

Family Friendly Gaming™

THE VOICE OF
THE FAMILY IN
GAMING

Dragon Quest He-
roes II, Injustice 2,
Gravel, and more in
this fantastic issue!!

ISSUE #118

May 2017

Sonic Forces aims
to bring back Sonic
in a war torn real-
ity.



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ISSUE #118

May 2017

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EDITOR'S DESK

FEMALE SIDE

Control Freaks

I never understood the desire of some people to control everything. It made no sense to me. Micro-management is one of the worst things that can happen in a business. In my opinion it comes from a lack of trust. Control freaks have an arrogance that they know better. Control freaks do not trust others to do the work right. Is it possible they have run across instances and examples of people not doing things right? I would not be surprised to find the answer to that question is yes. Ultimately a control freak sets themselves up for failure. They do not allow others the power to make their own decisions. That means every bad decision comes from the control freak. Everything that goes wrong is on the control freak. The sad fact is most control freaks can not accept responsibility for their mistakes. Instead they blame the people that do the work.

God gave me natural born leadership abilities. I learned early on - that leading by example is the best leadership form. Clear communications starts with listening. I have to listen to those that do the work. I have to listen to their concerns, issues, and problems. I love listening to ideas, and letting them try them. Some work, some don't. That is fine. The people with the ideas learn from their mistakes and come up with better ideas. That is the way it should work. Not every idea can be tried for a variety of reasons. Maybe it is the opposite of what everyone else is doing. Maybe there is not enough funds to do that.

I make all kinds of decisions each and every single day. Some of them big, some of them small. I could not make all of the decisions for all of the people associated with me. That would be crazy. I trust they will make the best choices. When they get themselves in a jam I do whatever I am able to help them out. Most of the time that means stopping what I am doing. It means being sensitive to their needs, issues, and problems. I love asking if they have a solution. If they do then I do not need to apply grey matter to try and solve it. That may sound selfish, but it is about empowering them to make the right calls. Birds have to leave the nest sometime. They have to learn to fly for themselves. I can't fly for them all the time. They need to grow into solving problems themselves. They need to learn the right way to fix messes. We do others a dis-service if we

fix everything for them.

If you are a control freak then you need to analyze why you think you know better than the people that do the work. If you are a control freak you need to work on your trust issues. If you are a control freak you need to let others make their mistakes and learn from them. Do not be harsh when they make a mistake. Do not try to get them in trouble for it. Let them learn, grow, and develop. They will beat themselves up for their mistakes when it is their role to be responsible for them. By doing so you will make the world a better place.

God bless,
Paul Bury



Busy Time

This year has been busy. This year has been crazy. I have done more this year thus far than I have done in previous years in the same time frame. I have done things I thought I would never do. There have been times I missed my dad. For those that do not know my dad passed away a couple of years ago. There have been so many instances where I thought: "I wish my daddy could look at this and give me his opinion." Then I would realize he taught me how to do many of these things. He showed me what needed to be done. I am not afraid to do what he did.

Case in point my mother needed help. She is not very technical, or mechanical. She can cook, clean, can, and budget. My mom is like each of us. She has her strengths and her weaknesses. Well her vehicle died and pretty much became beyond economical repair. So I helped my mom find a new vehicle. I test drove many of them for her. I checked their engines, under the vehicle for leaks, and more. I did the due diligence. I assisted her with the annoying, pushy, arrogant, sexist car salesmen. I was so angry at some of them for their comments. I know more about cars than many of them, and they had the audacity to make snide comments like: "go get your brother to look at this car," or "go get your cousin to look at this car." All ya'll know I have a very short fuse already, and insults like that definitely set me off. I would have loved to have my hubby there because he would have knocked them down a few pegs. He had to work during this time. My mom eventually got a vehicle she was happy with around the price range she was looking for.

Our first born son has developed a new medical problem. We are praying for him, and would welcome your prayers. We have been dealing with him getting sick, missing school, catching up, seeing the doctor and more. We feel bad he is having this problem. It is also something that normally only effects older women. He feels like he won the lottery - in a bad way. That has also led to additional time being spent on doing things I was not planning or anticipating on. I know it is in God's hands. I know there is something going on for the kingdom of heaven with all of this. Maybe we learn something. Maybe we are being pruned. Maybe it is something that will help him later in

life. I don't know for sure. I don't know the exact reason at this time. When we get to heaven we will find out. Although at that point it may not matter to us.

There are projects looming over the horizon too. One of the fence sections we replaced is having problems again. Those concrete screws did not anchor as we thought they would. Which means more 4x4's being in put the ground, and some additional concrete from where it is now leaning. There is always something going on to keep us busy here at FFG. Don't ask my hubby how his projects are going.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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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.



(See John 21:1-14) 01-30-2015

HOW'R THEY BITING TODAY?

PRAYER PUPS BY JEFFREY SMITH



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

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 Switch

Dear Mr. Bury,

Here are my thoughts on the Nintendo Switch. For the most part, I am very impressed. I am glad that the console can be used with or without a TV screen. I am glad it has two motion-sensing controllers. I am glad it uses cartridges.

However, I have a few suggestions for improvement. First off, the battery life issue needs to be solved. Future versions of the Nintendo Switch could be powered by solar energy or body heat, or at least could have battery life indicator lights to warn you that your battery power is about to run out. Otherwise, you have no idea your battery is low until it's too late.

Second, the Nintendo

Switch needs a wider variety of games. Since it has two motion-sensing controllers, I would like to see games where you use both hands. There should be music games where you use both hands to play the clarinet, the flute, the violin, and the cello. For the violin and the cello, you use one controller for pushing buttons to exert pressure on strings, and the other controller to move the bow. How about using both hands to conduct an entire orchestra? There should be cooking games where you use both hands to prepare food. You use one hand to hold a food item still and your other hand to slice it up with a knife. There should be games where you play as a craftsman who makes custom items out of wood or other materials.

I am glad that the Nintendo Switch allows for localized multiplayer with up to eight people. There should be a game with collaborative multiplayer for all eight players. Maybe future versions can allow for ten or twelve people to play simultaneously. Then you could have basketball or hockey games where all the players are humans instead of computer-controlled.

I also would have given the Nintendo Switch a pen, so it could include a painting program. And I would have given this painting program the ability to save images to the console's microSD card in a format such as JPEG so that they could be transferred to a PC and

printed on paper.

Finally, I hope Jeopardy and Wheel Of Fortune find their way to the Nintendo Switch.

Please let me know what you think of my ideas, and feel free to share yours. Have a great day, and God Bless You.

Sincerely,
David

{Paul}: David,

A cooking game would be awesome. I could see a new operating game like Trauma Center. With two hands doing surgery in a game should be easy. VR games should also work with the Switch. A boxing game would be neat to see as well.

I hope they release a pen and do some painting games. That would be cool. Very probable as well. Bow hunting (like deer) is another possibility. Exercise games of course. It still can't see our feet, but at least arm motions can be read.

I would really like some little small adapter that lets us play 3DS and DS game cartridges on the Switch.

Censorship

Hello Mr. Bury,

The Tales scene was not just a scene edited either. I saw part of the scene if not all of it. It had a charac-

ter lifted up by another character's sword. Obviously, it did not need to be in the game in the first place, but it needed to be out especially in NA and Europe. I know people scream,"CENSORSHIP!" but not all censorship is bad, something people need to realize.

Well, if anything, you can state what you believe, and you know that you can still get the games at some point in the future. I do not know if this is the case, but it may make you appreciate the game more. There's really only one reason why some games should hit the \$60 mark--translation work. Many games have very little translation work needed while games such as DQ VII: Fragments of the Forgotten Past have much more text (I have heard that DQ VII is one of the most text-heavy games ever made) get priced at \$40. I do not believe every game needs a \$60 price tag. Some have the amount of work that makes it seem like,"Okay, I can see this; but it is still a decent amount of money." I prefer getting games for a cheaper price which is why if one goes on Amazon or goes on Virtual Console to buy games, the person can get the same game for a cheaper price. I have bought MANY games on Virtual Console through the years--Zelda: 1, 2, A Link to the Past (OVERRATED! Sorry, but it is.), Majora's Mask, Oracle of Ages/Seasons, Minish Cap, Link's Awakening (Those are just the Zelda games.), The Mysterious Murasame Castle (Only on 3DS

here in the US, I believe), Super Metroid, Super Mario RPG: The Legend of the Seven Stars, Super Mario World, Super Mario 64, Earthbound Beginnings, Earth-Bound, etc. I know that is a lot of games I just mentioned, but hey!

That is interesting about Konami. Evolution is obviously scientifically false, but no matter what, some people will believe it. At the very least, you got a copy of SBR from them! Nintendo of America has some liberals working for them. I do not know if that is the case over in Japan, but it is what it is here in America.

Daniel

{Paul}: Dan,

Totally agree that not all censorship is bad. I find it funny some people like to say they have freedom of speech no matter what. Well... you can't scream FIRE in a crowded movie theater, or scream BOMB on an airplane. Doing so will get that person arrested. So they do not have that freedom of speech. The same goes for things like treason, threatening someone else's life, etc. Those are forms of censorship. I don't hear these same people complaining about not being able to commit treason, endanger the lives of others, etc.

I wonder sometimes if PR people have short term memories. I know emails to say Golin Harris (who does Nintendo's PR)

gets there, but I am never given a notification they are read. Now it is possible they are read, and they select the button that says don't let them know it was read. I suspect they have our emails in spam, junk, or auto delete. I will have to network at some show again. Maybe E3 2018. I just wish they could be professional, have integrity, and communicate transparently. I have heard stories at E3's, and waiting in line at press events. If these people at these other well known gaming sites are being truthful then there is all kinds of back scratching, favor trading, and what not. In other words corruption to the max. I continue to pray it gets cleaned up.

Unboxing

Family Friendly Gaming,

I love your Unboxing videos. Thank you for doing them. I really liked the one for the Nintendo Switch. Will you do more like that in the future?

- Sandra

{Paul}: Sandra,

Thank you so much for your words of encouragement and your support. The big push we have this year is the Unboxing videos. I have even spent some of my own money to purchase things like Hatchimals to get us even more Unboxing vid-

SOUND OFF Continued

eos. We have contacted a variety of companies about doing Unboxing videos. As we get collector's editions, systems, and more we will do new Unboxing videos. We also have recently started a partnership with Anime Bento. They send us boxes and we have a discount code for any of our viewers who make a purchase. It is my personal hope and prayer that God will bless the Unboxing videos.

We are also discussing some other original video series that would fall under FFG Originals. I can't share any details because it is not certain we will do any of them. I think they would be great. It takes time to be able to do them. It also takes a willingness for those being featured to be on camera. We will see.

Lego Dimensions

Thank you for your Lego Dimensions reviews. I find them very informative, educational, and thought provoking. I like most of your reviews in general. Family Friendly Gaming is coming from a perspective that I do not get from my friends. It is important that I tell you this.

Why are you not big on magic? What is wrong with magic? I am not trolling. I am not trying to cause trouble. I want to know what it is about magic that bothers you. Is it from your upbringing? Is it from your religion? I do not know

many Christians and I am trying to avoid offending you. I am seeking answers.

