchise. Adama is a white man and Col. Tigh is a black man. Starbuck is a man. Boomer is also a man (a black man to be precise). Adama has a daughter that serves on the Galactica. The Cylons were a reptilian race that created robots to conquer the universe. Baltar starts out and spends most of his time with the Cylons.

There are all kinds of different alien life forms shown in Battlestar Galactica The Complete Epic Series. It as-



tounds me how many planets have people living on them in this show. The leaders in Battlestar Galactica The Complete Epic Series are optimistic pacifists who get burned over and over again. It amazes me that anyone listens to them at any point.

Some of the issues families will have with Battlestar Galactica The Complete Epic Series is enticement to lust, lack of attire, promotion of prostitution, promotion of sex outside of marriage, violence, false gods, bad language, religious belief of evolution being taught, aliens that are at a higher level than us, and more. Battlestar Galactica The Complete Epic Series is much safer than the remake.

They never make it to Earth in Battlestar Galactica The Complete Epic Series. They connect to it with the lunar landing. They ran across the trans-



mission from the mission to the Moon. It would have been neat to let this show complete and see how different it would have been from the remake. I denoted quite a few differences and believe it would have been drastically different in the finale if it had ever been allowed to happen.

It takes nineteen and a half hours to watch Battlestar Galactica The Complete Epic Series. There is also bonus content as the cast look back at the experience. There is also deleted scenes, and commentary in the bonus section. I personally liked seeing the feature on the cylons. There are numerous well known actors and actresses in Battlestar Galactica The Complete Epic Series.
- Paul



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

Graphics: 55%
Sound: 70%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 50%



Now You See Me 2

SCORE: 64

We had a good time with the special effects and magical nature of Now You See Me. So much so that we have been very excited to see and review Now You See

Me 2. Family Friendly Gaming recently purchased the DVD + Digital version of Now You See Me 2. Almost all of the players are back from the first movie. We get a new female character. It is not explained. The old one was way better. The new one has this morbid fascination with pretending to show herself hurt.

The language in Now You See Me 2 is horrible. I am not sure why there is so much bad language, and so many middle fingers. It distracts from an otherwise interesting movie. There is also violence, and blood in Now You See Me 2. One character at a specific scene in Now You See Me 2



compares himself to God. He brags that he can do things God can't. That is offensive and out of touch with reality on so many levels.

The coolest thing about Now You See Me 2 is forgiveness is shown. We don't know all of the characters as we think we do. There are so many different characters deceiv-



ing other characters. I wish there were more magic tricks in Now You See Me 2. There is also less of a reason to rewatch Now You See Me 2. Most of the tricks are explained right after they are done. Instead of explaining all of them at the end. There are tricks that are not explained at all in Now You See Me 2.

I liked the first movie better than this sequel. There are wow moments in Now You See Me 2. There is less theft in Now You See Me 2. How they get that chip out of its secure area is interesting. Now You See Me 2 leans heavily on quick hypnosis. I hated Woody Harrelson playing two roles in Now You See Me 2.

If you liked the first movie then you will find things to like in the second. It is not as good as the first though. - Paul



Publisher: Summit Entertainment
Developer: Summit Entertainment
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Violence, and Some Language}

Graphics: 60%
Sound: 60%
Replay/Extras: 7%
Gameplay: 80%
Family Friendly Factor: 50%



The Adams Family

SCORE: 60

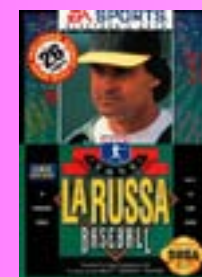
The Adams Family is an interesting movie based video game. The squat characters fit the time period for video games. The horror element to The Adams Family is evident right from the start. The Super NES, and Genesis video game does match the franchise. Which has been one of my personal least favorites for some time now.

The Adams Family comes from an era where video games did not give much direction and were much more difficult. In fact The Adams Family can be extremely frustrating. If you watched our little video capture of The Adams Family you can see what I mean. Exact timing is required to get through areas. Players can take very few hits to progress. If you like challenging games then The Adams Family is right up your alley.

The Adams Family will tell you what to do. The problem is figuring out how to get there. Players need to be curious and want to explore the scary areas in The Adams Family. The music is a decent rendition of the songs from the movie and television show. Once I heard them I remembered this franchise and my personal disinterest in it. - Paul

Publisher: Ocean
Developer: Ocean
System: Genesis/Super NES
Rating: 'NR' - Not Rated

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



Tony La Russa Baseball

SCORE: 68

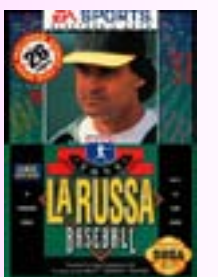
I like playing older baseball video games. Some are easy to learn, and others are like Tony La Russa Baseball on the Sega Genesis. This game is a hard one to like. The confusing controls were my first big issue. Please note I purchased the cartridge only for Tony La Russa Baseball. So I had no official clue as to how this baseball game controlled. Let me chime in with my opinion - really bad.

