

FAMILY FRIENDLY GAMING

TM

THE VOICE OF THE
FAMILY IN GAMING

Hunting, Ys VIII
Lacrimosa of
DANA, Locks Quest
and more in this
fantastic issue!!!

ISSUE #117

April 2017

Farming Simulator
18 Coming to 3DS
and PS Vita this
year!!



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ISSUE #117

April 2017

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

No Price

An interesting thing happened to me this month. Do you know how there are companies that want to advertise on Family Friendly Gaming with a sponsored post? They send over a news story with a link to an advertiser. This is done on the Internet for a variety of reasons. Family Friendly Gaming color codes them - just look at the legend of the bottom of the news page. We get these from time to time. They are generally worth the time and money spent on them. We always start with the guidelines on our Advertise page. If you are curious you can see them here. Notice the guidelines on the bottom of the page? These are things we immediately reject. This will become important later - trust me. So I give this gentleman the link and tell him to pay special attention to the guidelines at the bottom of the page (Must be Family Friendly). A few days later I hear back that they want a link on the home page to the story, not just the News page. I saw no issue with that and we worked on page placement for a few days.

Finally the story comes over. It is all about a casino and gambling. Remember what the guidelines said? Let me copy and paste it into this column:

"Must be Family Friendly

The company, product and/or service you are advertising must be family friendly. No drugs, alcohol, tobacco, sex, gambling, casinos, violent, or other adult only content(17+). Nothing that attacks Christians, the Holy Bible, or the traditional family structure."

Not only did the story hit one condition of rejection, it hit two. This is not the first time this has happened to me. In fact it happens on average every other month. So I very nicely explain to the gentleman that the story is rejected due to company policy, and point him to the page (again), copy the text of the guidelines and explain we are very sorry that we can not run with that story.

That should have been the end of it right? Nope. This guy was an eager beaver. He had some perseverance. He offered me double the money from the original agreed upon price (if it had conformed to our guidelines). I was

confused by this at first. I nicely explained we don't publish gambling, or casino stories. Again I thought that was the end of it. Nope, it was not. He asks me what price would get the story published on our website. Like morals and ethics had nothing to do with it. As if we could be bought off. I was tempted to tell him 100 million dollars. But I thought what if he actually paid it? We don't run ads for those things because they have destroyed families and lives of countless people. I told him no price, and that was finally the end of that. I am shocked some people try to buy their way with a bit more money.

God bless,
Paul Bury



Family Time

We love doing things as a family. Whether it is going to the zoo, shopping, playing games, talking, studying the Holy Bible, eating, working in the yard, or more. These are times we enjoy spending time together. In fact all hands on deck is something we do in our family a lot. Our boys are accustomed to helping out. They have learned in their lives that chores get done faster when we are all working together. We are all moving a project toward the same goal. It saddens me when I hear there are families having trouble getting family time. There are kids being left alone by their parents. Invest in your children and that will come back one hundred fold. Your kids want to spend time with you. Our kids do. Sure the teenage years can be challenging as they are coping with hormones. Ultimately they will look back on it as something they appreciated. I know I did as a teenager, and my hubby is the same way.

If you are having trouble with family time let me suggest a few ideas. First off start small. Try to have at least one meal a day together. Ask your kids about their day. Share with them what is going on with you. Whether it be extended family, work, chores, or something else. Kids may not always realize all of the things you do. They may not understand what it takes to keep a house going. They may not realize their dirty clothing gives you more work. They may not realize their bad hygiene gets them sick or cavities. Maybe you need to give them a refresher on brushing their teeth. Maybe they need help with their home work. Maybe they have questions about life you can answer. There are so many opportunities for parents. Look around and I am sure you will find some area you can assist your children with. Remember you have wisdom of years, and choices you made in the past. Your children can benefit from your life experiences.

Children need parents that have a strong connection to one another. Make sure you always find time for the husband and the wife to spend time together. Whether it is a movie night, or a date night, find the time. There is always time for couples to find time for one another. Yes our lives get hectic. Yes our lives get busy. Do not be afraid to ask your husband for help when you are stuck on something. Getting frustrated and angry does no good. Espe-

cially if you told them you can do it yourself. Humble yourself and ask for help. I know my hubby drops things all of the time to help me. I appreciate that. I tell him so he knows I appreciate it. Your kids are watching you. They are seeing what a healthy marriage looks like so they can emulate it when they grow up. Give them a good example of a good marriage as opposed to a bad example of a bad marriage.

Communication is key to everything I have said in this column. You have to communicate with your kids and with your spouse.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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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
\$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

Children are shown reading books, illustrating the use of the materials.

This catalog features **1500+** of **9000** available Homeschool titles.



For a complete listing,
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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.



Greater is

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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!

Conversation of the Month

Hello Mr. Bury,

As for Metroid, I would want a 2D Metroid like Super Metroid, the first one I've played through. I thoroughly enjoyed it when I played it back about a year and a half ago.

As for diversity, many people confuse it with anti-Christian movements (LGBTQ rights, abortion, and recreational marijuana legalization to name a few). America is splitting between the conservative people and the liberal people in a lot of ways. There is compromise. Obviously, certain things cannot be compromised. Very few Americans, I'd say, actually would compromise

on anything.

I definitely agree that companies need to charge less on certain things. A lot of people take criticism as all bad, no good; but there are others who are using bad language in the name of "criticism," but what they're saying is far from criticism. Nintendo, as a company, needs to keep certain things from happening. One game I'm following is Fire Emblem Echoes: Shadow of Valentia. The remake of Fire Emblem Gaiden. My hope is that they keep it true to the original in more than gameplay by getting rid of marriage. We all know it would have gay marriage if it has marriage at all. I did not buy Fates because of gay marriage.

A new F-Zero game could be interesting as well if it comes. We'll learn more though at E3 this year what the Switch's line-up will be until at least the following year.

Daniel

[Paul]: Daniel,

I would also like to see a 2D Metroid on the Switch. I see a lot of things as falling into two categories. There is obedience to God, and rebellion against God. A lot of the anti-Christian attacks are by people who want everyone to rebel against God. There are people who are miserable and unhappy. Instead of

bringing themselves up they want to bring everyone else down.

There are plenty of examples of criticism that goes too far. I totally agree on the bad language. I am happy to hear you avoided Fates because of content Nintendo decided to put in. More people need to be vocal about that. This is one of the reasons we are publishing your email in Family Friendly Gaming #117 in the Sound Off section. It reminds me of Starbucks telling Christians they don't want our money. Fine, I will never ever give them a penny ever again. The only reason we buy a game like Fates is to review it and let our millions of readers know what is in there. I notice Nintendo is not out there bragging about it. They put it in there, hide it, and then wink to those that want it. To me that falls under deception.

On the other side of the coin I am happy to report when Nintendo does the right thing. When it comes to family friendly titles Nintendo still publishes more than Sony or Microsoft. I give credit where credit is due. I take each product with a clean slate. One of my biggest criticisms of Nintendo are game prices. They keep supplies low so prices stay high. A lot of families are on a budget and can not afford many games at those prices. I would like to see Nintendo come down in prices much faster.

E3 2017 will be interesting indeed. I expect Nintendo to have some interesting things up their

sleeves. Maybe something VR related. Maybe a new Animal Crossing. F-Zero in VR could be really interesting. Time will tell.

Let the Dead Be

Dear Mr. Bury,

I have recently learned about how Peter Cushing was digitally resurrected for the movie "Rogue One: A Star Wars Story". There have been lots of articles online about how convincing the effect was and whether or not it was necessary to use CGI to achieve the desired result. However, only a few articles have addressed the ethical ramifications of Peter Cushing's digital resurrection. Some people have defended it on the grounds that Lucasfilm got permission to do so from Peter Cushing's estate. I personally disagree. I feel that Lucasfilm should have gotten permission from Peter Cushing himself before proceeding. The way Lucasfilm handled it is like asking a woman's father for permission to marry the woman and then planning the entire ceremony and reception without the involvement, permission or knowledge of the woman you are planning to marry (like Gaston did in Beauty And The Beast).

Because of this, several actors are taking action to prevent their likenesses from being used after their deaths in ways that they disapprove

of. Some have prohibited posthumous depictions of their likenesses involving sex, violence, drugs or alcoholic beverages. Others have established time constraints. For example, the likeness of Robin Williams cannot be used until 2039. I imagine some actors and musicians might imagine more unique restrictions. Maybe Taylor Swift will forbid her digital likeness from having her hair color changed or having her ears pierced posthumously. Perhaps we should create a public database of actors, actresses, singers and other celebrities who have posthumous restrictions on the use of their likenesses.

I say this because right now this is just an issue for Hollywood and Madison Avenue, but it will soon become an issue for video/computer games and the people who play them as well. Today's fastest supercomputer will become tomorrow's desktop computer in a decade or two. An ordinary tablet or smartphone today has more processing power than the supercomputers used by Disney to animate TRON back in 1982.

In previous emails, I talked about the potential of cloning Alex Trebek's voice to enable him to read an infinite number of clues (and correct responses if necessary) for a Jeopardy video/computer game, but I would only do so with Alex Trebek's personal permission. Also, I would never have Alex Trebek use

profanity, nor would I show him drinking alcoholic beverages, using illegal drugs, smoking cigarettes, posing nude, engaging in sexual intercourse, or being injured or killed.

But not everyone has as much respect for Alex Trebek as I do. So perhaps this new threat might be the strongest impetus in the history of mankind to implement strong limits on what photorealistic video/computer game characters should be able to do, because there is always the possibility that these characters will be mistaken for actual people, even if the people who created these characters did not intend for them to resemble actual human beings, famous or otherwise.