Aaron

{Paul}: Aaron,

Thank you for your words of support and encouragement. Also thank you for your questions. You did not offend me or anyone here at Family Friendly Gaming in any way, shape, or form. I appreciate the considerate way you asked your questions. You are all good there.

The world would define me as a Christian. I have a personal relationship with Jesus Christ. In fact many times I have told others I have a relationship not a religion. For categorization purposes I am in the Christian bucket. Which has lots of different sections/segments (usually called denominations). I believe the Holy Bible is true, and is the guideline in how to live our lives. We can learn from the successes and failures of people chronicled in the Holy Bible. Why does that matter? God clearly tells us in the Holy Bible to stay away from, and avoid magic. **Deuteronomy 18:10 - 12** *There shall not be found among you [any one] that maketh his son or his daughter to pass through the fire, [or] that useth divination, [or] an observer of times, or an enchanter, or a witch, 11 Or a charmer, or a consulter with familiar spirits, or a wizard, or a necromancer.*

12 For all that do these things [are] an abomination unto the LORD: and because of these abominations the LORD thy God doth drive them out from before thee.

From there for me it comes down to one really important question. Am I obeying God? A lot of things we can do in this world are disobedience to God. I want to be clear on something at this point. I am not judging you, or anyone else who embraces magic. God will judge all of us. It is in His hands. I freely choose to obey.

That is why I am not big on magic. You could put it down as a religious thing. As a Christian thing. Please note not all people who call themselves Christian follow all aspects of the Holy Bible. There are some that claim the name, but do not practice it. I hope that answers your question.

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

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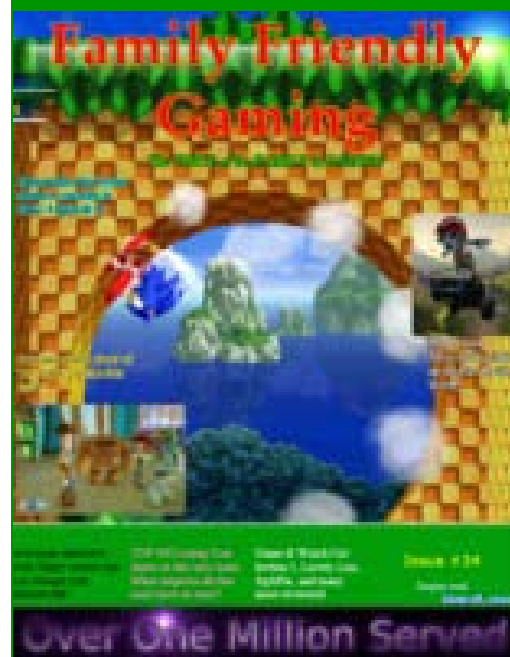
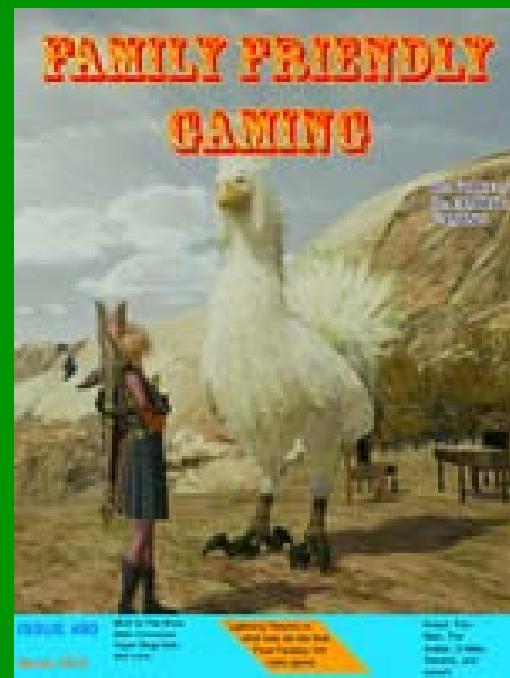
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LOOK BACK

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: How do control freaks make the world a worse place?

Answer:

Question: What is your favorite song?

Answer:

Question: What is your favorite video game?

Answer:

Question: How can you help the video game industry become more family friendly?

Answer:

Question: How can you help the video game industry become more Christian friendly?

Answer:

Question: What do you think of the Nintendo Switch?

Answer:

Question: What do you think of the Playstation 4 VR?

Answer:

Question: What language(s) do you speak?

Answer:

Question: What was the last good movie you saw?

Answer:

Question: Write your full name?

Answer:

Question: What do you know about Booster Gold?

Answer:

Question: Which video on the Family Friendly Gaming Youtube channel do you like the best?

Answer:

Question: Do you have an idea for a video game? If so, what is it?

Answer:

DEVOTIONAL

Helpful Thoughts

Freedom

Slavery is a touchy topic for a great many people. The sad truth is slavery continues on in the world to this very day. Slavery is something that has happened for a great long time. It even happened in the Holy Bible. There are some interesting differences though. **Exodus 21:2-3** "If you buy a Hebrew servant, he is to serve you for six years. But in the seventh year, he shall go free, without paying anything. 3 If he comes alone, he is to go free alone; but if he has a wife when he comes, she is to go with him." Notice how a servant is set free after six years of service. That is something that does not happen in modern day slavery. It also did not happen in Europe or the Americas hundreds of years ago when there was slavery. The example given in the Holy Bible makes much more sense in my opinion. Work six years and then you are free. This is a wonderful practice that would radically transform slavery.

This is not the only place in the Holy Bible where being released from an obligation can be found. There is also debt cancellation. At the end of every seven years you must cancel debts.

Deuteronomy 15:2-6 *This is how it is to be done: Every creditor shall cancel any loan they have made to a fellow Israelite. They shall not require payment from anyone among their own people, because the Lord's time for canceling debts has been proclaimed. 3 You may require payment from a foreigner, but you must cancel any debt your fellow Israelite owes you. 4 However, there need be no poor people among you, for in the land the Lord your God is giving you to possess as your inheritance, he will richly bless you, 5 if only you fully obey the Lord your God and are careful to follow all these commands I am giving you today. 6 For the Lord your God will bless you as he has promised, and you will lend to many nations but will borrow from none. You will rule over many nations but none will rule over you.* This is a wonderful practice that should be happening today. Why is it not practiced? There would be so much less stress if people did not have to pay mortgages for fifteen to forty years. The lenders would make less money and things would obviously cost less.

There is even more freedom to be found in the Holy Bible. **John 3: 34-36** *Jesus replied, "Very truly I tell you, everyone*

who sins is a slave to sin. 35 Now a slave has no permanent place in the family, but a son belongs to it forever. 36 So if the Son sets you free, you will be free indeed. There is freedom in the relationship with Jesus Christ. Freedom from enslavement to sin. Do you really want to be in slavery to sin? Don't you want freedom? Freedom where you openly and happily serve God? I know what choice I make. I know where I come down on that question. I hope you will prayerfully consider it yourself.

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.

Make Time

God created us human beings to be social. We have two ears and one mouth which means we are to listen twice as much as we speak. Too many human beings chase after meaningless things. What kinds of things? Money, power, and influence come to mind. The problem is you can't take any of that with you when you die. This brings up a very interesting question. What can you bring with you when you die? Many people would say nothing. I disagree. We can bring our families and friends if we cared enough about them to invest time in them in teaching them about a relationship with Jesus Christ. Christian haters

are probably tuning me out right now. Hopefully they come back to finish this article.

Make time for your family and friends. Make an effort to invest in them. Show them how much you care. Show them you care about their eternal souls. It is shocking that some people have tried to redefine everything in our culture. They tried to redefine love. They tried to redefine truth. They tried to redefine marriage. They may think they have won. They may think they have influenced the world into their viewpoint. The problem for them is their viewpoint is rebellion against God. Their viewpoint is the opposite of what God says and does. So they won't be able to take it with them. In other words it is a waste of time to even try. Family Friendly Gaming continues to obey God over man. Man can come up with all kinds of strange things that can not be taken with them when they die. There will be a judgement on all of us. All of us will have to face our sins. Are we washed by the blood of Jesus or did we arrogantly ignore the price?

Relationships are the most precious commodity we have. I find it funny when people in the work force talk

about networking to find a job. What they really mean is having relationships with others. Those relationships are part of how we were created. It is part of our design. Loneliness is one of the most miserable things for a great many people. Too many suicides come from people who feel disconnected. What do you do when you come across the situation? Do you care enough about the person to invest some time in them? Or do you say: "not my problem." Which choice is more loving? Which choice shows you care? Some might say they care but only for and about themselves. What a miserable way to go through life - being selfish and self-centered.

So turn off the TV. Turn off the video game system. Put down the phone. Put down the tablet. Leave the computer and find time for your loved ones. Find time to show them you care. Do things that interest them. Whether it be jogging, throwing a football, shooting some hoops, playing a board game, playing a card game, talking, listening, reading, or something else. Just find the time to invest in them. We all choose what we do with our time. We choose to invest in ourselves or invest in others.

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Sight & Sound Theatres Announces 'JESUS' for 2018


Known worldwide for their biblical spectaculars on a panoramic, 300-foot stage, Sight & Sound Theatres® will launch the life story of Jesus for the first time in its 40-year history.
“If ever a story was epic, this is it,” Sight & Sound CEO Matt Neff said. “After showcasing Moses, Jonah, Samson and many others, we are bringing the singular life of Jesus to the stage, who forever changed the world.”

SYNOPSIS

Jesus is an action-packed musical stage adventure – a journey alongside the most important person to ever

NEWS

walk the earth, and the everyday people whose lives he transformed forever.
Following the 2017 return of Jonah to Sight & Sound’s 2,000-seat theater in Lancaster, Jesus debuts March 10, 2018, and runs through Jan. 5, 2019. Audiences will experience the story amidst a three-sided stage enlivened by one of the largest, state-of-the-art LED screens in a theatrical venue—along with Sight & Sound’s famous animals...on stage and in the aisles.
“We prayerfully choose every story we tell,” Sight & Sound Chief Creative Officer Josh Enck said. “The debut of Jesus for 2018 stands on years of prayer, creativity and effort by the entire Sight & Sound team.”

A poster for the musical 'JESUS' by Sight & Sound Theatres. It features a close-up of a hand holding a small object, possibly a stone or a seed, against a background of a bright sun over a body of water. The text 'Lancaster PA 2018' is in the top left. The title 'JESUS' is in large white letters, with 'LIVE ON STAGE' below it. At the bottom, it says 'The musical stage adventure about the most famous person to ever walk the earth, and the everyday people whose lives He changed forever.'

THE HEART OF THE STORY
Jesus’ story may be familiar but his actions still surprise us. He befriends outcasts and heals the hurting. He challenges social norms and confronts hypocrisy. He sets sail with fishermen and reasons with religious scholars. The lives he touches are never the same. From the streets of Jerusalem to the raging Sea of Galilee, no place—and no person—is beyond the reach of his love.

Dates
March 10, 2018-Jan. 5, 2019.
Tickets
Adult \$59-\$79
Child \$26-\$36



TheGameCreators launch MyWorld

The Game Creators released MyWorld on Steam Early Access. MyWorld is a new and unique 3D RPG multiplayer sandbox world, where game makers and game players can create, share and play games.