The graphics are small for Tony La Russa Baseball. Especially when we acknowledge this was a 16-bit video game. Tony La Russa Baseball looked more like an 8-bit video game. The sounds are annoying and also felt like they were 8-bit. Tony La Russa Baseball is not a good retro baseball video game in my professional opinion.

I had trouble hitting and pitching in Tony La Russa Baseball. The lag is what made it so bad. I had to anticipate pitches and guess if it would be a strike or a ball. Tony La Russa Baseball does everything it can to handicap the players. All of the major league baseball teams are in Tony La Russa Baseball. The windowed approach is neat. I would like to see this franchise return to retail. - Frank

Publisher: EA Sports
Developer: Strategic Simulations Inc
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 60%
Sound: 50%
Replay: 90%
Gameplay: 70%
Family Friendly Factor: 70%



SPORTS



Product: PES 2017
Company: Konami
System: PC/PS4/Xbox One/PS3/Xbox 360
Release Date: September 13, 2016
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: PES 2017
Company: Konami
System: PC/PS4/Xbox One/PS3/Xbox 360
Release Date: September 13, 2016
Rating: 'E' - Everyone SIX and OLDER ONLY



DEVELOPING

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GAMES

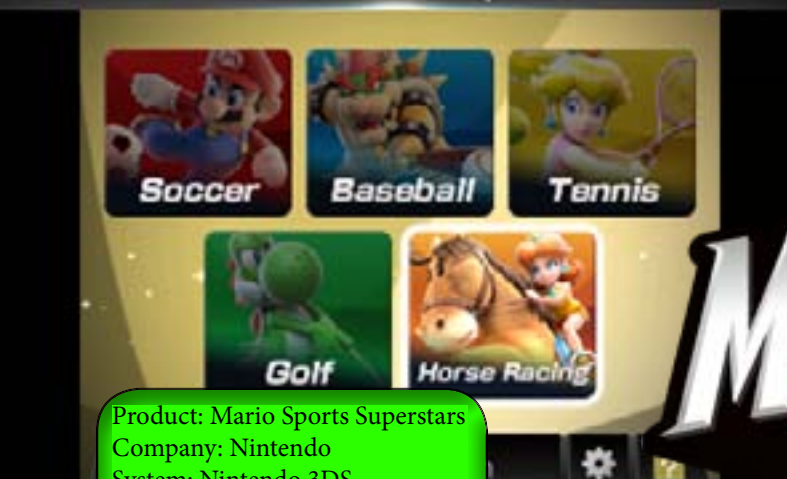




Product: Pikmin 3DS
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: 2017
 Rating: 'RP' - Rating Pending



Product: Pikmin 3DS
 Company: Nintendo
 System: Nintendo 3DS
 Release Date: 2017
 Rating: 'RP' - Rating Pending



Product: Mario Sports Superstars
Company: Nintendo
System: Nintendo 3DS
Release Date: Spring 2017
Rating: 'RP' - Rating Pending



Product: Lego Worlds
Company: WB Games
System: PC
Release Date: TBA
Rating: 'RP' - Rating Pending







Product: Digimon World Next Order
Company: Bandai Namco
System: PS4
Release Date: 2017
Rating: 'RP' - Rating Pending