I also believe it would be the most effective impetus. I read about a movie in the 1980s called Cannibal Holocaust (I've never seen it, nor do I want to) that had violence so explicit, the filmmakers were actually charged with murder and the charges were not dropped until the actors whose characters died in Cannibal Holocaust appeared in other films or TV shows. Being accused of a crime you didn't commit sounds like a more likely and unpleasant possibility than becoming a drug addict, an alcoholic, or a criminal yourself. People choose to smoke, drink alcoholic beverages, and do drugs. People choose to have extramarital sexual intercourse or pose nude. People choose to commit violent acts. But Peter

SOUND OFF Continued

Cushing did not choose to appear in "Rogue One". That choice was made for him.

Photorealistic video/computer game graphics are not going away. Games with photorealistic graphics look amazing and well made, and games without photorealistic graphics look cheap and poorly made. Asking game developers to make games with less realistic graphics is like asking a NASCAR driver not to go above 100 miles per hour when the green flag waves. In both cases, they will look at you like you're an escaped mental patient, and ignore your advice.

So, here are my proposed guidelines for photorealistic human characters in video/computer games:

1. They should never be naked.
2. They should never be shown engaging in sexual intercourse.
3. They should never be depicted kissing someone of the same sex.
4. They should never be shown consuming, holding or manipulating alcoholic beverages, tobacco products, or illegal drugs.
5. They should never be shown urinating, defecating or vomiting.
6. They should never be impaled, dismembered, shown decomposing or bleeding, nor should their skin have visible bruises or burns.

What do you think about this issue? Please let me know. Have a great day, and God Bless You.

Sincerely,

David

{Paul}: David,

Until you emailed me I had not thought of this issue. My first thought is The Running Man movie. The media would change video to change what really happened to fit their agenda. There was a sequence on a bloody TV game show (where gladiators would kill criminals) that was all computer generated between two characters. One killed the other one. The problem came about when the character that was "killed" shows up alive on camera. Obviously there was lying about the allegedly dead character.

There are plenty of people that have issues with differentiating between reality and fantasy. Using the images or generating images of dead people as alive is not going to help that in my opinion. Why not hire another real actor and use make up or masks to make them look similar? This takes away a job from someone who could do that part. Someone who is alive and could use the money.

FFG Originals

I went to the more videos link on your website and saw that impressive image for FFG Originals. That got me curious. What are FFG

Originals. So I checked them out. They are awesome. Thank you for doing these. Thank you for putting them in a prominent place where they can be easily found.

-Beth

{Paul}: Beth,

Thank you for your kind words of encouragement. We are all so happy you are enjoying the FFG Original videos. For anyone who is confused as to what we are discussing, go to this link for the FFG Originals page. Also to see the new image and focus on it, please go to this link. We have gotten a lot of positive feedback on our FFG Unboxing, FFG Chronicles, and FFG Top Ten video series. We are talking about doing a new Welcome to Youtube video. Thank you for bringing this up. We should focus on it more.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018

Want to advertise in Family Friendly Gaming?

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

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

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



LOOK BACK

QUIZ

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



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

Question: What state is the Christian Game Developers Conference held?

Answer:

Question: How often does the Christian Game Developers Conference occur?

Answer:

Question: What city is E3 held in?

Answer:

Question: How often does E3 happen?

Answer:

Question: Where can you find used video games?

Answer:

Question: Do used video games cost more than brand new video games?

Answer:

Question: Which issue did Family Friendly Gaming cover the Wii launch?

Answer:

Question: Which issue did Family Friendly Gaming cover the Switch launch?

Answer:

Question: Can you buy stock in Family Friendly Gaming?

Answer:

Question: Which Mario Kart is your personal favorite?

Answer:

Question: How many screens does the Nintendo DSi have?

Answer:

Question: How many football teams have appeared on covers of Family Friendly Gaming?

Answer:

Question: Which FFG Unboxing video is your favorite?

Answer:

DEVOTIONAL

Helpful Thoughts

Love One Another

Our family was eating at a Chick-fil-A recently and I thought about how many times Christians stand together. Christians have stood with Chick-fil-A when those rebelling against God attacked them. Christians have stood with Christian music, and Christian movies. Christians within the video game industry have stood together on a variety of issues, and topics. Family Friendly Gaming has stood with Christ Centered Gamer, Christian Game Developers Conference, and more. **John 13:34-35** *"A new command I give you: Love one another. As I have loved you, so you must love one another. 35 By this everyone will know that you are my disciples, if you love one another."*

I have seen churches rise to the occasion to help Christian music and movies in my lifetime. I have not seen a lot of assistance coming from churches for Christian video games. Why is that? **Romans 12:10** *Be devoted to one another in love. Honor one another above yourselves.* Family Friendly Gaming has operated for over twelve years

with no official assistance from one church. We are constantly pointing to others. We are constantly asking for more believers to get involved. To be fair some have. I am not seeing the love from fellow believers to Christians within the video game industry. Churches are making movies, and leaving the video game opportunity on the table. Why aren't there Christian video games based off of the Christian movies?

I was talking to a fellow believer who plays video games as well. He complained to me about the bad content in these games. He complained that there needed to be video games that are Christian friendly instead of attacking us. I asked him how many Christian video games he plays. The answer was none. **Ephesians 4:2** *Be completely humble and gentle; be patient, bearing with one another in love.* I had to do my best to bear with him in a loving manner. It frustrates me to see the answer so clearly and find out fellow believers do nothing to help out other members of the Family of God. It is even worse in this case since he was complaining about the bad content in worldly secular made video games. This is a dirty little secret in the church -

too many want better games but do not financially support those making them. They can take this as a rebuke.

I am writing this column in the hope that it will open some eyes. **Hebrews 10:24** *And let us consider how we may spur one another on toward love and good deeds.* I am constantly trying to spur all of us towards love and good deeds. The harvest is plentiful in the video game industry, and the workers are few. Please pray about participating in some form or fashion.

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.

Serving Others

The general and normal sinful man's desire is for themselves. When you are the king, you get your way. When you are the CEO you tell others what to do. Yet happiness does not come from that role does it? Many people may dream of being a rock star, millionaire, movie star, or some other lifestyle seen at the top by society. How many miserable people have we heard or read about in those roles? How many of those people have lived lifestyles that spiraled out of control? How many people in those life styles have committed suicide? Obviously being the center of attention all of the time has its drawbacks. Obviously

having others serve you all of the time is not all it is cracked up to be. What can you do?

First off be content with your station in life. You can definitely work on improving it. Do your best, and success should follow. There are people who will do all they can to keep you down. Don't worry about them. Do what you can to get away from them. Definitely pray for them since they really need prayers. Happiness comes from contentment. Some of the poorest people financially are some of the most giving and happy people I have met in my lifetime. Give freely and you will find happiness.

Secondly find ways you can serve others. In serving you will find happiness. I know it seems exactly backwards from what the world teaches. Jesus modeled the path for us. He served others in his ministry. Family Friendly Gaming does not get wealthy from what we do. In fact we lose money every single year. It is not about that. It is about serving others. It is about humbling ourselves and helping where God called us to help. There are so many other ways to serve as well. From holding a door open, to giving a smile to a stranger. There

are all kinds of ministries that need help. There are all kinds of churches that need help. There are plenty of opportunities if you just look.

Third check your own attitudes, issues, and problems at the door. It is easy to get consumed with what we are dealing with. Maybe it is a bad boss, or a mean teacher. Look abuse by people in power is nothing new. Pray for them, love them, and hopefully their hearts will melt. There is no guarantee though. Some people are stubborn. Do not let them bring you into their misery. Some people want everyone to be miserable like them. They see you happy, and they instantly want to attack. They are mad and unhappy, and they want everyone else to share in that. Be better than them, and show them the right example. Just because someone is in leadership does not mean they are closer to God, happiness, and joy than you are.

At the very least I hope you will pray about this. I hope you will look at your life and see areas you can improve upon. I hope you will act. More than that I hope you prayerfully contemplate it. If you are doing it please email us about it. We love hearing about serving.

IN THE NEWS

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“And now for the very first time, instead of audiences coming to us—we’re going to them.”

JONAH: On Stage! From the pages of the Bible to the theatrical stage and now, in select movie theaters for one incredible night ... Get ready for a jaw-dropping adventure for the whole family as one of the Bible’s biggest stories comes to life in Sight & Sound’s JONAH: On Stage! This special one-night event will be in select cinemas on Tuesday, May 2 only.

Filmed in front of a live audience at Sight & Sound Theatres in Lancaster, Pennsylvania, JONAH: On Stage! brings to life the

journey of this lovable, yet stubborn prophet. This spectacular performance offers delightful humor, cinematic music, massive sets, amazing costumes and a breath-taking underwater scene featuring a huge 40-foot whale—with one big appetite!

When God calls Jonah to offer mercy and forgiveness to the people of Nineveh, he runs straight ... in the opposite direction! As is often the case, one bad choice leads to another and soon Jonah’s “get-away” ship is on the verge of destruction amidst a terrible storm. To save themselves, the ship’s crew tosses Jonah overboard ... and into the waiting mouth of one ginormous fish.

JONAH On Stage! SPLASHES INTO CINEMAS

For more than four decades, experiencing one of Sight & Sound’s biblical stage epics meant a drive to Lancaster, PA or Branson, MO. But on May 2, 2017, all that is about to change when one of Sight & Sound’s musical dramas splashes into movie theaters nationwide from Fathom Events for a special one-night presentation called JONAH: On Stage!.