MyWorld is a game where players build games - anyone can build anything they imagine to be played in any game mode they wish. These games can then be safely stored on a local file or uploaded to be shared and improved on by the MyWorld community. Players can build the scenes, set the rules, and decide who plays the game, meaning game builders can set a game as single-player, PvP or Co-Op.

At the heart of MyWorld is the ability to link worlds together, construct multiple level games and adventure through them with friends. Via 'portals' game makers and game players can cross over into worlds created by other users and play the action RPG they've made to be discovered. Any game level can be linked to any other level and can be easily chained together to create a unique experience.

Lee Bamber, CEO of The Game Creators said today, "Our vision was to create the World of Worlds, a universe populated by games created by MyWorld users; where you can take any world and make it your own, and with the easy to use controls build exciting new experiences to play and share with friends. On release there will be nearly 100 games to play through and, as the community starts to produce and share their own creations, many more will come online." Dave Milton, Lead Developer on MyWorld, said today, "I am a lover of Action RPG game series like Zelda, which has been an inspiration to me and have given me an enormous amount of passion for MyWorld every minute of every day.

I hope everyone loves using MyWorld as much as we are enjoying developing it."

MyWorld is built in Unity and uses the industry renowned Photon Multiplayer technology to create multiplayer sessions between players. This tech is at the centre of MyWorld and ensures users can meet up to create, play and share their MyWorld games.

Alpha and Omega Journey to Bear Kingdom arrives on DVD May 9

Get ready for an all-new animated adventure when the family film Alpha and Omega: Journey to Bear Kingdom arrives on DVD, Digital HD and On Demand May 9 from Lionsgate. The wolf pups Stinky, Claudette, and Runt must defend Bear Kingdom's royalty and their forest home from the evil Rogue Wolves. With over three million DVDs of the animated series sold worldwide, the Alpha and Omega: Journey to Bear Kingdom DVD will be available for the suggested retail price of \$14.98.

OFFICIAL SYNOPSIS

The pack is back in a pawsitively thrilling adventure the whole family will love! All the animals in the Eastern Forest are excited because Queen Bear and Princess Canue are coming to visit. But when evil Rogue Wolves threaten the royal bears, wolf pups Stinky, Runt, and Claudette leap into action. With courage, wits, and plenty of help from their wild and wonderful friends, the alpha and omega wolves rise to protect the queen and princess and save their forest home.

PROGRAM INFORMATION

Year of Production: 2017

Title Copyright: © 2017 Lions Gate Films, Inc., Splash Entertainment, LLC. All Rights Reserved.

Type: Home Entertainment Premiere

Rating: NR

Genre: Family, Action/Adventure, Animation

Closed Captioned: NA

Subtitles: English, Spanish, English SDH

Feature Run Time: 44 minutes

DVD Format: 16x9 Widescreen 1.78:1 Presentation

DVD Audio: English 5.1 Dolby Digital Audio



Cities Skylines Ports to Xbox One

Paradox Interactive, a publisher that built this city on con and sole, today announced that Cities: Skylines – Xbox One Edition will launch worldwide on April 21, 2017. Newly optimized for play on a controller by Tantalus Media, the Xbox One Edition brings the creative management game to consoles along with Cities: Skylines – After Dark, the game's nightlife-focused expansion. Xbox One players will finally have the opportunity to experience the game next month as it becomes available for purchase via disc or download, with pre-orders available starting today. Cities: Skylines – Xbox One Edition will retail for \$39.99 / £34.99 / €39.99.

Cities: Skylines is a best-selling management game, available for Windows, Mac, and Linux PCs, and coming very soon to Xbox One and Windows 10 with all its deep gameplay and unique charm along for the ride. The Xbox One Edition and Windows 10 Edition include the award-winning base game, bundled together with the popular After Dark expansion, allowing players to plan and design for their cities' nightlife and tourist attractions.

In The News Continued

Destiny 2 Set for September 8th 2017 Launch

Bungie and Activision Publishing, Inc. announced Destiny 2, the sequel to the first-person action game that takes the player on an epic journey to defend humanity from annihilation. The first hands-on gameplay reveal livestream will be broadcast around the world on May 18th 2017. The broadcast will showcase a variety of fun, action-oriented activities within Destiny 2 and will highlight the brand-new, epic adventure waiting for players. With a fresh start for all players right from the opening cinematic, Destiny 2 will expand across the globe with a worldwide release on 8th of September 2017. Destiny 2 will be available on PlayStation®4 systems, Xbox One (PlayStation®Plus or Xbox Live Gold subscription, respectively, required for significant features), and for the first time in Destiny's history, a new platform to enjoy this universe will be offered - Destiny 2 is coming to PC!

"Destiny was the biggest launch of a new console video game franchise ever. Along with our incredibly talented partners at Bungie, we are focusing on making Destiny 2 even better, with state of the art first person action, an awesome new story, great characters, and thoughtful innovations that make the game more accessible to all different kinds of players," said Activision CEO, Eric Hirshberg. "We're also bringing Destiny 2 to the PC platform for the first time. Destiny 2 will make an already great game franchise better than ever."

Bungie CEO, Pete Parsons, said, "The past three years have been incredibly inspiring and rewarding for Bungie. To know that millions of players around the world have

forged lasting Destiny memories and even made it their hobby is truly humbling and we can't wait to continue the journey." He added, "We are looking forward to sharing

a fresh, inviting story, and with the upcoming Destiny 2 Beta slated for this summer, we are eager to get feedback from millions of players around the world who will get a glimpse of the new adventures that will unfold for all of us. Together, with our partners at Activision, we are thrilled to get Destiny 2 in the hands of players in September."

In Destiny 2, the last safe city on Earth has fallen and lays in ruins, occupied by a powerful new enemy and his elite army, the Red Legion. Every player creates their own character called a "Guardian," humanity's chosen protectors. As a Guardian in Destiny 2, players must master new abilities and weapons to reunite the city's forces, stand together and fight back to reclaim their home. In Destiny 2 players will answer the call to arms, embarking on a fresh story filled with new destinations around our solar system to explore, and an expansive amount of activities to discover. There is something for almost every type of gamer in Destiny 2, including gameplay for solo, cooperative and competitive players set within a vast, evolving and exciting universe.

Destiny 2 is not yet rated by PEGI. The product line-up will also feature the Destiny 2 – Game + Expansion Pass Bundle, the Destiny 2 – Digital Deluxe Edition featuring premium digital content, the Limited Edition and the Collector's Edition, featuring a fully-wearable Destiny 2 Frontier Bag, Expansion Pass, premium digital content and a Cabal-themed Collector's Box.



In The News Continued

OK Golf Travels to Scotland in First Course Update

okidokico is thrilled to release the first new course for OK Golf, Buchan Bay, taking players on a journey to the haunting shores of Aberdeen, Scotland for new golfing puzzles.

Available now exclusively on the App Store, this update also introduces a new gameplay mechanic: wind! Golfers will have to take blowing gusts into account when planning their shots if they don't want the ball to land in the Scottish moor.

After a spectacular launch on the App Store, the studio considered player feedback and quickly released an update addressing control issues and adding portrait mode. This new update introduces cloud saving, improved putting physics, and new player stats for bragging rights at the 19th hole.

Easy to learn, hard to put down, perfect for players of all ages and handicaps, OK Golf features...

Easy and intuitive controls - drag the ball to aim, then release to shoot.

Work on your game - challenge yourself to unlock new destinations.

Refined to a tee - each course is a carefully crafted pixel miniature.

Zen golf - get in the zone with a minimalist interface and chill audio.

Bonus rounds - discover secret locations and hidden puzzles.

Cloud save - pick up your game anytime, on all your Apple devices.

Pay once, play forever! Your membership entitles you to play all future courses for free.

Starpoint Gemini Warlords Releases

Publisher Iceberg Interactive and developer Little Green Men Games have released a brand-new update today for their epic space simulation PC title Starpoint Gemini Warlords. Many community requested features have been implemented in this aptly named 'Planetary Assault' update and players can now board and capture ships, take over space stations and attack and take over 15 planets. This update and its massive improvements is the last update before the game moves into Beta stage.

Starpoint Gemini Warlords will launch out of Early Access in Q2-2017 and is available for \$24.99 via Steam. As a special celebration of today's 'Planetary Assault' update, starting on Monday, March 20, 2017 at 10AM PDT, Starpoint Gemini Warlords will be on sale for 25% off as a Steam Weeklong deal.

Available now in the 'Planetary Assault' update are the following new features:

- Planetary Assault - Players can now attack and take over 15 planets (not counting Phaeneros), all waiting for you to rule with an iron fist. There's also a new battleship class to construct, and a whole new Tech group to research and develop. This update lays the groundwork for even more sophisticated updates, currently in the pipeline
- Taking over stations - If you can conquer planets, why wouldn't you do the same with stations? Well, now you can! No more unconquerable territory in Gemini. It is all up for grabs!

In The News Continued

- Boarding and Capturing Ships – Nothing is off limits as players can now board and capture other ships to keep for themselves, sell off, scuttle for materials, reverse engineer or even pass the ship to aiding war fleets. Related research techs and perks accompany this update

- Updated Context Menu – For those who have been asking, the long awaited paused game while on context feature is gone (unless you like it, in which case, you can toggle it on...)

- Various Bug Fixes – Little Green Men Games has been hard at work, making vast improvements to the game before its full release later this year

Families are required to pay for Internet usage fees to download this DLC. For more information click [here](#).

Pizza Connection 1 & 2 now on Steam

I guess the headline says it all. Normally there would be now a more detailed text here but we don't want to bother you. Good for you because you do not have to read a lot.

Ah and btw Pizza Connection 1 & (which means "and") 2 is now also out on Steam...

Open our own restaurant, create your own pizza, sabotage your enemies and make business with the mafia!

Enjoy your food and have fun! :)



Xseed Games Reveals Plans for Trails of Cold Steel

XSEED Games, the independent-minded console publishing brand of Marvelous USA, Inc., today revealed its plans to bring The Legend of Heroes: Trails of Cold Steel, the start of a new story arc in Nihon Falcom's acclaimed series of roleplaying games, to Windows PC this summer with 50% more lines of English voiceover dialogue. XSEED Games also re-confirmed that the highly anticipated, final entry in the Trails in the Sky arc of The Legend of Heroes series, The Legend of Heroes: Trails in the Sky the 3rd, will see its first English-language release via Windows PC, which has now been revealed for a May 3rd launch. Additionally, the company announced that The Legend of Heroes: Trails of Cold Steel II will also see an eventual Windows PC release.

About The Legend of Heroes: Trails

of Cold Steel: Originally released for the PlayStation®3 computer entertainment system and PlayStation®Vita handheld entertainment system in 2015, The Legend of Heroes: Trails of Cold Steel will make its debut on Windows PC this summer with over 5,000 new lines of voiceover dialogue (approximately a 50% increase).