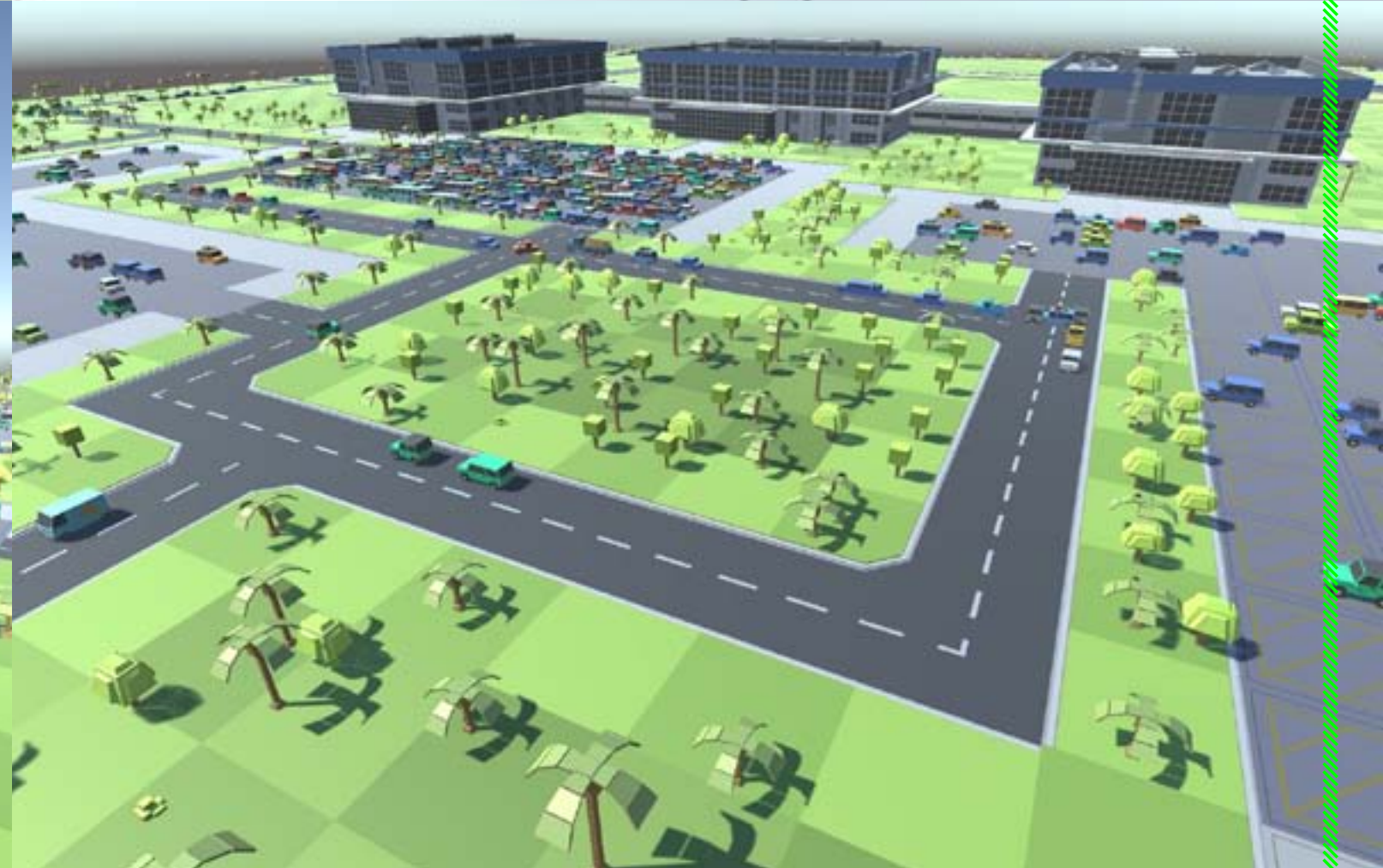
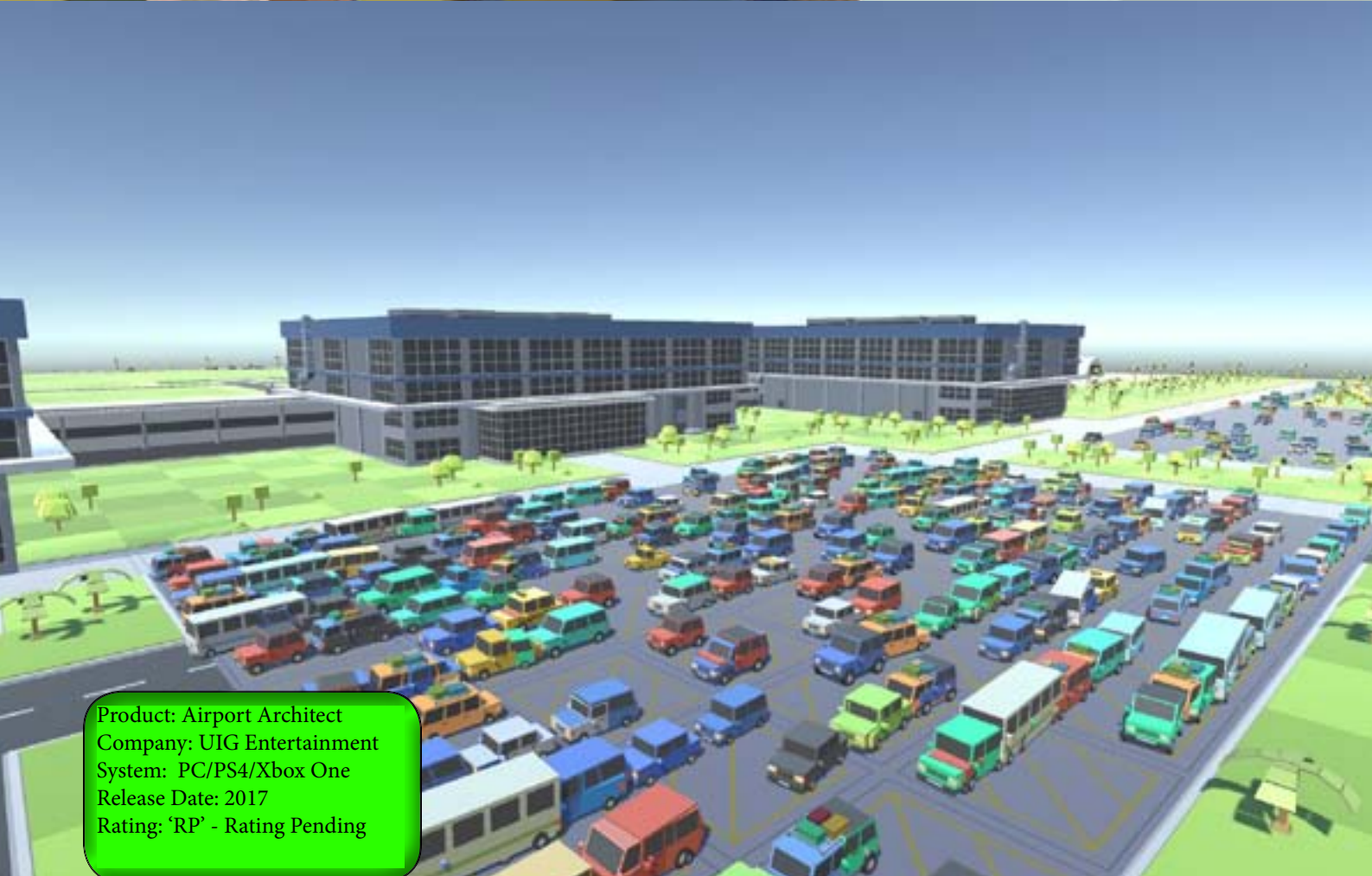