In addition to this incredible production, audiences will get an exclusive, behind-the-scenes look at the history of Sight & Sound Theatres, whose live stage shows have been seen by more than 22 million visitors worldwide.

“More than a million people come to see one of our shows every year,” Sight & Sound CEO Matt Neff said.

But as Jonah discovers, God is always willing to offer anyone another chance—Ninevites and run-away prophets alike! Experience the hit musical that more than 1 million people have enjoyed at Sight & Sound as JONAH: On Stage! plays in select cinemas only on Tuesday, May 2.

The original live stage production Jonah debuted in 2012 at Sight & Sound’s theater in Lancaster then transferred to Branson for the 2014-15 season. An encore season in Pennsylvania runs this year, March through October 2017. As an audience favorite, Jonah’s flow to the movie screen was a natural next step. “Sight & Sound is here to engage the hearts and minds of our audiences with stories from the Bible,” Josh Enck, executive producer of the show and chief creative officer of Sight & Sound, said. “There’s tremendous demand for these shows, but not everyone can come to our theaters. So this ‘overflow’ onto movie screens is a great way to help more people have a Sight & Sound Theatres experience.”

In The News Continued

STAR TREK ONLINE AGENTS OF YESTERDAY LAUNCHES on XBone and PS4

Perfect World Entertainment Inc. and Cryptic Studios announced Star Trek Online: Agents of Yesterday is now available on Xbox One and PlayStation®4. The third official expansion for the repeat-pay-to-play MMORPG based on the iconic Star Trek universe sends players back in time to create a new captain from Star Trek: The Original Series. Captains will participate in new task force missions, fly classic era-appropriate Starships and explore episodic story content inspired by the television series that started it all.

All Star Trek's timelines and universes collide when enemies threaten to destroy the past during Agents of Yesterday, calling for the recruitment of Star Trek Online's bravest to become Temporal Agents and protect the Federation. After creating a new captain from Star Trek: The Original Series, players can command one of several 23rd Century Starships and explore nostalgic locations taken directly from the television show that gave way to one of the most popular science-fiction franchises of all time. The expansion also features an exciting cast of characters voiced by beloved Star Trek actors, including Chekov, Scotty, Temporal Agent Daniels, Admiral Leeta and Cyborg Crewman 0718. This update to Star Trek Online on Xbox One and PlayStation®4 also includes features from the last PC update, Agents of Yesterday: Artifacts. A full list of new content that is now available to console players includes:

- New Sub-Faction – Players can access the new tutorial section to begin their new adventure as a captain from Star Trek: The Original Series.

- New Missions – Captains can earn rewards by participating in over a dozen Star Trek: The Original Series-themed missions.
 - New Starships – Agents of Yesterday includes over a dozen new starships from every era, from the famous 23rd Century Constitution-class Cruiser to the 31st Century Chronos-class Temporal Dreadnought.
 - New Specialization Tree – After becoming a Temporal Agent, players can manipulate the timeline to ensure it's protected against those trying to destroy the past.
 - New Special Task Force Missions – This feature allows captains to team up with other members of the community to take on all-new challenges in space and on ground.
 - An All-Trek Cast – The expansion features Chekov, Daniels, and other characters straight from the TV shows and films, voiced by the original actors.
 - New Universe to Explore – Agents of Yesterday features content, actors and themes from the Kelvin Timeline, the universe which the 2009 and 2013 Star Trek films are based on.
 - A K-13 Fleet Holding – After being lost to a temporal anomaly, Starbase K-13 returns as part of the new Star Trek: The Original Series-themed Fleet Holding.
 - New Weapons and Bridge Officers – The expansion introduces new Star Trek: The Original Series-themed weapons, as well as TOS Federation and Klingon bridge officers who were preserved in cryostasis since the station was first presumed lost.
 - 7th Anniversary Celebration– Players can participate in special anniversary events like the Omega Molecule Stabilization Mini-Game to earn rewards, including a Tier 6 Krenim Science Vessel. Captains can also log into the game each day now through February 20 to claim daily rewards.
- Pioneer their own destiny as Captain of a Federation starship, become a Klingon Warrior, or rebuild the Romulan legacy.

In The News Continued

Wonder Boy The Dragon's Trap - Switch from HD to 8-bit

DotEmu, developer and publisher specializing in modern releases of beloved retro games, and Lizardcube, are thrilled to reveal an exciting new feature in our Wonder Boy: The Dragon's Trap remake: the "Retro" Feature.

Whether you're a purist touting the idea that "it was better in the old days" or a futurist who digs 21st-century graphics and remastered soundtracks, this enhanced version of Wonder Boy: The Dragon's Trap satisfies all persuasions. With the Retro Feature you can switch in-game from HD to 8-bit

anytime, anywhere. If you have fond memories of piano key neckties and talking Trans Ams, the Retro Feature lets you go back in time with just the press of a button!

Nostalgists can load their last save from 1989 by entering the password scribbled on their geometry homework, or join millennials in beginning an adventure that defined an entire gaming generation!

Wonder Boy : The Dragon's Trap will be available this spring on PS4, Xbox One, and Nintendo Switch.

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



Cities Skylines Coming to Xbox One

Paradox Interactive, announced that Cities: Skylines will release for Xbox One and Windows 10 this year. Cities: Skylines – Xbox One Edition, optimized for play on a controller by Tantalus Media, will bring the game to new audiences worldwide when it launches in Spring 2017, allowing players to build and manage everything from small towns to sprawling metropolitan cities. Along with the core Cities: Skylines game, the Xbox One Edition and Windows 10 Edition will also include Cities: Skylines – After Dark, the game's first expansion, which adds tourism and nightlife options to the robust feature list.

Cities: Skylines – Xbox One Edition and Cities: Skylines – Windows 10 Edition will feature:

- Build the city of your dreams: Plan road networks, bus lines and parks. Bring on a smog-filled industrial revolution or create a quiet beach town ideal for tourists powered by renewable energy. Bring education, healthcare and safety to your citizens. Build it your way!
- Multi-tiered and challenging simulation: Playing as the mayor of your city, you'll be faced with balancing essential requirements such as education, water electricity, police, firefighting, healthcare and much more, along with your city's economy. Citizens within your city react fluidly, keeping you on your toes.
- Extensive local traffic simulation: Managing traffic and the needs of your citizens to work and play will require the use of several interactive transport systems – use careful road planning alongside buses, trains, subways, and much more.
- Districts and policies: Be more than just another city hall official! Create a car-free downtown area, assign free public transport to your waterfront, or ban pets in suburbia.

Wings of War update for Heroes & Generals

The skies are about to become even more dangerous in Heroes & Generals as three new fighter planes are taking off and the addition of new options for flight controls makes it easier to be a pilot.

"Flying a plane in Heroes & Generals with the new default controls is basically as easy as aiming the mouse at where you want to go," explains Jacob Andersen, Game Director at Reto-Moto: "However, it takes skills to be a good pilot which is why we have chosen to include different types of flight control options in Heroes & Generals to suit individual play styles and to make it fun to be a pilot for both new and veteran players." The three new planes in the 'Wings of War'-update are:

- The Soviet Heavy Fighter Petlyakov Pe-3bis
- The German Heavy Fighter Messerschmitt Me 410B-2
- The US Medium Fighter Curtiss P-40N Warhawk

With the addition of these planes all three factions in the game now have a Reconnaissance airplane, a Medium Fighter, and a Heavy Fighter – making a difference in both battles and the strategic part of Heroes & Generals.

The 'Wings of War'-update also removes the recruitment limits, so players can now get a Tanker, Recon, Paratrooper, or Pilot when they want, no matter what Player Level they are.



Largest Library of Christian Films Now Available for Offline Viewing on iOS

The world's largest library of Christian and family films just became easier to access thanks to the new release of Christian Cinema's iOS app for Apple devices. Christian Cinema continues their push to use the latest technology to make faith films available to the world. The latest in Christian films can now be streamed through Christian Cinema's iOS app joining a suite of apps for web-enabled laptops, computers, mobile phones, tablets, and streaming devices like Apple TV and Roku. Christian Cinema powers the only digital platform for the Christian market to buy and rent movies. According to Faith Driven Global, the faith consumer market con-

sists of more than 41 million people with \$2 trillion in annual spending power.

"Christian Cinema is the DVD replacement solution for Christian consumers. We have assembled the best films from top Christian filmmakers, all in one place," said Bobby Downes, founder and CEO of Christian Cinema, which weekly adds the latest dramas, documentaries, short films, educational videos, and more. "This just made watching faith and family films even easier for Apple mobile users."

Jared Geesey, Vice President of Christian Cinema, explained, "This new iOS app enables our customers to access their existing movie library and rentals purchased online at ChristianCinema.com or through the Apple TV and Roku apps. Through the app, users can watch a trailer, read reviews, rate films and manage their list of favorites."

Christian Cinema's iOS app most notably adds the option for offline viewing of their movie library, a first for digital platforms exclusively featuring faith and family content. This means that consumers no longer have to rely on intermittent Wi-Fi or plug in to access the movies they have rented or purchased. Consumers can watch in the car, plane, or on the go without an internet connection or using costly mobile plan data.

"Movie libraries are now more accessible," added Downes. "The iOS app allows users to bring faith-and-family content into the home for family viewing and on the go to provide faithful encouragement wherever the audience takes them. No more scratched or broken DVDs to deal with or lug around, no more viewing movies in low quality Standard Definition. We're proud to be on the forefront of faith-based film distribution and retail with apps that make a difference."

Families are required to pay for an Internet connection to download these movies at first. They also lose ownership of the movies in this format.