Developed by Nihon Falcom and published on Windows PC worldwide by XSEED Games, The Legend of Heroes: Trails of Cold Steel is headed to Windows PC in Summer 2017. The game is now available for PS3™ and "PSVita" systems in both digital and physical formats, and the digital "PSVita" system release is compatible with PlayStation®TV. This title has been rated "T for Teen" by the ESRB.

About The Legend of Heroes: Trails in the Sky the 3rd: Half a year after the events of Trails in the Sky Second Chapter, Liberl has settled into peace once again—but

In The News Continued

Starpoint Gemini Warlords Planetary Assault DLC

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- Updated Context Menu – For those who have been asking, the long awaited paused game while on context feature is gone. It can be toggled back on if you like it.

even during peaceful times, there are many among the distinguished and fortunate burning with greed thanks to the influence of ancient artifacts. Most of the population remains unaware of their abuses of power, but to the most enigmatic order of the beloved Septian Church, the Gralsritter, snuffing out these would-be villains and claiming artifacts in their name is as everyday as professing one's faith in the false goddess.

On the eve of another successfully completed mission, high-ranking member Father Kevin Graham is immediately assigned to retrieve one more artifact that rests beneath Grancel Cathedral. What's more, even though this is a task he could easily complete on his own, he must reluctantly do so in partnership with his newest recruit, rookie Gralsritter and childhood friend Sister Ries Argent. Thus begins the start of a routine mission that becomes anything but, delving into a new and mysterious realm

that follows an unnaturally strict set of rules: Phantasma. Therein, the history of the Septian Church and the pasts of the many familiar faces who took up arms for the sake of Liberl's future will be laid bare – and some may have been better off staying forever sealed behind closed doors.

Widely considered the most challenging title in the series, players are encouraged to iterate upon the combat style they've come to know in the 3rd's predecessors by either enjoying its in-depth story on Easy or crying with frustration on its unforgiving Nightmare difficulty. The brilliant music that the Trails in the Sky series is known for also returns.

Developed by Nihon Falcom and published on Windows PC worldwide by XSEED Games, The Legend of Heroes: Trails in the Sky the 3rd is headed to Windows PC via Steam®, GOG.com, and The Humble Store by Humble Bundle on May 3rd.

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?

Christian based movies have exploded in recent years. There are all kinds of different Christian movies that are being funded by large movie studios. Why aren't any of those movies getting video games? There are plenty of other movies that get video games. The general belief among the worldly gaming media outlets is the movie based video games are not very good. So any video game based on a Christian movie would come into the market with low expectations. Why is that important? Because if they make a half decent

video game based on a Christian movie then they can exceed expectations. If it happens to be a horrible game then it is not like the expectations were really high anyways.

There have always been haters out there. There are always people who hate Christians, Christian movies, Christian media outlets, etc. I expect there would be resistance by some to the idea of Christian video games based on the Christian movies. That would not surprise me one bit. Some of the worldly gaming sites hated The Bible Game. They also hated anything that is good, clean, pure, and of fantastic report. So it does not surprise me that haters gonna hate. Family Friendly Gaming continues to appreciate The Bible Game, and Larry Boy and the Bad Apple for great innovative video games that improved the image of the video

game industry.

There is one franchise I can think of that is sort of based off the movies. That would be the Left Behind video games. Although in my opinion they are more based off of the books than they are the movies. We do not see movie images from the movies in the video games. I personally would love to see a video game based off of God's Not Dead, and God's Not Dead 2. Fireproof would be another good candidate for a video game. What examples can you think of?

In my professional opinion it is only a matter of time. Eventually Christian movies will connect with Christian games. It might take some rich believer to kick start it. It might take some visionary with the right connections. I believe as long as God allows the world to last another decade we will see this happen.

Philippians 4:8-9

8 Finally, brothers and sisters, whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable—if anything is excellent or praiseworthy—think about such things.

9 Whatever you have learned or received or heard from me, or seen in me—put it into practice. And the God of peace will be with you.

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.

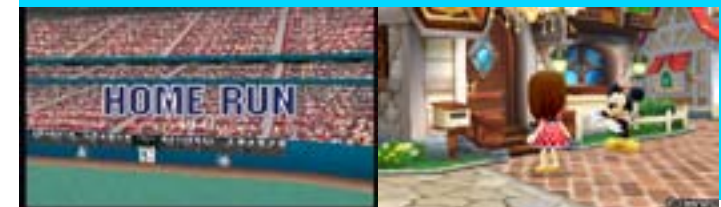
We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts 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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Disney Magical World 2

SCORE: 80

I liked the original Disney Magical World video game on the Nintendo 3DS. My excitement levels piqued when I heard about Disney Magical World 2. I am eternally grateful to Family Friendly Gaming for purchasing Disney Magical World 2 on the Nintendo 3DS. The PR and Marketing people working for Nintendo failed us again. Not much of a surprise there though. They have shown how intolerant of diversity they are.

Disney Magical World 2 has digital stickers. We can get them as part of managing a cafe, exploring dreams of different characters, making jigsaw puzzles, fighting in dungeons, and going on quests. Disney Magical World 2 also lets players decorate their house, create furniture, outfits, and more. Expect to spend some time collecting the necessary materials for the creation of items. This includes



recipes at the cafe.

There is a lot for girls to do in Disney Magical World 2. There are ghosts, magic, violence, and more in Disney Magical World 2. I was a bit surprised by this content in Disney Magical World 2. I did not expect it. It seems out of place when there are all these happy characters getting along. Girls can spend hours



completing all the quests, filling the cafe up, throwing parties, and more.

The biggest different for me between the first game and this 3DS game is the new Disney characters. That means new themes we can use in our home, cooking, what we wear and more. Disney Magical World 2 also feels a bit slicker and more streamlined than the last game. I like the diverse locales in Disney Magical World 2. Donald's boat is one of my favorites.

Like so many other modern video games Disney Magical World 2 wants us to take pictures. Not of ourselves or the real world. No! Disney Magical World 2 wants us to take pictures of characters in the game. I find this pointless. I understand that some girls may enjoy doing it. The six Disney themed worlds in Disney Magical World 2 help with the replay value.
- Yolanda



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

Graphics: 75%
Sounds: 90%
Replay/Extras: 80%
Gameplay: 80%
Family Friendly Factor: 75%



Mario Party Star Rush

SCORE: 73

I do not like Mario Party Star Rush as much as Mario Party Island Tour. Mario Party Star Rush is so much smaller, and less interesting. The one thing that saves Mario Party Star Rush from being a total failure is there are some fun mini games. What we get in Mario Party Star Rush is Character Museum, Mini Games, Toad Scramble, Coinathlon, and Balloon Bash. All of the boards are really small in Mario Party Star Rush.

Mario Party Star Rush sounds good, and it looks nice. We can quick save and come back to a game later which really helps on a hand held like the Nintendo 3DS. Multiplayer options are available in Mario



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

Party Star Rush if you have more than one Nintendo 3DS. Thankfully one game cartridge can be shared. Mario Party Star Rush also has amiibo support. What does that get you? That character and one item in one board game. I was a bit disappointed by the lackluster amiibo support.

Families need to be aware there is some violent content in Mario Party Star Rush. Characters get hit and knocked down by a variety of objects. We also launch bombs at bosses. There are twelve playable characters in Mario Party Star Rush. Mini games can be played by themselves after you have played them in the other modes. I wish they were all unlocked from the beginning so I could practice them. I did practice them before I had to play them for real by pressing 'B'



on the mini game start screen. I value Mario Party Star Rush at ten dollars brand new. There is not enough content to warrant more than that. I am thankful Family Friendly Gaming purchased a copy of Mario Party Star Rush for me to play and review. There is a lot of Mario Party Star Rush that is too random. There are few items (unless you land on a question block space), and bad rolls can determine a win or a loss.(Balloon Bash). How well you do in mini games and boss battles can lead you to victory in some cases (Toad Scramble). Mario Party Star Rush is a slightly below average Mario Party game.
- Kid Gamer

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

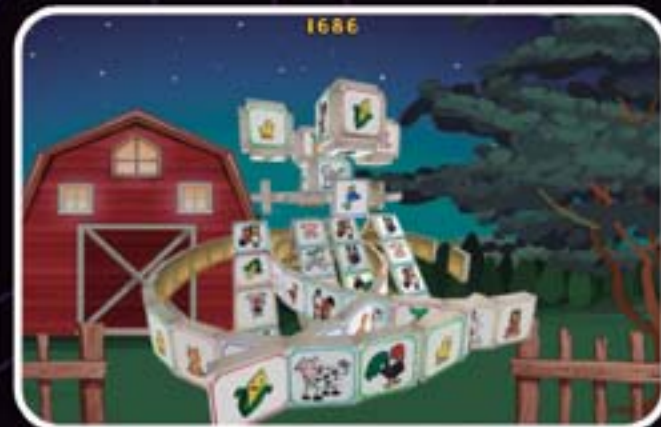


ENSENASOFT



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



MXGP2

SCORE: 58



If you need to put: "The Official Motorcross Videogame" on your package there might be something wrong with your product. That applies to MXGP2. Maybe Milestone thinks families will not understand what kind of game this is with just the MXGP2 characters. Although one look at the front cover of the game and we instantly know this is a motorcycle racing game. A video game that is not that great.

MXGP2 contains Single Player, Multiplayer, Customize, Extras, Options, and Add-ons. There is no local multiplayer in MXGP2. Families need to go online and have a PS Plus membership. The Single Player mode contains MXGP, Career, Monster Energy Fim, Mxon,

Stadium Series, Real Events, and Test Track. Under MXGP there is Grand Prix, Championship and Time Attack. There are eighteen outdoor tracks, and four indoor tracks. Not a lot to race on, and many of the tracks feel similar.

The controls are the biggest problem in MXGP2. They are loose, and the tracks are narrow. The computer riders will cheat and get away with it. If we are off the track for just a bit we are instantly reset in the track. I would get passed by five to ten racers when that happens. Since there are only twenty-two racers you can imagine how quickly I got into last place. Even on the easiest setting MXGP2 is insanely difficult. It is easy to crash, and the computer riders will help you face plant even when physics should have them crash. I also got

stuck on those rectangle bags on the sides of some tracks.

There is a limited rewind button in MXGP2. It could help here and there. Not enough for my personal tastes. The music in MXGP2 is okay. The graphics look okay in some parts, and really nice in other parts (like the start of a race). In game credits can be earned, and better bikes can be purchased. We can also customize the bikes in MXGP2.

I did not have fun playing MXGP2. The lack of local multiplayer really hurts this game. The controls also hurt. If you want to play MXGP2 then you will need to really practice and get good at all those U-turns. Worth five dollars tops.
- Frank



Publisher: Milestone
Developer: Milestone
System: PC/Xbox One/PS4(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY



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

Horizon Zero Dawn

SCORE: 47

Where do I start on this game, Well the game at least has lots of stuff to collect... The problem with that is the game is on a whole other difficulty level as this has got to be one of the most frustrating stealth games I have ever played.

Luckily this 40.9 GB game comes in physical format, because that would be a very expensive and long download as your ISP makes money off of your data usage fines. The game has a ton of controversial content that include massive amounts of gore to the level of maybe a rated M game which shows how well ESRB does their jobs. It also openly attacks God as you play as the basic messiah of their false sun goddess, In the early parts of the game you discover that some of the main characters are drunks and highly profane or some characters found some tobacco and started using it.