Then we'll use this distraction!

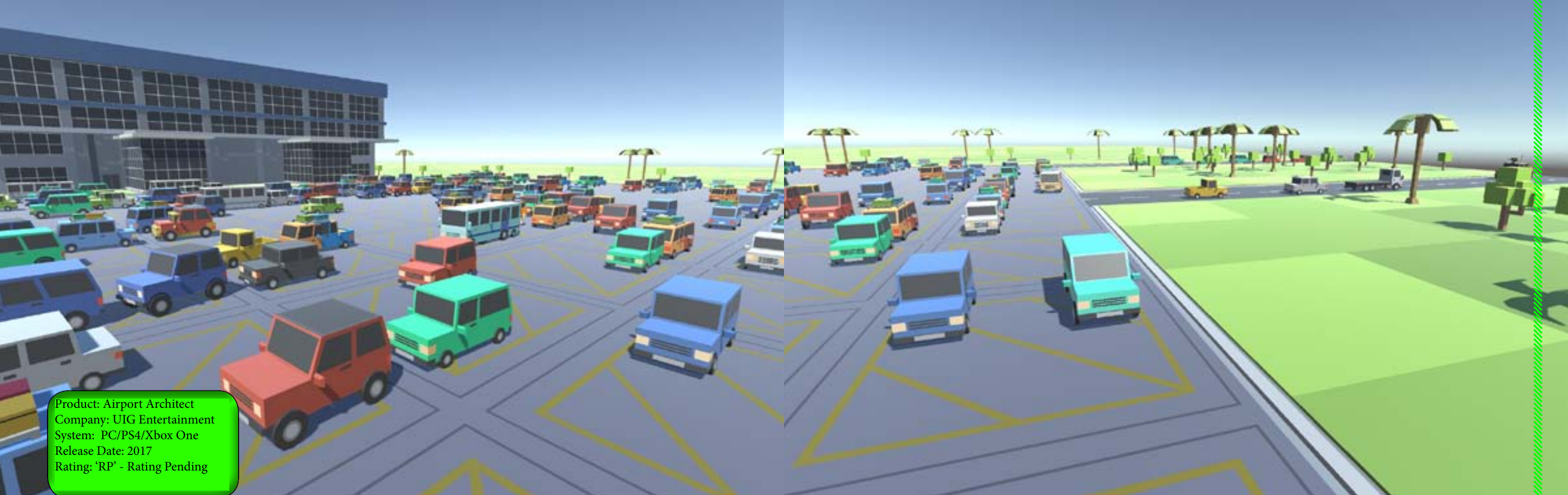
Product: Tales of Berseria
Company: Bandai Namco Games
System: PS4/PC
Release Date: 2017
Rating: 'RP' - Rating Pending