In The News Continued

SPIKE CHUNSOFT Unveils Fire Pro Wrestling World

Spike Chunsoft Co., Ltd., at their first-ever Western press event last night, revealed an exciting new projects and confirmed North American and European launch date for its most popular franchise and game. Leading the family friendly announced line up of exciting unveilings was fan favorite, Fire Pro Wrestling World. After a 10-year hiatus, director Tomoyuki Matsumoto's Fire Pro Wrestling World brings the hit franchise to Windows PC and PlayStation®4, with Steam Early Access confirmed for this Summer in the year of our Lord 2017. Building upon the core gameplay, the game will offer improved graphics, updated features and online match-making connecting players from around the world. The PS4™ version has not yet been rated by the ESRB. Wrestling fans will be excited about this game.

Grave Danger is coming to Xbox One

JB Gaming Inc. confirms that Grave Danger will be coming to Xbox One by Summer of 2017. Grave Danger's gameplay is about utilizing each character's unique abilities to solve puzzles. The player will switch between these characters and master their movements and attacks, guiding our heroes further into the story. Manage your party and keep everyone alive. Nobody likes a dead teammate. Play Single-player or Co-op to solve puzzles! Enlist your friends to control all three characters locally, utilizing them to their maximum potential. If you can't play with a friend or want the completely single player experience, that's fine too. Dante the cowboy is capable of climbing vertical walls. Malice the reaper can float horizontally across chasms and through narrow and dangerous areas. Elliot the wizard has magical elevation and can jump again once mid-air.

SAVANNAH SUNRISE arrives on DVD on May 16

The road trip of a lifetime begins when the uplifting family comedy, SAVANNAH SUNRISE, arrives on DVD, Digital HD and On Demand May 16 from Anchor Bay Entertainment.

PROGRAM DESCRIPTION

The road trip of a lifetime begins when the uplifting family comedy, Savannah Sunrise, arrives on DVD at Walmart, Digital HD and On Demand May 16 from Anchor Bay Entertainment. Shawnee Smith and Pamela Reed star as a daughter and mother-in-law who discover that they need each other more than they know after a disastrous road trip gives way to understanding. Praised as, "a delightful family-friendly movie filled with both humor and heartwarming moments" by the Parents Television Council, the film was

awarded the Dove Approval for All Ages. With bonus content like cast interviews and a behind-the-scene featurette, the Savannah Sunrise DVD will be available at Walmart for the suggested retail price of \$14.98.

OFFICIAL SYNOPSIS

Shawnee Smith and Pamela Reed lead an all-star cast in this humorous and heartwarming story of a workaholic mom and her family-oriented mother-in-law who are thrown together on a disaster-prone road trip that turns into a life lesson for both.

DVD/DIGITAL HD SPECIAL FEATURES

- Behind the Scenes
- Cast Interviews

CAST

Shawnee Smith
Shawn Christian
Clare Carey
Pamela Reed

In The News Continued

Crazy Machines 3 Adds fischertechnik to the Inventory

German developer and publisher Daedalic Entertainment announced a free upcoming update for Crazy Machines 3. For the new content, Daedalic joins forces with fischertechnik, the world famous German manufacturer of construction toys. Players can now experience challenging pre-made puzzles and get creative while building their own machines with original fischertechnik parts in the game. To make the most use of the game engine and mechanics, developer Fakt Software chose fischertechnik's signature obstacle courses and added them to Crazy Machines 3. The Dynamic series by fischertechnik provides many different parts such as 90° curves, cross-overs, catch funnels, short or long flex-rails – resulting in endless options to build your own machines and tough challenges if you try to solve the

puzzles. Players can share their own machines and puzzles with the world through the Steam Workshop.

Creativity meets freedom: Create your own crazy machines and solve challenging tasks your way. Crazy Machines 3 is based on the successful Crazy Machines series, with brand new gameplay and community features, as well as hyper-realistic simulation attributes.

fischertechnik customers can access the new PC gaming world when purchasing the fischertechnik Dynamic L2 cooperative construction kit with Crazy Machines 3, which also includes the download code for the PC game.

The content update is free if you already own Crazy Machines 3. Families are required to pay Internet fees to download this update.

Power & Revolution Add-On

Indie game developer and simulation-specialist Eversim is proud to announce the brand new 2017 Edition Add-On to their popular PC simulator Power & Revolution. Thirty days in power and the swift implementation of the new US president's agenda is already proving to be difficult. If you were the president, what would you do?

With the 2017 Edition add-on, you can play as the new president of the United States and try to implement his ambitious and controversial political agenda. New features are included, in addition to updated facts for 2017, such as new conflict maps and scenarios. Main features of the add-on are:

- The US president's Challenge: play as the new Chief Executive of the United States and strive to keep your campaign promises on current issues, such as reducing the tax burden, stimulating the economy or the fight

against illegal immigration. Avoid bankrupting the nation and maintain your approval ratings with the end goal of being re-elected for a second term in 2020.

- War in Syria and Iraq 2017: play as one or several warring factions in the new conflict map configuration updated as of 2017, and strive to emerge victorious or put an end to hostilities. Conflict scenarios from the beginning of 2016 will still be playable.
- Gross National Happiness: improve the quality of life for your people by implementing reforms and try to raise your country's global ranking.
- French Election 2017: play as one of the candidates in the French national elections or even the current chief of state and run a campaign, manage your budget, establish your campaign platform, participate in debates and try to get elected (or reelected) to the highest office. Families are required to pay Internet fees to download this update.

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?

There are video games that simulate cooking. There are video games that simulate operations. There are video games that simulate farming. There are video games that simulate driving. There are video games that simulate sports. There are video games that simulate running a store. There are video games that simulate running a country. There are video games that simulate conquering the world. There are video games that simulate living your life. What simulations are missing?
I believe there should be a

video game that simulates being a pastor. Why don't we have a video game that shows us what it is like to pastor a healthy church? Why don't we have a video game that shows us what it is like to pastor an unhealthy church? How many of us out here in the video game world know what a pastor does all day? How many of us know what challenges they face? How many of us understand the difference between a large church and a small church? There is such a learning opportunity there. Could you imagine how such a video game could help teach respect for pastors in the video game industry? A simulation video game based on pastors and their jobs could help end discrimination against Christians in the video game industry. How cool would that be? Hater gamers could learn tolerance, diversity, and be able to celebrate the

hard work pastors perform daily. A pastor simulation video game could start you at a small church where you do more serving of the members. Then an opportunity would come up to let you move to a bigger church. Is that the decision? Should you stay and try to grow what God has given you? How many hours of prayer would you spend trying to discern God's plan for your life as a pastor? Either way you are now at a larger church. New issues and problems can arise. What do you do about someone causing trouble? How do you continue outreach as well as ministering to more members? How many missions trips can you fund? How many missions trips can you afford to go on? There is so much meat on the bone for this kind of a video game. Who out there can make this kind of a video game?

Ephesians 5:22-28

22 Wives, submit yourselves to your own husbands as you do to the Lord. 23 For the husband is the head of the wife as Christ is the head of the church, his body, of which he is the Savior. 24 Now as the church submits to Christ, so also wives should submit to their husbands in everything. 25 Husbands, love your wives, just as Christ loved the church and gave himself up for her 26 to make her holy, cleansing her by the washing with water through the word, 27 and to present her to himself as a radiant church, without stain or wrinkle or any other blemish, but holy and blameless. 28 In this same way, husbands ought to love their wives as their own bodies. He who loves his wife loves himself.

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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Pokemon Sun Pokemon Moon

SCORE: 67

I bought Pokemon Moon and played it. My brother paid half of Pokemon Sun and FFG helped him out with the other half. Our EIC also played some of both games to help us out. I am shocked with all of the religious content and teachings found in Pokemon Sun Pokemon Moon. It is fascinating that this franchise now has a character that does not like Pokemon fighting. Which is the core mechanic to this game.



battle. Z-Power, Z-crystals, and the Z-bracelet now helps out with ultra powerful attacks that are built up and can only be used once in a battle. The issues parents must be informed of are lack of attire, false worship, false gods,

violence, evolution, psychic, ghosts, elemental powers, theft, threats, and more. It is different going through trials in Pokemon Sun Pokemon Moon. I liked the trials since they were a bit different from previous Pokemon games. I am so bored with trying to collect them all anymore.

The battle presentation is improved in Pokemon Sun Pokemon



Moon. I fell asleep from all of the chatter and slow pacing in Pokemon Sun Pokemon Moon. I like seeing if a move is effective or not. How do you earn that? Fight that Pokemon in the past. Riding around Pokemon is interesting, but ultimately not something I am into. It is needed to get past certain areas. The map screen shows a flag where you need to go to progress the main story.

Pokemon Sun Pokemon Moon is bright and the characters look nice. The attacks can be freaky at times in Pokemon Sun Pokemon Moon. Game Freaks is trying things and working on improving certain facets. I wish they would make their games more Christian friendly.

Pokemon Sun Pokemon Moon felt like a Hawaiian Pokemon story to me. I value Pokemon Sun Pokemon Moon at twenty dollars brand new.

- Teen Gamer

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



Graphics: 65%
Sound: 75%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 55%



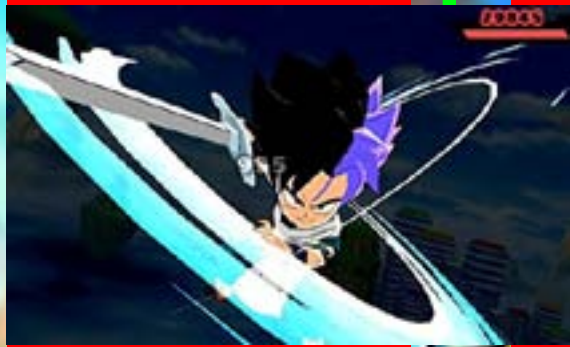
Dragon Ball Fu- sions

SCORE: 58



The PR and Marketing for Bandai Namco Entertainment failed Family Friendly Gaming Universe. It pleases me that Family Friendly Gaming purchased a copy of Dragon Ball Fusions on the Nintendo 3DS. Gamers can create their own avatar based on the five races (Earthling, Saiyan, Namekian, Offworlder, and Alien). There is okay customization choices for your character. From there we build a party of five characters.