The story is the cliché robots took over the world and you have to rise up and kill them because you can. The robots almost always look like animals and they are in a large selection of animals as well. Some of said animals you can hack and ride, but most of what you hack only fights for you in combat with other machines. The main character is weak throughout the game which makes you have to spend hours getting meat to make potions or you will die a lot, Unless you collect the power cells in

which case you are invincible pretty much.

The logic in how you stay hidden is even better than the infamous box from Metal Gear as you crouch in grass and they can't find you even if you are completely visible. Then if you don't shoot the enemy with an assortment of traps and weapons then you can kill the enemies with a spear, which makes one of the worst sounds when used on a human as it tries to simulate the gore in sound. Thankfully every machine has a weak spot that you can exploit - such as the eye of a watcher is almost always a one shot. However the aiming can sometimes be a bit of a pain even with the broken aim assist that goes around corners. The game also has absolutely zero multiplayer modes, no online or local multiplayer which doesn't help the game at all. If you had a friend and an extra controller the game would be much more easy.

The main character in this game also has a device called a focus which is essentially wall hacks that highlight your enemies and their walking patterns so you can sneak up on them and slowly complete the quest. The worst quest that I remember was one where you had to track down killers and kill them, while tracking them you come across a camp stained in blood and I mean stained, as I have never seen such

red dirt. One of the few redeeming factors is that despite the sounds of murder you generally have pretty good music and the game looks like what new games should as the game is colorful in most places and dark in the areas it should be such as caves. The other side to the nice graphics is when in the mountains there is a chance for a white out in which you can't see at all.

To say that this game was a disappointment is an understatement as it had so many problems that it makes the game almost unplayable at certain parts due to saves being right next to each other and not spread out to make it easy to stop.

The open world is one of the most fun things to explore in this game as the map is very large and you can buy maps to highlight all of the collectibles, but once you get those the game just sits as all you can do is kill things for no reason. In my opinion as I bought the game if you are a hardcore gamer that is highly worldly then wait until the game is 20\$ and if you are a family then I advise that you steer clear of this morbid violent game.

-Teen Gamer



Publisher: Sony Interactive Entertainment
Developer: Guerrilla Games
System: Playstation 4
Rating: 'T' - THIRTEEN and OLDER ONLY {Alcohol and Tobacco Reference, Blood, Mild Language, Mild Sexual Themes, Violence}

Graphics: 55%
Sound: 55%
Replay/Extras: 50%
Gameplay: 45%
Family Friendly Factor: 30%

VIDEO GAME LIES



by
Paul Bury

Version 2

BUY IT NOW RIGHT HERE

Pac-Man Championship Edition 2

SCORE: 63

The hype for Pac-Man Championship Edition 2 was really big. I was so excited to see Pac-Man Championship Edition 2 for twenty dollars brand new at a local retailer. I did not hesitate to purchase it for Family Friendly Gaming. I thought for that price I was willing to enjoy this game. Then I started to play Pac-Man Championship Edition 2. It did not impress me. In fact it made me think the twenty dollars was an inflated price.

Pac-Man Championship Edition 2 comes with the original arcade Galaga, Pac-Man, and Dig Dug. Problem is they are barely on the screen. The graphics should have been made larger so we are not in front of the television set trying to see the retro graphics. Pac-Man Championship Edition 2 looks better and has some neat special effects.

There are not many levels and we keep doing the same things over and over again.

What do we do in Pac-Man Championship Edition 2? We collect pellets until a bar fills then we can eat a piece of fruit or some other item. Once enough of those are collected we can eat a pellet. Now we

can eat the ghosts and all of the trailing ghosts we woke up. Rinse and repeat. I do not understand why some others love Pac-Man Championship Edition 2. I got bored with it just after the tutorial.

The modes in Pac-Man Championship Edition 2 are Score Attack, Adventure, Tutorial, and Options. Adventure Mode has forty levels in it. The controls are very simple in Pac-Man Championship Edition 2. I love being able to jump back to the start area. That jump back has limited uses. The sounds in Pac-Man Championship Edition 2 are very standard Pac-Man sounds.

I would value Pac-Man Championship Edition 2 around five to ten dollars brand new. The timed nature of the levels felt weird at first but eventually I adapted to it. I wish this game was more fun.

- Paul

Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Entertainment
System: PC/PS4/Xbox One(tested)
Rating: 'E' - Everyone SIX and OLDER ONLY

Graphics: 60%
Sound: 75%
Replay/Extras: 50%
Gameplay: 60%
Family Friendly Factor: 70%

The Last Guardian

SCORE: 54

I was not slotted to play and review The Last Guardian. The person playing this Playstation 4 video game got headaches from the lighting. I knew other gaming sites were in love with The Last Guardian, and the PR/Marketing for Sony failed Family Friendly Gaming. The Last Guardian is about a boy and this giant beast (Trico). They work together to escape an area.

The giant monster moves and acts a lot like an animal. There are plenty of cool and interesting mannerisms. At times the Trico was helpful, and at other times it was not. Thankfully we can call to him when he runs off. Part of playing The Last Guardian is

learning when to ride on his back and when to go off on our own to get through a puzzle area.

The bad content in The Last Guardian is blood, violence, glitches, long loading times, gore, camera, lighting, and more. Some of the puzzles in The Last Guardian drove me crazy. Others made perfect sense by looking at them. I got stuck each and every single time I played The Last Guardian. The reward for getting through the puzzles is a confusing ending. The lighting can cause real world head-

aches which is a shame.

I had high expectations of The Last Guardian. I thought it would be amazing. I guess that teaches me to not listen to all

the people jumping off the bridge. The controls in The Last Guardian are odd as well. It took me a few tries to figure them out. Then there is that screen when you die. I sat on I for five minutes before realizing I needed to spam the buttons to get back into the game.

There are Japanese narrations in The Last Guardian. The text is on the screen in English and must be read. The music in this PS4 game is cool. I liked listening to it while trying to figure out how to get to the next area. The Last Guardian has one way solutions. The Trico will destroy a variety of enemies and objects to keep the young tattooed boy alive.

- Paul

Publisher: Sony Computer Entertainment
Developer: Japan Studio
System: Playstation 4
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Fantasy Violence}

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



Tales of Berseria



Supergirl Season One



SCORE: 57

SCORE: 60

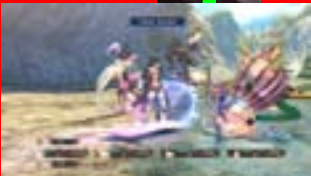
Tales of Berseria starts out as a pretty good Tales game, you play a huntress named Velvet and she surprisingly was completely covered up. Don't get too exited about it as once you become a demon and exit the prologue - she wears such a revealing top that she might as well have nothing and just take the deserved M or AO rating. Throughout the game the only people who can kill the demons are exorcists through the Tales equivalent of angels except they are slaves to their exorcists.

Many of the characters in Tales of Berseria have very foul mouths and love swearing which makes sense since the party you get consists of an exorcist, 2 demons, 2 Malaks(angels), and a witch. Except for the angels their mouths are foul despite them being angels. Tales of Berseria is also part of the war on men as I stated previously the main character is wearing very little



clothing, unless you find the costume tab and change it, she complains when men look at her and when some soldiers asked her if she was cold she threatened their lives. Velvet also says many hateful things about men through the game.

The fight mechanics in Tales of Berseria are almost the same as early Tales games with the exception of the souls and eating mechanic. Souls act as a stamina bar for being effective when attacking, but you can button spam and be just fine. The eating mechanic is introduced when you become a demon and have to eat others to survive. Some of the only good things in Tales of Berseria are the music and the expeditions. The expeditions allow you to send your crew to go find loot in real time so you can save and stop. Then later come back and it will be done once the time limit is over.



Tales of Berseria seems to have very slow progression in levels and in story, however you can find the super powerful Code Red enemies who give good exp. The game also has you pitied against the church as your main goal is to kill the Messiah, with your group of drunks and others. One of the main characters has an extremely large blade but refuses to use it as he says it is better if he doesn't.

Tales of Berseria is meant to cater towards the feminist groups however it does a even better job objectifying women with the clothing that Velvet wears through the course of Tales of Berseria. Tales of Berseria has all kinds of false worship as the Messiah has a Malak who is built up as an "All Powerful God" but in reality is pretty weak compared to a couple of demons. Tales of Berseria is also a massive 13.2 GB game so consider that before buying digital and then go physical.

-Teen Gamer

I am thankful Family Friendly Gaming purchased a copy of Supergirl Season One on DVD on Black Friday in the year of our Lord 2016. I was very curious to see this DC show. I am noticing the same things are happening in this show that happen in Arrow and The Flash. Since it comes from the same team, it only makes sense. I was hoping they would stretch their wings a bit and have some creativity.

The issues families will have with Supergirl Season One is enticement to lust, violence, bad language, anti-male, pro feminist movement, false gods, multiverse religious belief, supports environmentalism movement, racist, sexist, attacks Biblical marriage, supports sexual deviancy, and more. Supergirl Season One lies to women by telling they can have it all. They can



be great mothers, wives, and successful at work.

There are two things in Supergirl Season One that frustrated me to no end. First off so much is borrowed from Superman. Superman villains get their origins in Supergirl Season One. Which makes no sense. We never fully see Superman in Supergirl Season One. The other thing that really bugs me is Supergirl Season One redefined Jimmy Olsen's race. Supergirl Season One makes him black. That is racist on so many levels. Hollywood can't follow standard operating procedures. The redefinition of the destruction of Krypton made me shake my head too.

Supergirl Season One has a Cisco like character in Winn. I kept pulling



for him and Kara to get together. The writers ruined that for no intelligent reason. Maybe they wanted to be controversial. There are plenty of aliens on this Earth thanks to Fort Ras crashing on Earth. Flash visits Supergirl Season One for an episode. That is when we find out the Earth in Supergirl Season One is different from the rest of the DC Universe television shows.

Supergirl Season One contains twenty episodes and it takes 875 minutes to watch the entire season. There are a couple of bonus features. They are The Man From Mars, A World Left Behind Krypton, Supergirl 201 Comic-Con Panel, Unaired Scenes, and Gag Reel. I am glad we only spent ten dollars on this season. It is definitely not worth any more than that. - Paul

Publisher: Bandai Namco Entertainment
Developer: Bandai Namco Entertainment
System: PC/PS3/PS4(tested)
Rating: 'T' - THIRTEEN and OLDER ONLY {Blood, Mild Language, Mild Suggestive Themes, Partial Nudity Use of Alcohol, Violence}



Graphics: 45%
Sound: 60%
Replay/Extras: 70%
Gameplay: 55%
Family Friendly Factor: 30%

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



Graphics: 55%
Sound: 60%
Replay/Extras: 75%
Gameplay: 60%
Family Friendly Factor: 50%

The Legend of Zelda Breath of the Wild

SCORE: 70



The Legend of Zelda Breath of the Wild. Putting our Sheikah Slate on them reveals what the region looks like. We can fast travel to towers and to shrines.