Product: Tales of Berseria
Company: Bandai Namco Games
System: PS4/PC
Release Date: 2017
Rating: 'RP' - Rating Pending



Product: Airport Architect
Company: UIG Entertainment
System: PC/PS4/Xbox One
Release Date: 2017
Rating: 'RP' - Rating Pending



Product: Airport Architect
Company: UIG Entertainment
System: PC/PS4/Xbox One
Release Date: 2017
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Chroma Squad
 Company: Bandai Namco Entertainment
 System: PC/Xbox One/PS4/PS Vita
 Release Date: 2017
 Rating: 'NR' - Not Rated



Product: KINGDOM HEARTS HD
28 Final Chapter Prologue
Company: Square Enix
System: PS4
Release Date: January 24, 2017
Rating: 'RP' - Rating Pending





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NOW PLAYING

EA
SPORTS
FIFA 17

FROSTBITE

Product: Fifa 17
Company: EA Sports
System: PS4/Xbox One/PS3/Xbox
360/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and
OLDER ONLY



Product: Fifa 17
 Company: EA Sports
 System: PS4/Xbox One/PS3/Xbox 360/PC
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY



EA SPORTS
 FIFA 17
 FROSTBITE



NOW PLAYING



Product: Forza Horizon 3
 Company: Microsoft Game Studios
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and
 OLDER ONLY {Mild Lyrics, Mild
 Violence}



NOW PLAYING



Product: Oceanhorn Monster of Uncharted Seas
Company: FDG Entertainment
System: PS4/PC/Xbox One
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}





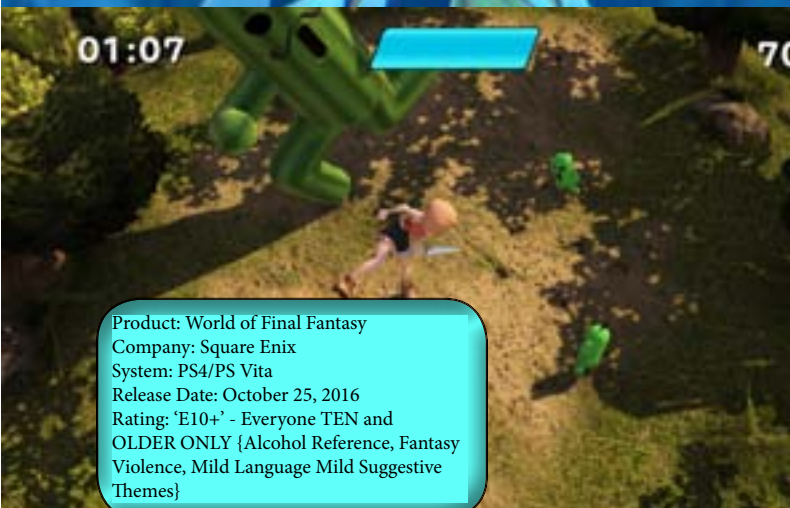
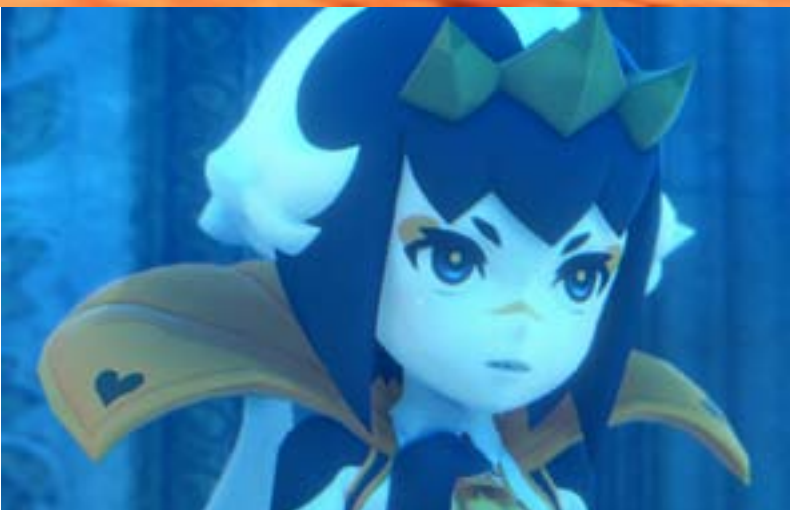
Product: Riptide GP Renegade
Company: Vector Unit
System: PS4/PC/iOS/Android/Amazon
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Mild Language, Sug-
gestive Themes}