Fusions is one of the things that makes Dragon Ball Fusions so interesting. There are five character fusions in this Nintendo 3DS video game. Those last a limited time. You can change characters by using normal fusions. There are also



Publisher: Bandai Namco Entertainment
Developer: Ganbarion
System: Nintendo 3DS
Rating: 'T' - THIRTEEN and OLDER ONLY {Cartoon Violence, Mild Language, Mild Suggestive Themes}

other attacks like the Zenkai ones. Characters can also learn special attacks like kamehameha. Only certain characters can learn specific moves.

I like the music in Dragon Ball Fusions. The Japanese voices makes Dragon Ball Fusions feel half done. I did realize at first Dragon Ball Fusions was a turn based role playing video game. The support attacks can help the player win the long battles in this handheld video game. Expect to grind in Dragon Ball Fusions for levels, and elemental colors. Those elemental colors break barriers and allow the story to progress.

Dragon Ball Fusions contains enticement to lust, violence, bad language, strange religious beliefs, and more. Parents should obey the ESRB's rating at a minimum. The whole game comes from a wish being made to Shenron. Then



more and more Dragon Ball characters make appearances. Some with fight for you, and some will fight against you. Some will want to test your strength.

Dragon Ball Fusions includes an Adventure Mode, Multiplayer, Photo Fusions, and Streetpass. Battles are fought in the air in circular areas. Players fly around a lot in Dragon Ball Fusions. There are a few small areas we can run around in. I question the strength of some of the characters in Dragon Ball Fusions. Some have more hit points than characters that are better than them in the anime. I value Dragon Ball Fusions at ten dollars brand new.

- RPG Master



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

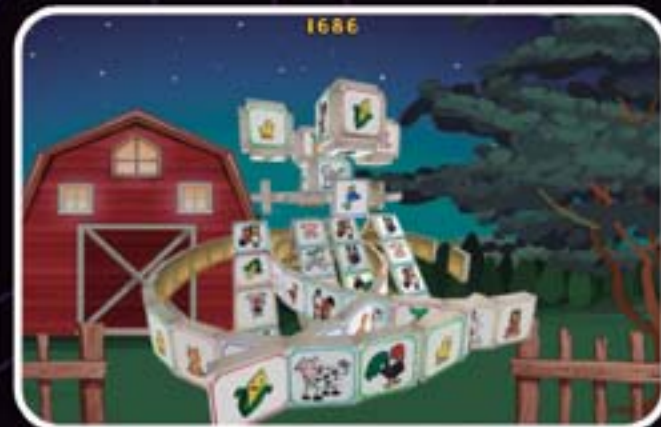


ENSENASOFT



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



Lego Dimensions Ghostbusters Story Pack



SCORE: 44

LEGO

I am thankful my dad purchased Lego Dimensions Ghostbusters Story Pack on sale for \$35.00. He only wanted to spend twenty dollars on it since it is so controversial and divisive. He was nice so I could build it, play it, and review it. The Chinese wall that comes with Lego Dimensions Ghostbusters Story Pack is very fragile. So is the Ecto-1. Which is now the second Ecto-1 we have. Lego Dimensions Ghostbusters Story Pack also comes with Abby Yates.

The other female characters are playable in Lego Dimensions Ghostbusters Story Pack. Anyone else notice that the flop of a female redefinition of Ghostbusters gets more content than the male movies

(who had more than one movie and an animated cartoon show). Why is Lego Dimensions Ghostbusters Story Pack so hostile to men? What is that all about? Is it part of the war on men?

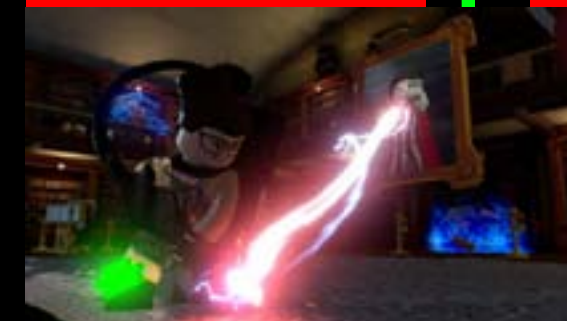
Lego Dimensions Ghostbusters Story Pack follows the sexist movie. We get ghosts, possession, creepy music, violence, slime, glitches, sound bytes from the movie, and more. Lego Dimensions Ghostbusters Story Pack is like Lego Dimensions Fantastic Beasts Story Pack. We get more content, and more levels. There are six levels in Lego Dimensions Ghostbusters Story Pack.

Abby Yates has a decent list of abilities in Lego Dimensions Ghostbusters Story Pack. They are Ghost Trap, Intelligence, Suspend Ghosts, Laser, Hazard Protection, Charge Transfer, Fix-It, Super Strength,

and Super Strength Handles. It seems like a lot. There is one problem though. Abby Yates does not have all of those abilities even though they are listed. She can swap to the other female Ghostbusters and they have some of those skills.

I wish Lego Dimensions Ghostbusters Story Pack was not so anti-male. I understand it represents the failure of the movie and what Holly Weird did. Families will need tons of other Lego Dimensions characters to collect all of the mini kits in Lego Dimensions Ghostbusters Story Pack. I had to constantly swap between characters to unlock small areas and get them myself.

- Kid Gamer



Publisher: WB Games
Developer: TT Games
System: Wii U/PS3/Xbox 360/Xbox One/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



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



Assetto Corsa



SCORE: 59

My excitement levels hit an all time high when Family Friendly Gaming purchased a copy of Assetto Corsa on the Xbox One for a review. I could put the failures of the PR and Marketing of 505 Games behind me. I could enjoy an amazing racing sim with all kinds of tweaks that can be made to this car. Then I played Assetto Corsa in special events, drive, and career. Why would they make their game unplayable?

Graphically Assetto Corsa looks okay. I have seen way better looking racing games. The graphics in Assetto Corsa are slightly better than a PS3 or Xbox 360 game. There is bad language to compliment the good music. The long installation (why can't we play off disc?) is complimented by the long loading screens. The controls feel off in Assetto Corsa.



The driving line is not accurate, and does not

update based on speed. The penalties in Assetto Corsa are hilarious. I can bumper car into the other vehicles, and spin them out. No penalty for that. If I go off the track for just a second - BAM ten second penalty. I went off the track because the drive line was not accurate. On top of that the computer controlled cars can breeze right on through those red lines without braking. Different

set of rules for the player and computer? There are close to one hundred cars, and eighteen tracks in Assetto Corsa. A few of the tracks have more than one configuration to them. The tracks look nice. They should since they were laser scanned. I wish the physics were better in Assetto Corsa. Drifting is simple in Assetto Corsa. Turn into or out of a turn while turning and you will drift. There are no options to adjust the difficulty setting.

Assetto Corsa is for hardcore simulation racing fans who can handle the quirky controls. I did not have fun playing Assetto Corsa. It led to real world stress, irritation, anger, frustration, and unhappiness. I value Assetto Corsa at five dollars brand new. I found Assetto Corsa to be too difficult, too cheap, and too broken. Spend your money on something better.

- Frank



Publisher: 505 Games
Developer: Kunos Simulazioni
System: PC/PS4/Xbox One(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Language}



Graphics: 70%
Sound: 65%
Replay/Extras: 70%
Gameplay: 30%
Family Friendly Factor: 60%

VIDEO GAME LIES

by Paul Bury

Version 2

BUY IT NOW RIGHT HERE



Minecraft Wii U Edition



Lego Dimensions Mission Impossible Level Pack



SCORE: 80

SCORE: 65

No one else here at Family Friendly Gaming was interested in Minecraft Wii U Edition. I was though. I know the Wii U is on its last breath, and the system was a failure. I know the PR and Marketing failed us over at Mojang after Notch left. Still I wanted to spend the money and time on Minecraft Wii U Edition.



Minecraft Wii U Edition contains a variety of different theme packs. There is the normal Minecraft, Tutorial, Fallout World, Festive World, Chinese Mythology, Greek Mythology, Super Mario World, Halloween, Skyrim, and Mass Effect. Minecraft Wii U Edition can be played in Survival, Creative, or Adventure. There are multiple difficulty settings, and even more options. Minecraft Wii U Edition can be played online or

offline. I really got into the Super Mario Mash Up area. The creativity of others inspires me on a daily basis. Minecraft Wii U Edition shows there is a lot of creativity out there. Since I have played Minecraft before I knew what to expect. I also know how to play this game that fits my personal game



play style. So do others here at Family Friendly Gaming. Remember I said no one else was interested? That was until I started to play Minecraft Wii U Edition. Then all of a sudden they wanted to play too.

I loved the different music in Minecraft Wii U Edition. It fits the themes really well. I notice the Festive World was all about Santa Claus. I did not find a manger while I was playing in that world. I noticed all kinds of fantasy creatures in the Mythology worlds. It is interesting that Christian concepts are banned, and other religious images are allowed. Why is that?