We need certain items to survive the cold and the heat in The Legend of Zelda Breath of the Wild. They have a time limit. So we then need to find the right armor to be able to handle the areas properly. The Legend of Zelda Breath of the Wild is much harder than previous Zelda video games. Expect to grind for meat, fish, and currency. In fact we do not get currency from grass anymore. Instead we need to sell items like things we cooked. Eating food restores our hearts.

The Legend of Zelda Breath of the Wild is huge in terms of its size. After playing through it I still question the sixty dollar price tag. This Switch game would be better at forty dollars brand new. This game should have been rated 'T'.
- Paul

how many weapons I could carry at a time.

There are shrine puzzles that give us spirit orbs. After we get four orbs we pray to an idol of a false goddess and she grants us another heart or more stamina. There are four Divine Beasts in The Legend of Zelda Breath of the Wild that we must conquer (like a dungeon). After beating the bosses there we get another heart. Towers are in each region of



I lost track how many hours I spent in the open world of The Legend of Zelda Breath of the Wild on the Nintendo Switch. There is so much to see and do in this game. The

storyline is actually interesting. Link failed and has to be restored. It took one hundred years for that to happen. We can climb anywhere in The Legend of Zelda Breath of the Wild. As long as we have enough stamina. The stamina bar is a nice addition.

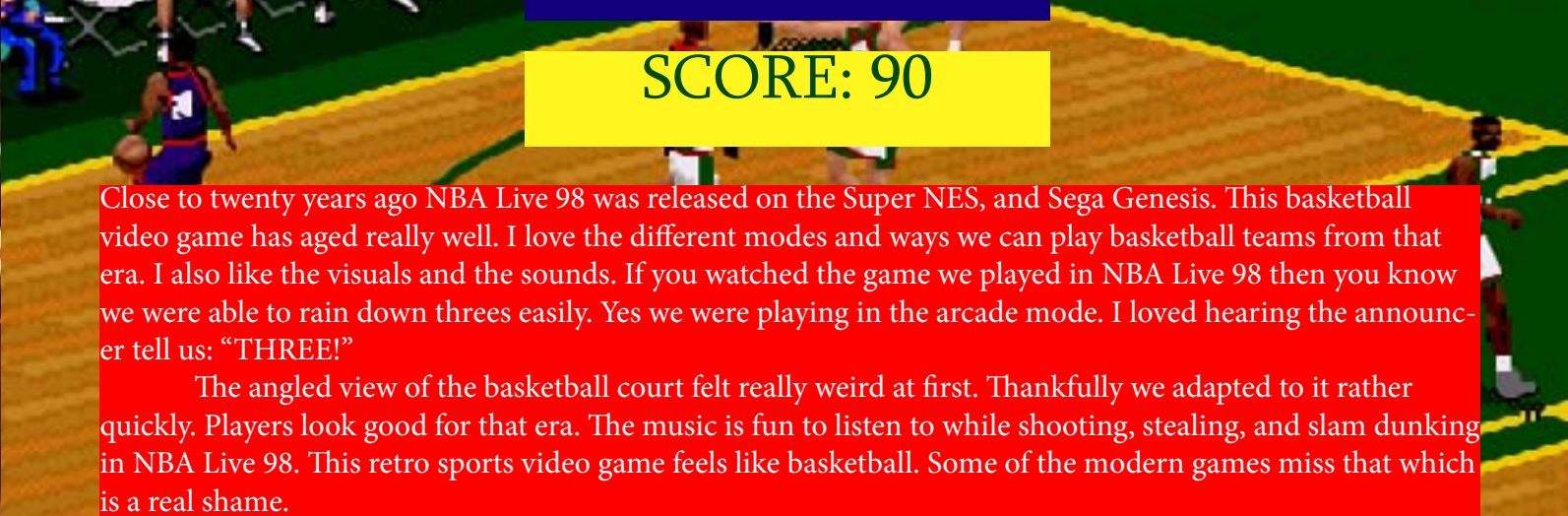
The issues families will have with The Legend of Zelda Breath of the Wild are violence, enticement to lust, magic, spirits, false goddess, blood, and gore. Cooking is a big part of The Legend of Zelda Breath of the Wild. I thought it was weird we earned monster guts from certain creatures. Weapons break quite frequently in The Legend of Zelda Breath of the Wild. I had to find these seeds and upgrade

Publisher: Nintendo
Developer: Nintendo EPD
System: Wii U/Nintendo Switch(tested)
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Mild Suggestive Themes, Use of Alcohol}

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

NBA Live 98

SCORE: 90



Close to twenty years ago NBA Live 98 was released on the Super NES, and Sega Genesis. This basketball video game has aged really well. I love the different modes and ways we can play basketball teams from that era. I also like the visuals and the sounds. If you watched the game we played in NBA Live 98 then you know we were able to rain down threes easily. Yes we were playing in the arcade mode. I loved hearing the announcer tell us: "THREE!"

The angled view of the basketball court felt really weird at first. Thankfully we adapted to it rather quickly. Players look good for that era. The music is fun to listen to while shooting, stealing, and slam dunking in NBA Live 98. This retro sports video game feels like basketball. Some of the modern games miss that which is a real shame.

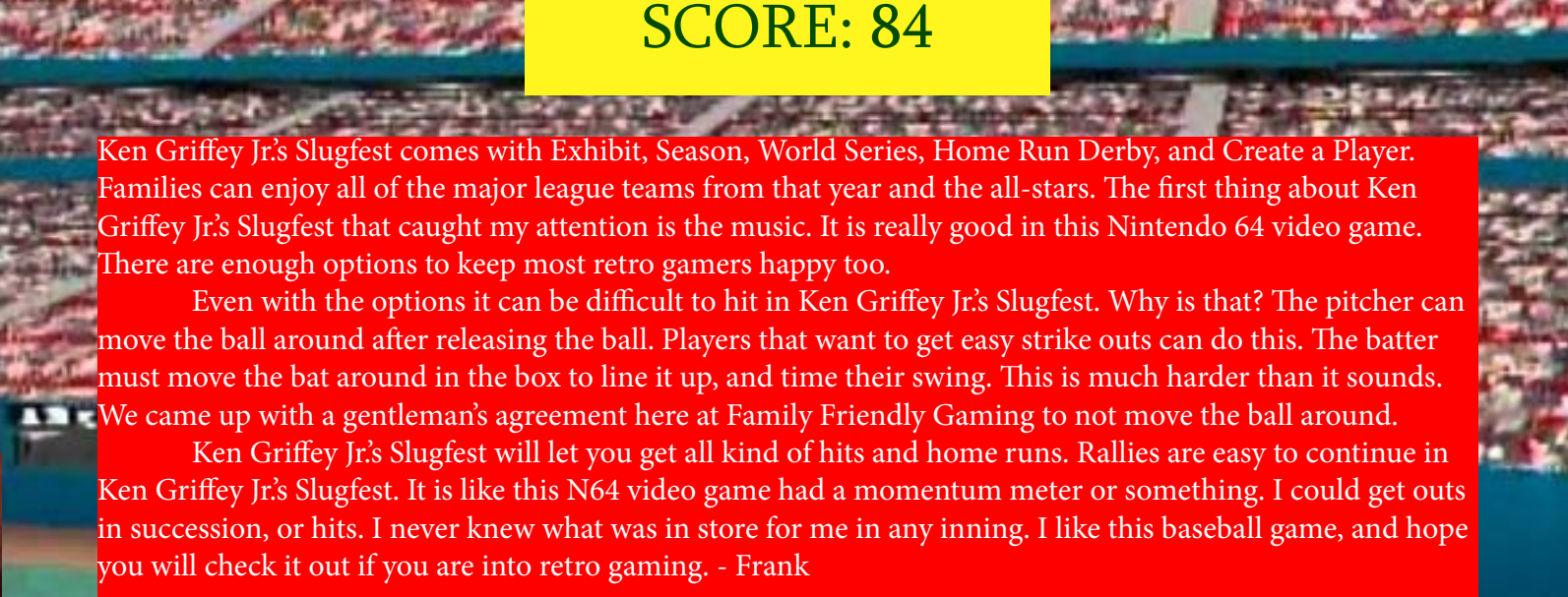
I would like someone to bring back this look and style of basketball game. It would be neat to see new retro video games in this style and vein. People in the stands look like real people. How many retro games mess that up? We paid five dollars for NBA Live 98, and it was worth every penny. - Paul

Publisher: EA Sports
Developer: Tiertex Design Studios
System: Genesis/SNES
Rating: 'NR' - Not Rated

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

Ken Griffey Jr.'s Slugfest

SCORE: 84



Ken Griffey Jr.'s Slugfest comes with Exhibit, Season, World Series, Home Run Derby, and Create a Player. Families can enjoy all of the major league teams from that year and the all-stars. The first thing about Ken Griffey Jr.'s Slugfest that caught my attention is the music. It is really good in this Nintendo 64 video game. There are enough options to keep most retro gamers happy too.

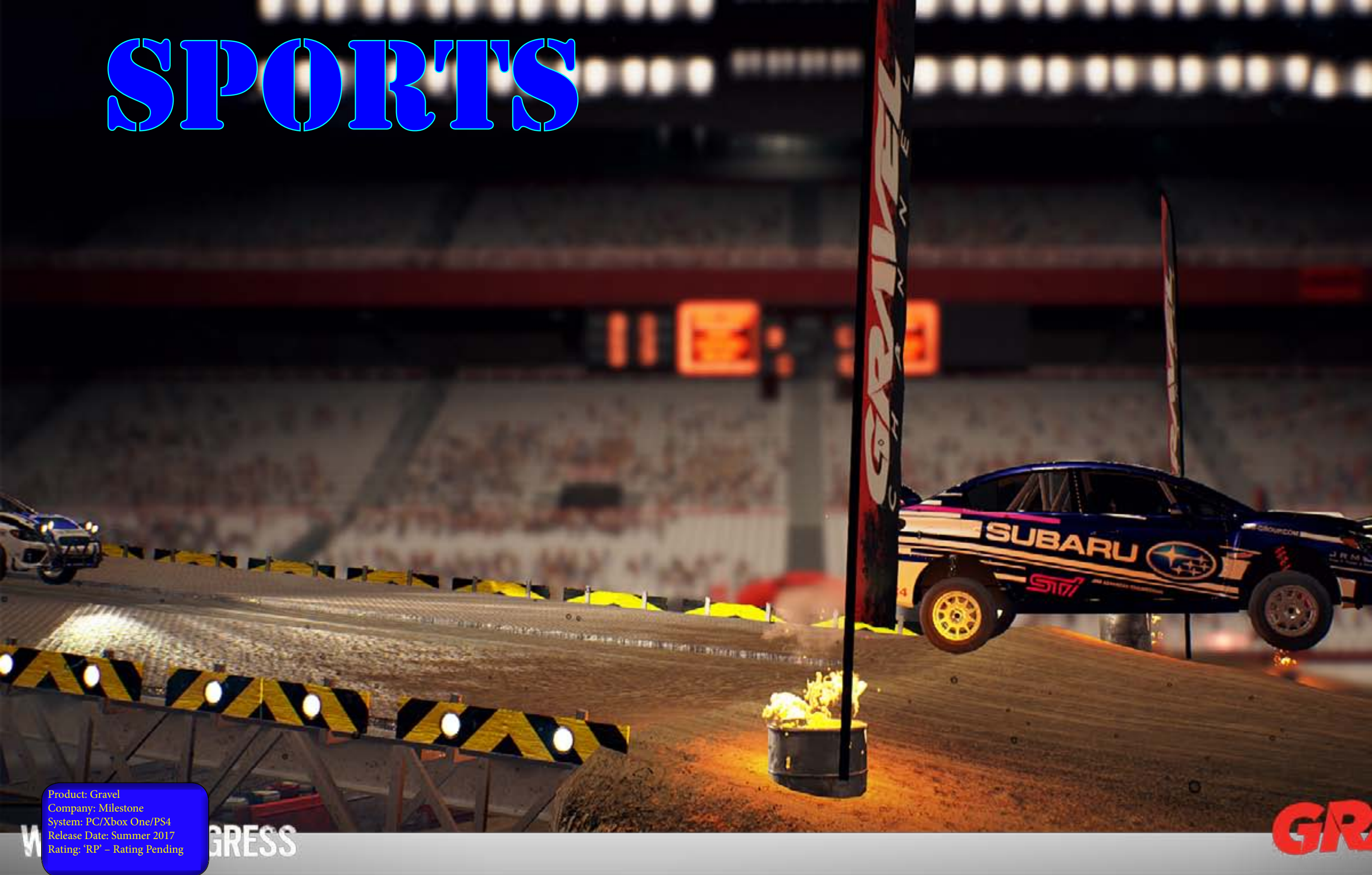
Even with the options it can be difficult to hit in Ken Griffey Jr.'s Slugfest. Why is that? The pitcher can move the ball around after releasing the ball. Players that want to get easy strike outs can do this. The batter must move the bat around in the box to line it up, and time their swing. This is much harder than it sounds. We came up with a gentleman's agreement here at Family Friendly Gaming to not move the ball around.