Product: Riptide GP Renegade
 Company: Vector Unit
 System: PS4/PC/iOS/Android/Amazon
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY (Mild Language, Suggestive Themes)



NOW PLAYING



Product: World of Final Fantasy
Company: Square Enix
System: PS4/PS Vita
Release Date: October 25, 2016
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Alcohol Reference, Fantasy
Violence, Mild Language Mild Suggestive
Themes}



Product Name

Page(s)

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Conga Master
Dragon Ball Fusions
Tank Troopers
Pure Chess Grandmaster Edition

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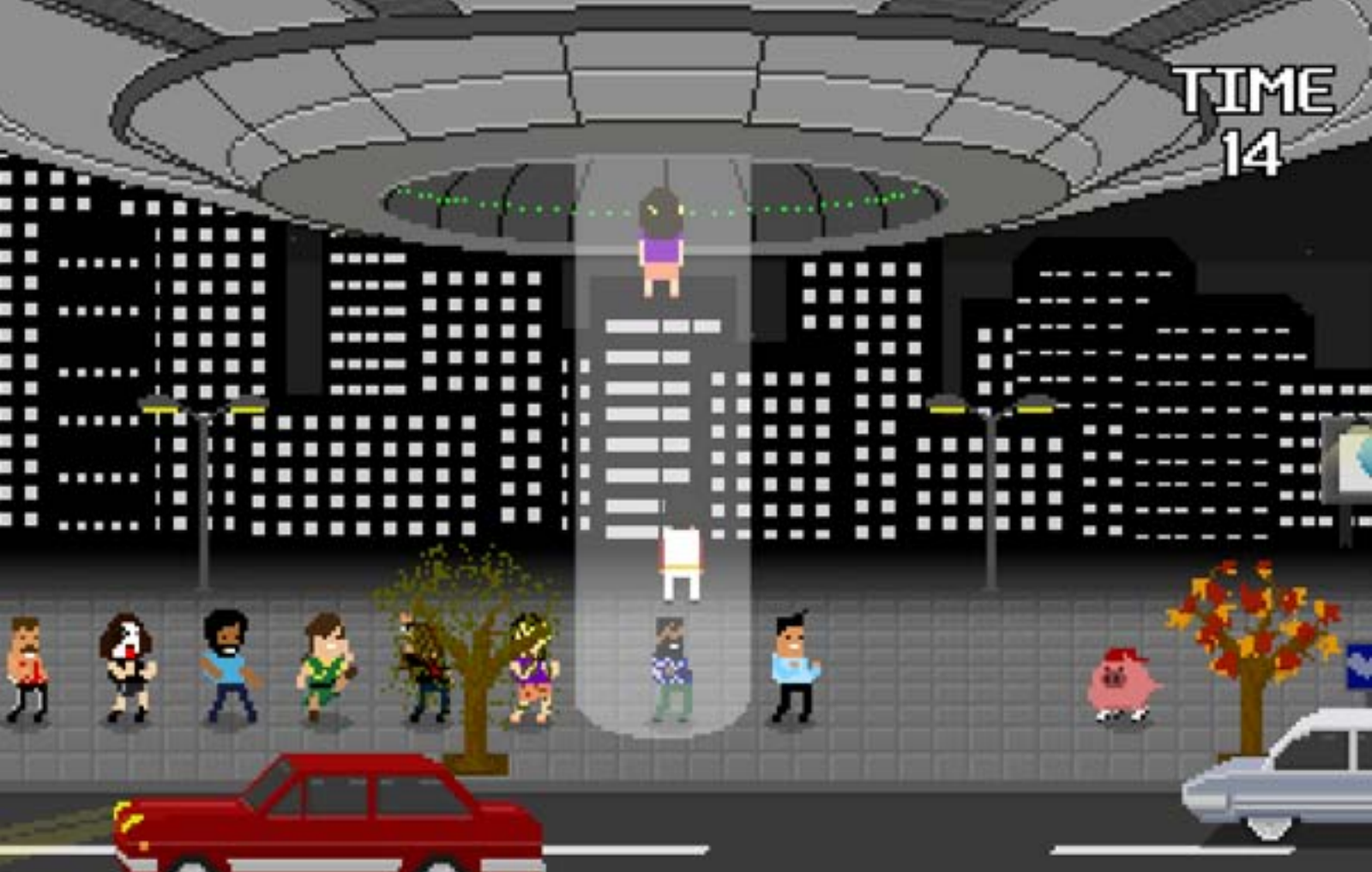
Product: Ride 2
Company: Square Enix
System: PS4/PC/Xbox One
Release Date: February 14, 2017
Rating: 'RP' - Rating Pending