Minecraft Wii U Edition also has some mini games. Families can battle and tumble in Minecraft Wii U Edition. I value Minecraft Wii U Edition at fifteen dollars. - Paul



I am grateful Family Friendly Gaming purchased Lego Dimensions Mission Impossible Level Pack on Black Friday 2016. This level pack follows the key moments of the first Mission Impossible movie. I wonder if more Lego Dimensions Mission Impossible levels will be coming in the future. There are plenty of other Mission Impossible movies to make game levels off of.

Lego Dimensions Mission Impossible Level Pack has a ton of studs in it. If you need to grind for studs then I recommend Lego Dimensions Mission Impossible Level Pack. I took my time finding all of the items I could and played Lego Dimensions Mission Impossible Level Pack for two



hours. There is a small world area, and the Battle Arena IMF Field Agent Training Facility.

Lego Dimensions Mission Impossible Level Pack comes with Ethan Hunt, the IMF Scrambler and the IMF Sports Car. The IMF Scrambler turns into the Shockcycle, and then the IMF Converter Jet. The IMF Sports Car turns into the IMF Tank, and then the IMF Splorer. Getting the studs for those is no problem in this level pack. Ethan Hunt's skills are Acrobat, Target, Technology, Fuse Box, Magno Gloves, Drone Mazes, Grapple, Silver Lego, Steath, Scan Disguise, Dive, and X-ray.

Ethan Hunt is a very useful character in my opinion. There are stealth based levels and fighting levels in Lego Dimensions Mission Impossible Level Pack.



Ethan can break through things really fast. The fuse mini game can be a bit touchy. I did not run into normal Lego Dimension glitches while playing with the Lego Dimensions Mission Impossible Level Pack.

The iconic music from the movie is in Lego Dimensions Mission Impossible Level Pack. There are sound bytes from a variety of characters in Lego Dimensions Mission Impossible Level Pack as well. The motorcycle is slow and not very stable. The Sports Car is much more stable. Lego Dimensions Mission Impossible Level Pack is worth fifteen dollars in my opinion.

- Teen Gamer

Publisher: Mojang
Developer: 4J Studios Ltd., Microsoft Studios
System: Wii U
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}



Graphics: 65%
Sound: 85%
Replay/Extras: 100%
Gameplay: 80%
Family Friendly Factor: 70%

Publisher: WB Games
Developer: TT Games
System: Wii U/PS3/Xbox 360/Xbox One/PS4(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Crude Humor}



Graphics: 70%
Sound: 70%
Replay: 60%
Gameplay: 65%
Family Friendly Factor: 60%



Loading Human Chapter 1

SCORE: 49



DC's Legends of Tomorrow Season One

SCORE: 53



Don't you hate it when you know something is going to be terrible but you purchase it anyway? That is the case with me and Loading Human Chapter 1 on the PS4 VR. I knew this game was going to be bad. I wanted some PS4 VR experience and this game's price dropped faster than the others. I hoped that maybe Loading Human Chapter 1 would be interesting. There is a lot of alcohol in Loading Human Chapter 1. There is also bad language, and enticement to lust. We have to deal with perilous situations like being in an area surrounded by fire. Loading Human Chapter 1 is also slow and confusing. The computer give us verbal instructions. Nothing written on the screen so our deaf friends are clueless as what to do. I heard the directions and many times they did not help. The controls in Load-



ing Human Chapter 1 feel like the old D-pad days of left, right, up and down. I like looking around in a VR video game. Loading Human Chapter 1 kept punishing me and telling me I was out of bounds. I also got nauseous from playing Loading Human Chapter 1. Not everything in the game can be interacted with. Some of them can be interacted with

but on a limited basis. I like how Loading Human Chapter 1 lets gamers use the PS4 controller or the Move Controller. The Move Controller is slightly better in my opinion. I found myself perplexed by the story when it kept bouncing around the timeline in that horrible screen with bars that raised and lowered. Someone must have thought that was a cool effect. I disagree with them 100%. I wish Loading Human Chapter 1 had instructions that made more sense. I also wish some of the directions in Loading Human Chapter 1 were a bit more helpful. Loading Human Chapter 1 gave me a headache on so many different levels. I value Loading Human Chapter 1 at ten dollars brand new. I warn you about the motion sickness Loading Human Chapter 1 can bestow. - Paul



Publisher: Maximum Games
Developer: Untold Games
System: PS4 VR
Rating: 'T' - THIRTEEN and OLDER ONLY {Language, Suggestive Themes, Use of Alcohol}



Graphics: 50%
Sound: 55%
Replay/Extras: 60%
Gameplay: 30%
Family Friendly Factor: 50%

DC's Legends of Tomorrow Season One is another Black Friday 2016 purchase. We paid ten dollars for this season. Of the DC television shows we have reviewed thus far this is the shortest one with only four discs. It takes 681 minutes to watch the entire season. Plenty of lesser characters are recruited for the sixteen episodes of DC's Legends of Tomorrow Season One. Vandal Savage kills the wife and child of Rip Hunter. He recruits Atom, White Canary, Captain Cold, Heat Wave, Hawk-man, Hawk-girl, and Firestorm. They are doing in this direct violation of the Time Masters. Who are the Time Masters? They are a group that makes sure the timeline stays intact. The group goes to the past, present and future to stop Vandal Savage. The bad content in DC's Legends of Tomorrow Season One that families need

to be made aware of is reincarnation, violence, blood, gore, death, murder, enticement to lust, sexual deviancy, attacks on good Christian morals, and more. DC's Legends of Tomorrow Season One is the typical Holly Weird show that is part of the war on men, war on Christians, war on white people, war on the Holy Bible, and more. Rebellion against God is quite common in DC's Legends of Tomorrow Season One. DC's Legends of Tomorrow Season One also has plenty of lies and deceit. Two of the characters recruited are actually criminals. So the line between good and evil in non-existent. Heroes do evil things in DC's Legends of Tomorrow Season One. I see little difference between them and the villains they are trying to stop.



It was really lame to see DC's Legends of Tomorrow Season One attack the 50s. Part of the extreme radical far left attempts at redefining history. The time travel aspect of DC's Legends of Tomorrow Season One will make your head spin. There are so many instances where time paradoxes were created. The logic as to why some things are done and others are not tried made little sense to me. The rules do not apply evenly or fairly in DC's Legends of Tomorrow Season One. The ending of DC's Legends of Tomorrow Season One exhibits the perfect example. - Paul

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



Graphics: 50%
Sound: 55%
Replay/Extras: 60%
Gameplay: 60%
Family Friendly Factor: 45%



1-2-Switch

SCORE: 60

Since Nintendo's PR and Marketing people flaked out on Family Friendly Gaming Universe yet again I spent my own money on 1-2-Switch. I

thought this game was going to be a disappointment. This is one of those times I hate being right. There are twenty-eight tech demo mini games in 1-2-Switch. The game is selling for fifty dollars. Way over-priced.

1-2-Switch is cool for about ten minutes. The mini games are so short that we felt cheated all of the time. Then there are collision detection issues and complaints. Table Tennis and Quick Draw are two great examples of this. Sword Fight and Samurai Training are two more that come to mind. Trying to figure out how many balls are in the box are just annoying on so



many levels. There is religious content like Zen in 1-2-Switch. It compliments magic in Wizard Battle. Milk A Cow is one of the interesting gems in 1-2-Switch. I am not that big on how it controls though. 1-2-Switch shows us how the Joy Con Controllers can be used. I personally believe this



Publisher: Nintendo
Developer: Nintendo
System: Nintendo Switch
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Violence}



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

game should be selling for no more than twenty dollars brand new. We do get some exercise in some of the mini games. 1-2-Switch is a short experience that none of us want to go back to.

Nintendo is pushing togetherness with 1-2-Switch. Which is fine with me. The problem is 1-2-Switch only allows for two family members to play together at a time. We are also constantly having to swap around the Joy Con controller configuration for certain mini games. Taking care of the Baby is a great example of this. Also an interesting idea.

1-2-Switch is pretty heavy on the dancing mini games. Again we go back to the controls issue we ran into with 1-2-Switch. This game should have come free with the system. - Paul



Paperboy 2

SCORE: 78

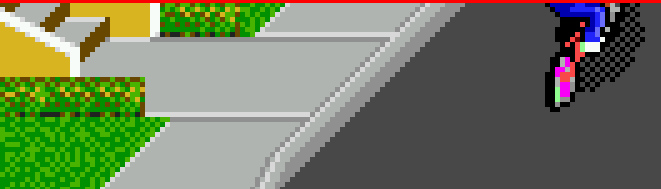
I found Paperboy 2 for a really cheap price at a local used video game story. Long before there was the genre sims, Paperboy 2 simulated the life of a paperboy. Memorize the route and then deliver papers to the right addresses. Paperboy 2 does not help the gamer with any kind of icons to know which houses get papers.

Paperboy 2 is a difficult game too. There are all kinds of things in your way. Arms reaching out of the sewer, vehicles, dogs, balls, and more. Hit something and you crash. I died a lot trying to find the patterns in Paperboy 2. I like the graphics for the era. The visuals are better than I expect for that release date. The music is nice to listen to as well. Tengen did a good job putting Paperboy 2 together.

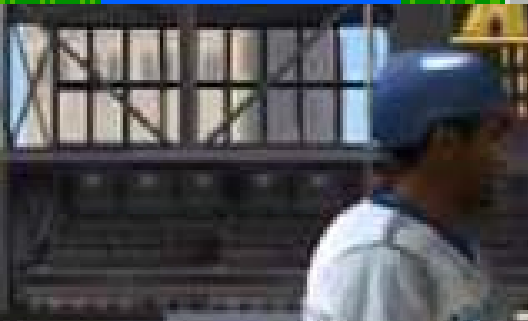
My biggest problem with Paperboy 2 is inconsistency. One time I could ride to the left of a giant truck. The next time it hit me. There is so many things to avoid and so much to remember I had to make notes just to complete a level. By the way do not expect to complete the first level the first time you play Paperboy 2.