Ken Griffey Jr.'s Slugfest will let you get all kind of hits and home runs. Rallies are easy to continue in Ken Griffey Jr.'s Slugfest. It is like this N64 video game had a momentum meter or something. I could get outs in succession, or hits. I never knew what was in store for me in any inning. I like this baseball game, and hope you will check it out if you are into retro gaming. - Frank

Publisher: Nintendo
Developer: Angel Studios
System: Nintendo 64
Rating: 'E' - Everyone SIX and OLDER ONLY

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

SPORTS



Product: Gravel
Company: Milestone
System: PC/Xbox One/PS4
Release Date: Summer 2017
Rating: 'RP' - Rating Pending

GRESS

GRA



PROGRESS

GRAVEL



WORK IN PROGRESS

GR



Product: Gravel
Company: Milestone
System: PC/Xbox One/PS4
Release Date: Summer 2017
Rating: 'RP' - Rating Pending

WOR

GR

WORK IN PROGRESS

GR



WORK IN PROGRESS

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Product Name

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Dragon Quest Heroes II
Sonic Forces
Sonic Mania
AreaA
Runner3

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Product: Baja Edge of Control
HD
Company: THQ Nordic
System: PS4/Xbox One
Release Date: Q2 2017
Rating: 'RP' - Rating Pending



Product: Baja Edge of Control
HD
Company: THQ Nordic
System: PS4/Xbox One
Release Date: Q2 2017
Rating: ' RP' - Rating Pending



Product: Baja Edge of Control HD
 Company: THQ Nordic
 System: PS4/Xbox One
 Release Date: Q2 2017
 Rating: 'RP' - Rating Pending



Product: Dragon Quest Heroes II
Company: Square Enix
System: PC/PS4/Vita/PS3
Release Date: April 25, 2017
Rating: 'T' - THIRTEEN and OLDER
ONLY {Fantasy Violence, Mild Blood,
Mild Suggestive Themes}

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Product: Dragon Quest Heroes II
Company: Square Enix
System: PC/PS4/Vita/PS3
Release Date: April 25, 2017
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence, Mild Blood, Mild Suggestive Themes}





Product: Dragon Quest Heroes II
Company: Square Enix
System: PC/PS4/Vita/PS3
Release Date: April 25, 2017
Rating: 'T' - THIRTEEN and OLDER
ONLY {Fantasy Violence, Mild Blood,
Mild Suggestive Themes}

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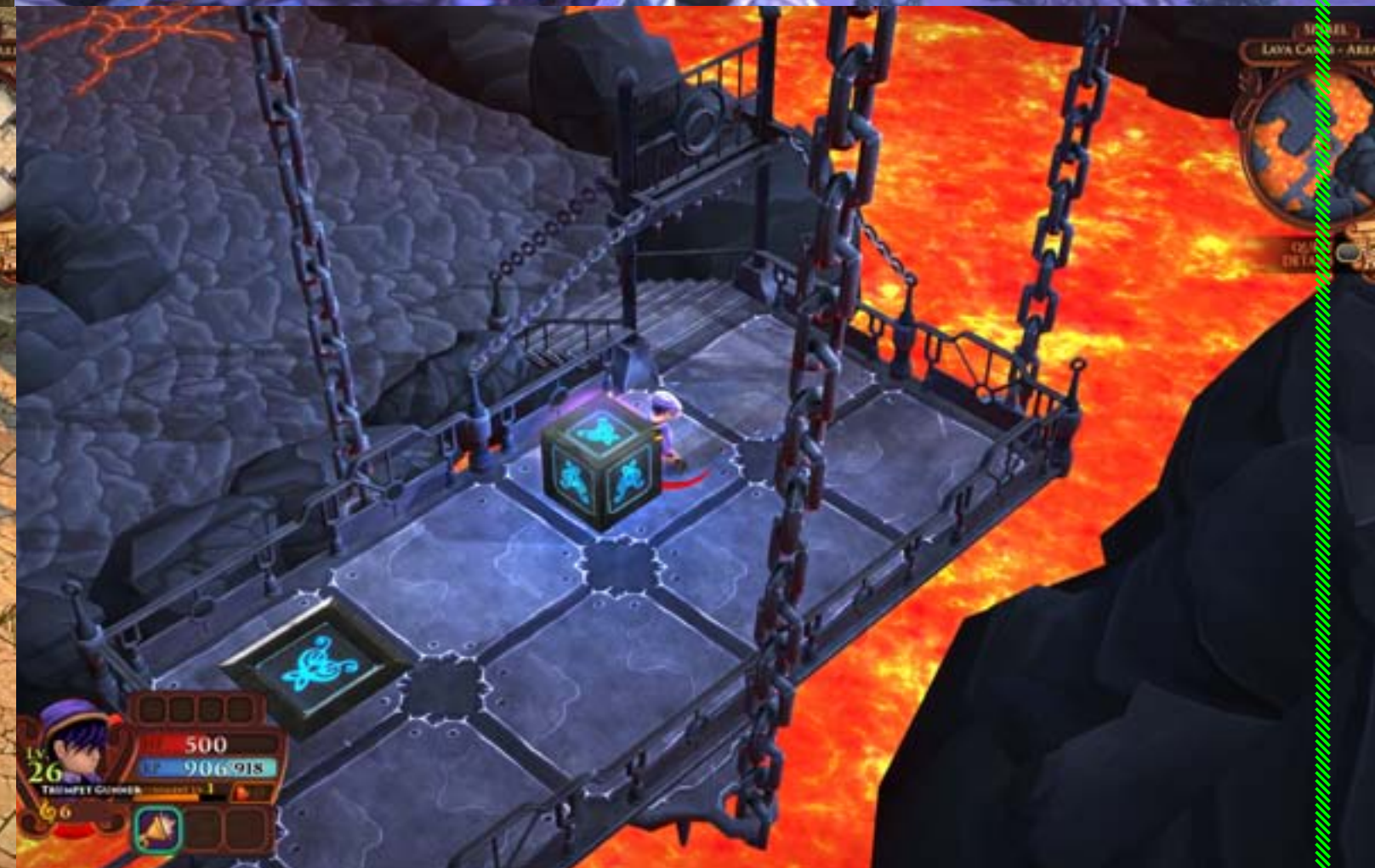


Product: Sonic Forces
 Company: Sega
 System: PS4/Xbox One/Switch/
 PC
 Release Date: Christmas 2017
 Rating: 'RP' - Rating Pending



Product: Sonic Forces
Company: Sega
System: PS4/Xbox One/Switch/
PC
Release Date: Christmas 2017
Rating: 'RP' - Rating Pending





Product: AreaA
 Company: SOEDESCO
 System: PS4/Xbox One/PC
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Product: Runner3
 Company: Choice Provisions
 System: Nintendo Switch
 Release Date: TBA
 Rating: 'RP' - Rating Pending



HAZELMANS

**I HOPE THAT BRINY SCENT IS COMING
FROM THE STARGAZY PIES I ASKED YOU
FOR.**

Product: Runner3
Company: Choice Provisions
System: Nintendo Switch
Release Date: TBA
Rating: 'RP' - Rating Pending