Product: Ride 2
Company: Square Enix
System: PS4/PC/Xbox One
Release Date: February 14, 2017
Rating: 'RP' - Rating Pending



Product: Conga Master
Company: Rising Star Games
System: PC
Release Date: Out Now
Rating: 'NR' - Not Rated



Product: Conga Master
 Company: Rising Star Games
 System: PC
 Release Date: Out Now
 Rating: 'NR' - Not Rated



Product: Dragon Ball Fusions
Company: Bandai Namco Games
System: Nintendo 3DS
Release Date: December 13, 2016
Rating: 'RP' - Rating Pending





Product: Dragon Ball Fusions
 Company: Bandai Namco Games
 System: Nintendo 3DS
 Release Date: December 13, 2016
 Rating: 'RP' - Rating Pending





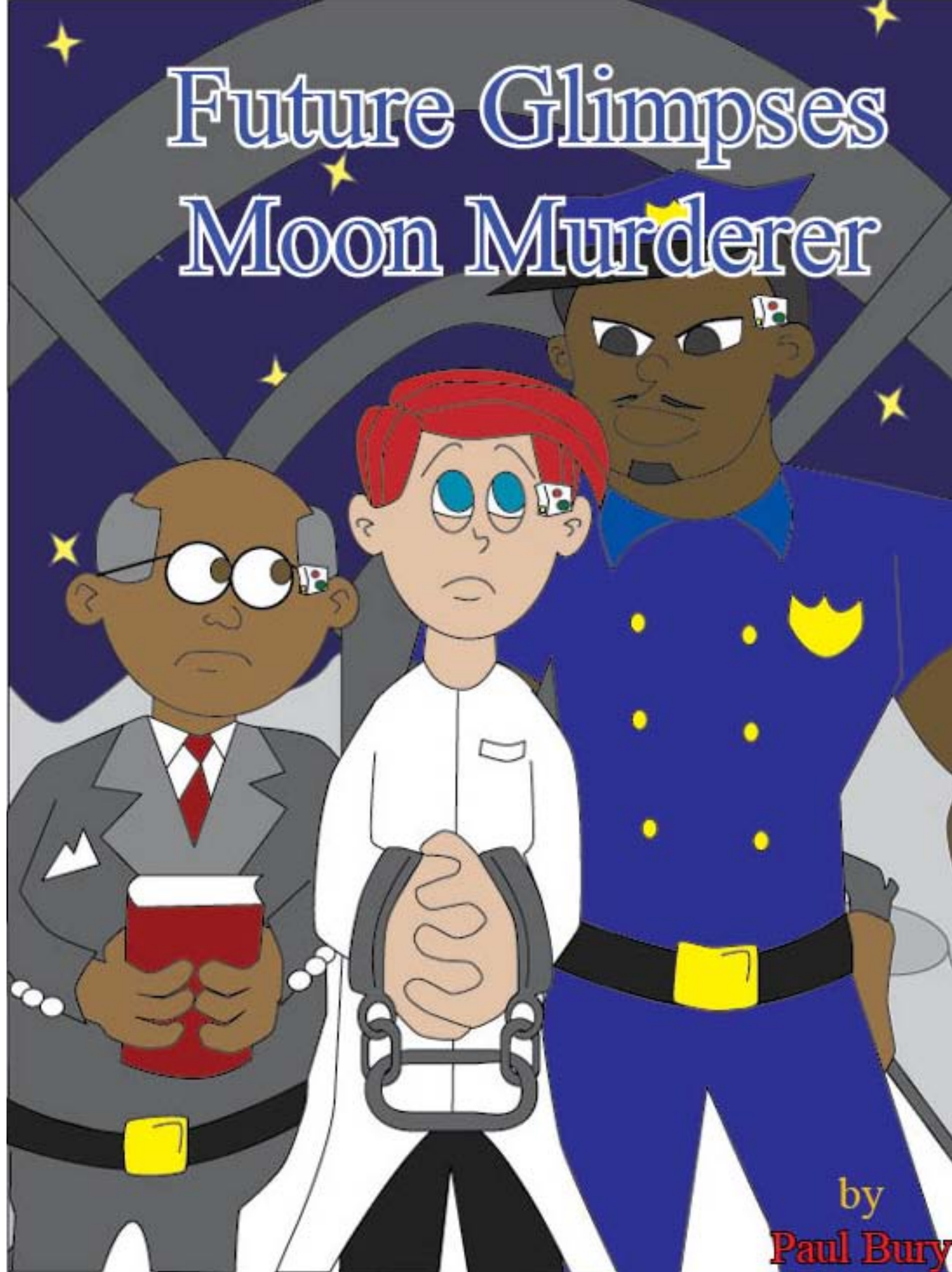
TANK TROOPERS

Product: Tank Troopers
Company: Nintendo
System: Nintendo 3DS
Release Date: Q1 2017
Rating: 'RP' - Rating Pending