If you are looking for a solid difficult retro experience then I suggest you take a good hard and long look at Paperboy 2 on the Sega Genesis, and Super NES. - Paul

Publisher: Tengen
Developer: Tengen
System: Genesis/SNES
Rating: 'NR' - Not Rated



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



MLB 2004

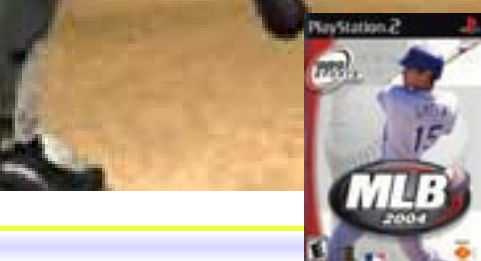
SCORE: 75

There are people that love 989 Sports video games and there are people that hate them. I am in the middle. I like some things in MLB 2004, and there are some things that I wish were not in there. The lag between swinging and getting a hit is one of those things. It can be difficult to hit in MLB 2004. Once you get the timing then it can be impossible for the defense to stop you. Hot or cold.

MLB 2004 looks good for the era with large characters, and decent camera angles. There are some neat special effects and the baseball parks look okay. The announcers have good sound bytes here and there. I was able to purchase MLB 2004 on the Playstation 2 for \$1.95. I got my moneys worth out of this sports video game.

There are multiple difficulty settings and options in MLB 2004. That makes this baseball video game approachable by more members of the family. MLB 2004 is also on the original Playstation if you do not own a PS2. I did not play that version but I expect it would be similar. I enjoyed my time with MLB 2004. It is a solid baseball game that requires a bit of practice. - Frank

Publisher: Sony Computer Entertainment
Developer: 989 Sports
System: Playstation/PS2
Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 75%
Sound: 80%
Replay: 90%
Gameplay: 60%
Family Friendly Factor: 70%



SPORTS

Product: Forza Horizon 3
Company: Microsoft
System: PC/Xbox One
Release Date: Out Now
Rating: 'E' – Everyone SIX and OLDER
ONLY (Mild Lyrics, Mild Violence)



SPORTS CONTINUED



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



DEVELOPING

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GAMES





Product: Hunting Simulator
Company: Bigben Interactive
System: PC/PS4/Xbox One
Release Date: TBA
Rating: ' RP' - Rating Pending



Product: Hunting Simulator
Company: Bigben Interactive
System: PC/PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Hunting Simulator
Company: Bigben Interactive
System: PC/PS4/Xbox One
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Star Trek Bridge Crew
 Company: Ubisoft
 System: PC VR/PS4 VR
 Release Date: May 30, 2017
 Rating: 'RP' - Rating Pending



STAR TREK BRIDGE CREW™

Product: Star Trek Bridge Crew
Company: Ubisoft
System: PC VR/PS4 VR
Release Date: May 30, 2017
Rating: 'RP' - Rating Pending



Farming Simulator 18



Product: Farming Simulator 18
Company: Focus Home Interactive
System: Nintendo 3DS/PS Vita
Release Date: Q2 2017
Rating: 'RP' - Rating Pending



This screenshot is from a development build of the game



This screenshot is from a development build of the game

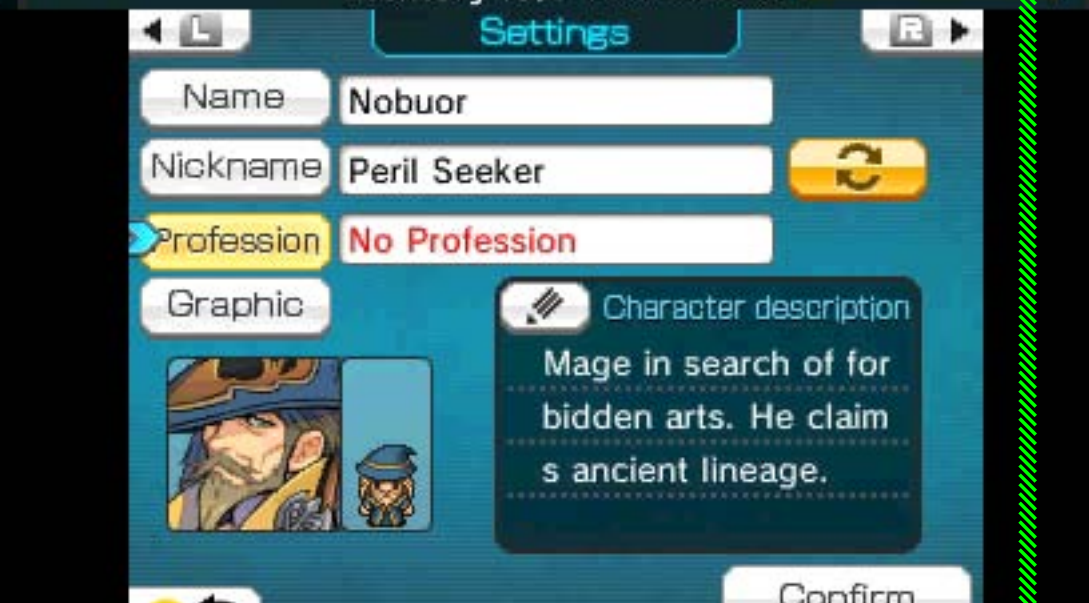
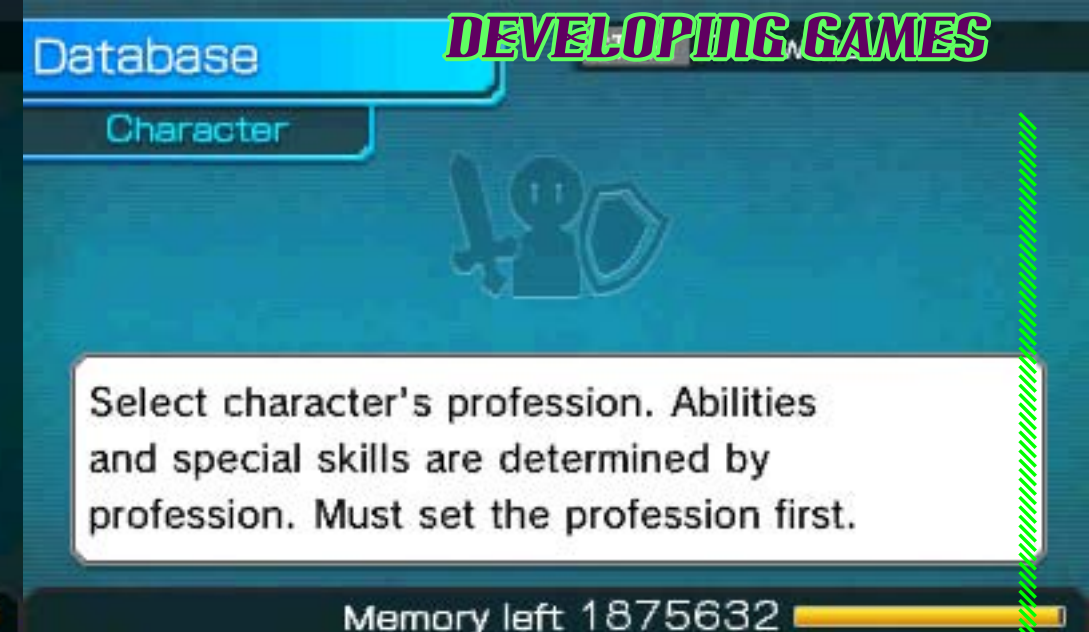


Product: Ys VIII Lacrimosa of DANA
Company: NIS America
System: PC/PS4/PS Vita
Release Date: Fall 2017
Rating: 'RP' - Rating Pending

This screenshot is from a development build of the game



This screenshot is from a development build of the game



Product: Rpg Maker Fes
Company: NIS America
System: Nintendo 3DS
Release Date: Summer 2017
Rating: 'RP' - Rating Pending



This screenshot is from a development build of the game



This screenshot is from a development build of the game



This screenshot is from a development build of the game



This screenshot is from a development build of the game



This screenshot is from a development build of the game



This screenshot is from a development build of the game

Culdcept™

REVOLT

Product: CULDCEPT Revolt
Company: NIS America
System: Nintendo 3DS
Release Date: Summer 2017
Rating: 'RP' - Rating Pending

Culdcept™

REVOLT



Product: Lock's Quest
Company: THQNordic
System: PS4/Xbox One/PC
Release Date: April 2017
Rating: 'RP' - Rating Pending



Product: Lock's Quest
 Company: THQNordic
 System: PS4/Xbox One/PC
 Release Date: April 2017
 Rating: 'RP' - Rating Pending



Product: SAMURAI WARRIORS
Spirit of Sanada
Company: Koei Tecmo
System: PS4/PC
Release Date: May 23, 2017
Rating: 'RP' - Rating Pending





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Chaotic Dreams



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Product: Dynasty Warriors Godseekers
Company: Koei Tecmo
System: PS4/PS Vita
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER ONLY {Violence, Suggestive Themes, Alcohol Reference}





Product: Farming Simulator 17
Company: Focus Home Interactive
System: Xbox One/PS4/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



Farming Simulator 17



Farming Simulator 17



Product: Farming Simulator 17
Company: Focus Home Interactive
System: Xbox One/PS4/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY





Product: Double Dragon IV
 Company: Arc System Works
 System: Playstation 4
 Release Date: Out Now
 Rating: 'T' for THIRTEEN and OLDER ONLY
 {Violence, Blood, Language}





NOW PLAYING



Product: Gravity Rush 2
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER
ONLY {Blood, Fantasy Violence, Mild
Suggestive Themes, Partial Nudity, Use of
Alcohol}



Last Minute

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Product: WRC 6
 Company: Bandai Namco Entertainment
 System: PC/PS4/Xbox One
 Release Date: March 2017
 Rating: 'E' - Everyone SIX and Older Only



STORY OF SEASONS

Trio of Towns

Product: STORY OF SEASONS Trio of Towns
 Company: XSeed Games
 System: Nintendo 3DS
 Release Date: February 28, 2017
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Comic Mischief, Suggestive Themes, Use of Alcohol}





Product: Dragon Quest Heroes II
Company: Square Enix
System: PC/PS4
Release Date: April 25, 2017
Rating: 'RP' - Rating Pending



Product: Dragon Quest Heroes II
Company: Square Enix
System: PC/PS4
Release Date: April 25, 2017
Rating: 'RP' - Rating Pending



Product: We Sing
Company: Nordic Games
System: PS4
Release Date: Out Now
Rating: "T" - THIRTEEN and OLDER
ONLY {Mild Lyrics, Mild Violence, Partial Nudity, Suggestive Themes, Use of Alcohol and Tobacco}



Product: Candleman
Company: Spotlight Interactive
System: Xbox One
Release Date: February 1, 2017
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence}





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

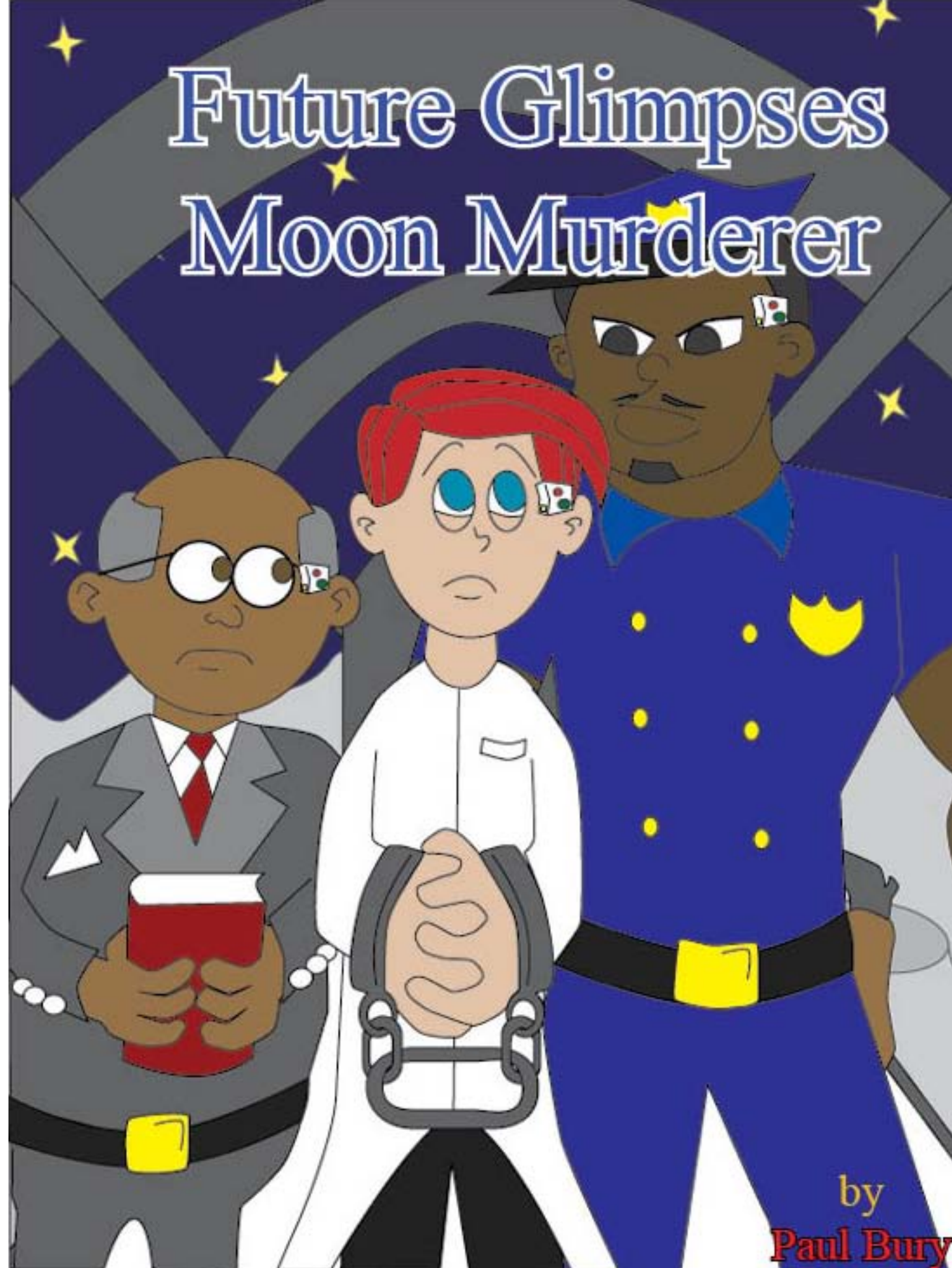


Product: The Inner World
Company: Headup Games
System: PS4/Xbox One
Release Date: March 31, 2017
Rating: 'RP' - Rating Pending



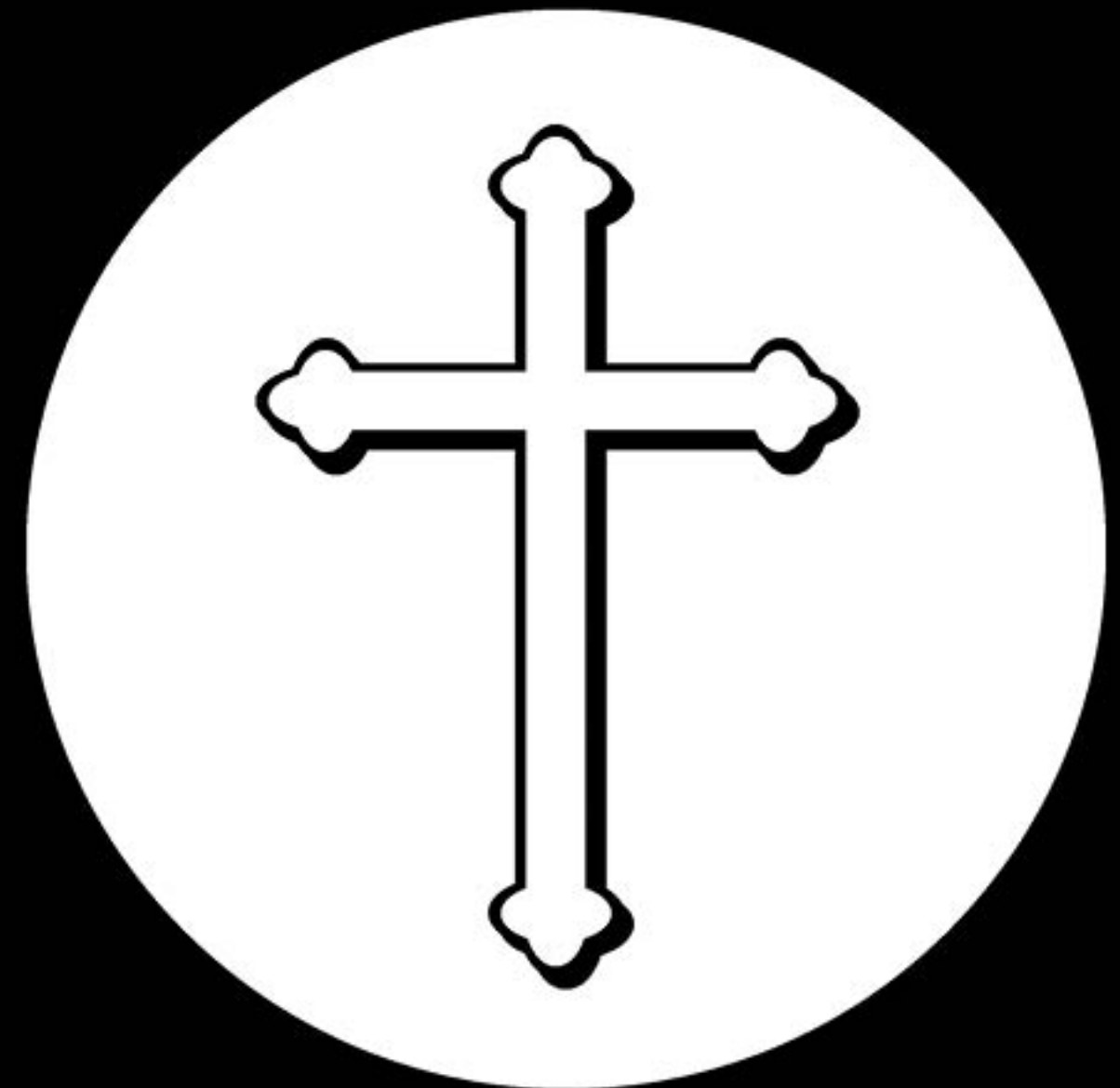
Product: Yonder The Cloud
Catcher Chronicles
Company: Prideful Sloth
System: PC/PS4
Release Date: Q2 2017
Rating: 'RP' - Rating Pending





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