Product: Pure Chess Grandmaster Edition
 Company: Ripstone Games
 System: PC/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY

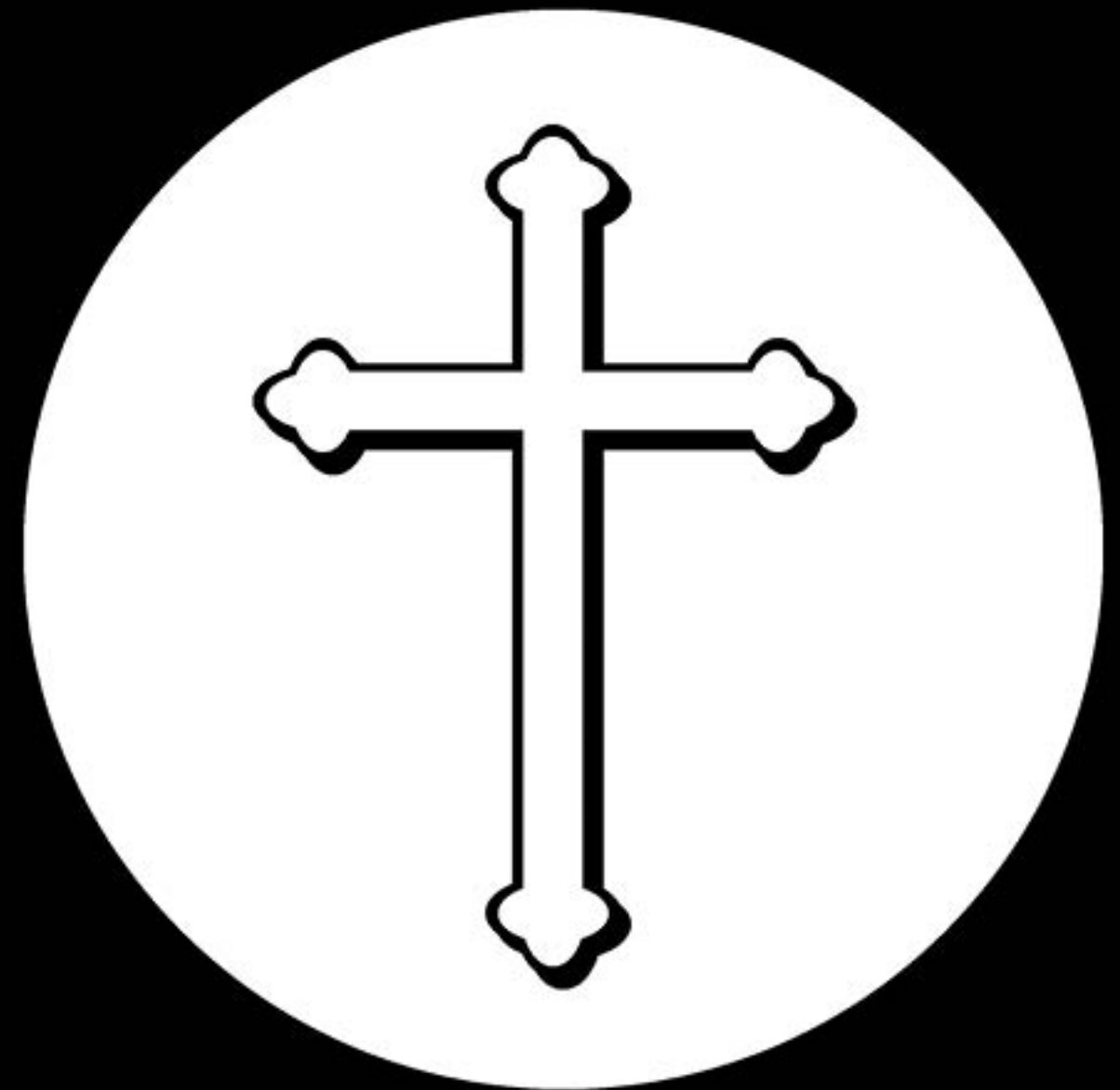
Future Glimpses Moon Murderer



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