NOW

PLAYING

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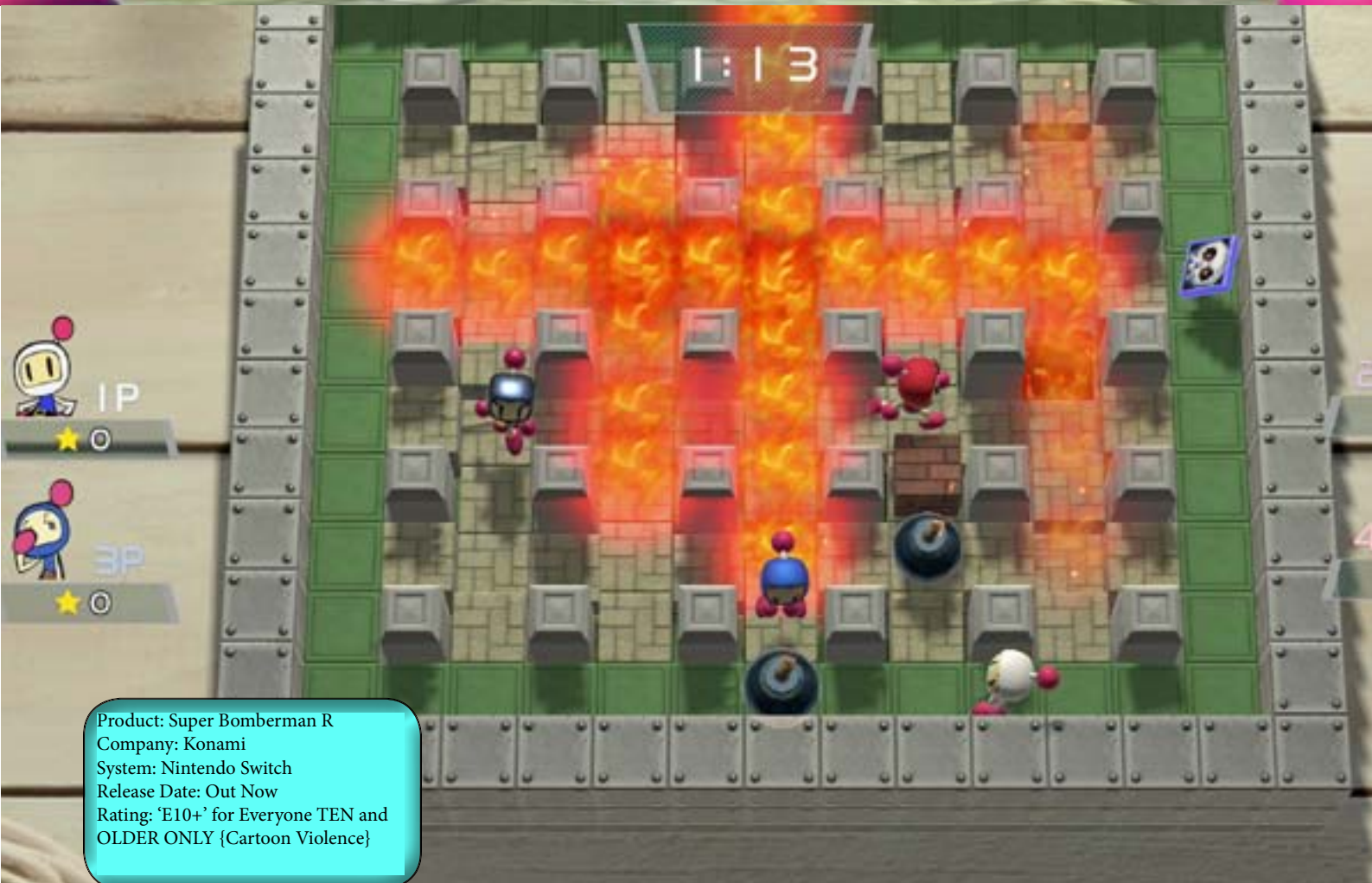
Product: Forza Horizon 3
 Company: Microsoft
 System: Xbox One/PC
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and
 OLDER ONLY {Mild Lyrics, Mild
 Violence}



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



Product: Super Bomberman R
 Company: Konami
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and
 OLDER ONLY {Cartoon Violence}



Product: Super Bomberman R
 Company: Konami
 System: Nintendo Switch
 Release Date: Out Now
 Rating: 'E10+' for Everyone TEN and OLDER ONLY {Cartoon Violence}



Product: PES 2017
 Company: Konami
 System: PC/PS4/Xbox One
 Release Date: Out Now
 Rating: 'E' - Everyone SIX and OLDER ONLY {Mild Language}



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6th



3rd



Product: ATV Renegades
Company: Nighthawk Interactive,
System: PS4/Xbox One
Release Date: April 18, 2017
Rating: 'E' - Everyone SIX and Older
Only



Product: ATV Renegades
 Company: Nighthawk Interactive,
 System: PS4/Xbox One
 Release Date: April 18, 2017
 Rating: 'E' - Everyone SIX and Older
 Only



Product: Injustice 2
Company: WB Games
System: Xbox One/PS4
Release Date: May 16, 2017
Rating: 'RP' - Rating Pending



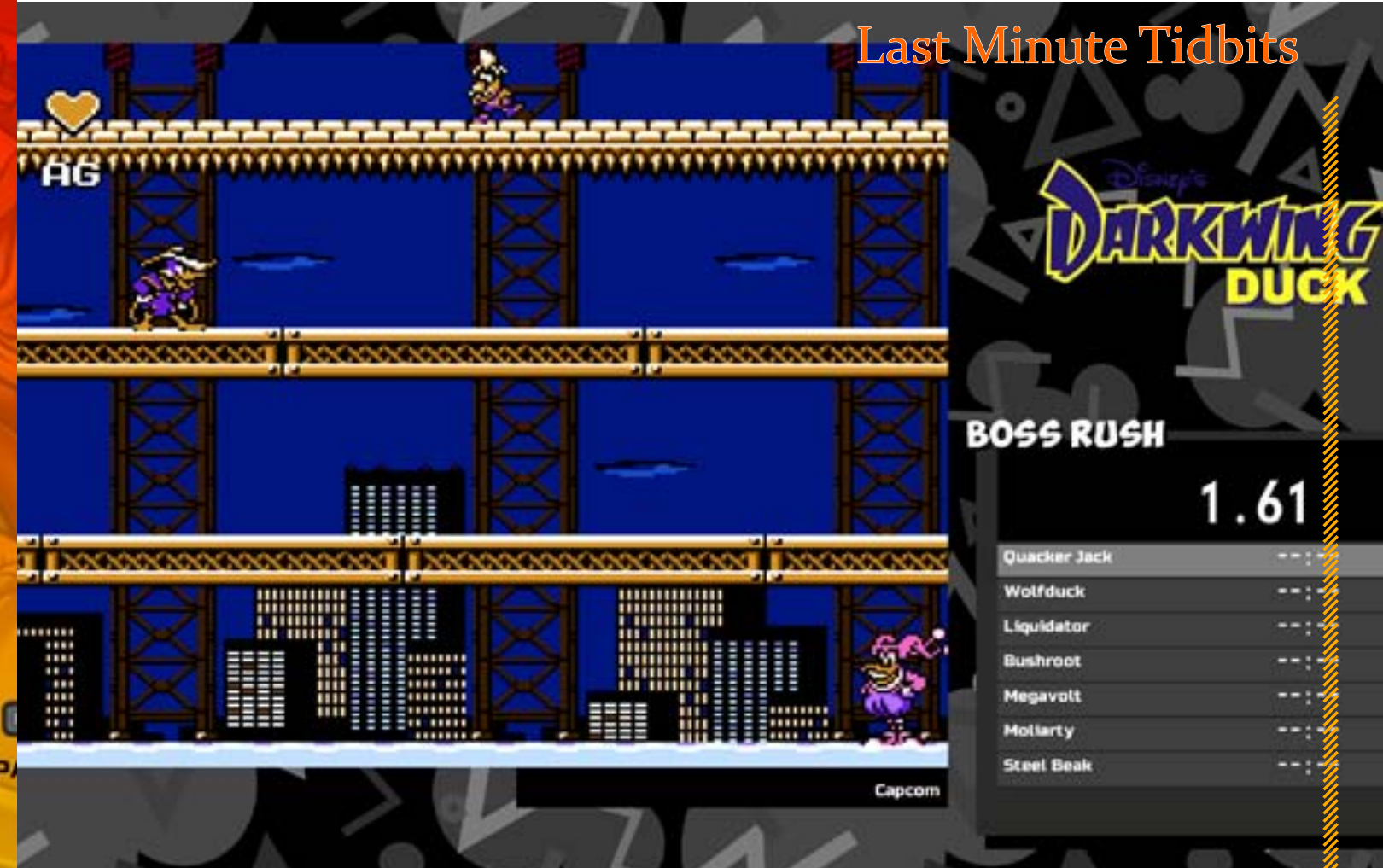


Product: Injustice 2
Company: WB Games
System: Xbox One/PS4
Release Date: May 16, 2017
Rating: 'RP' - Rating Pending



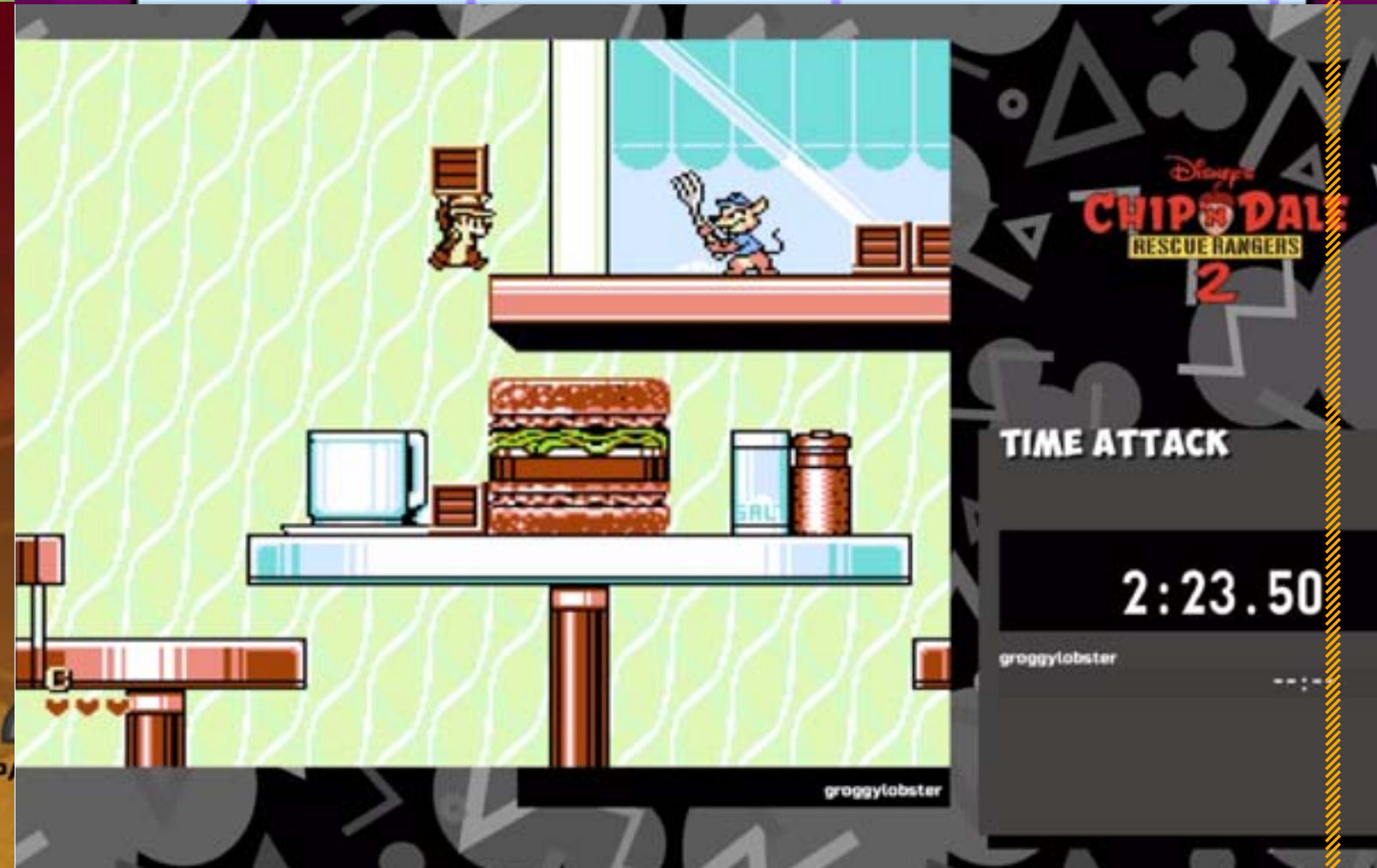


Product: Harvest Moon: A Wonderful Life Special Edition
Company: Natsume
System: PS4
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY {Alcohol Reference, Suggestive Themes}



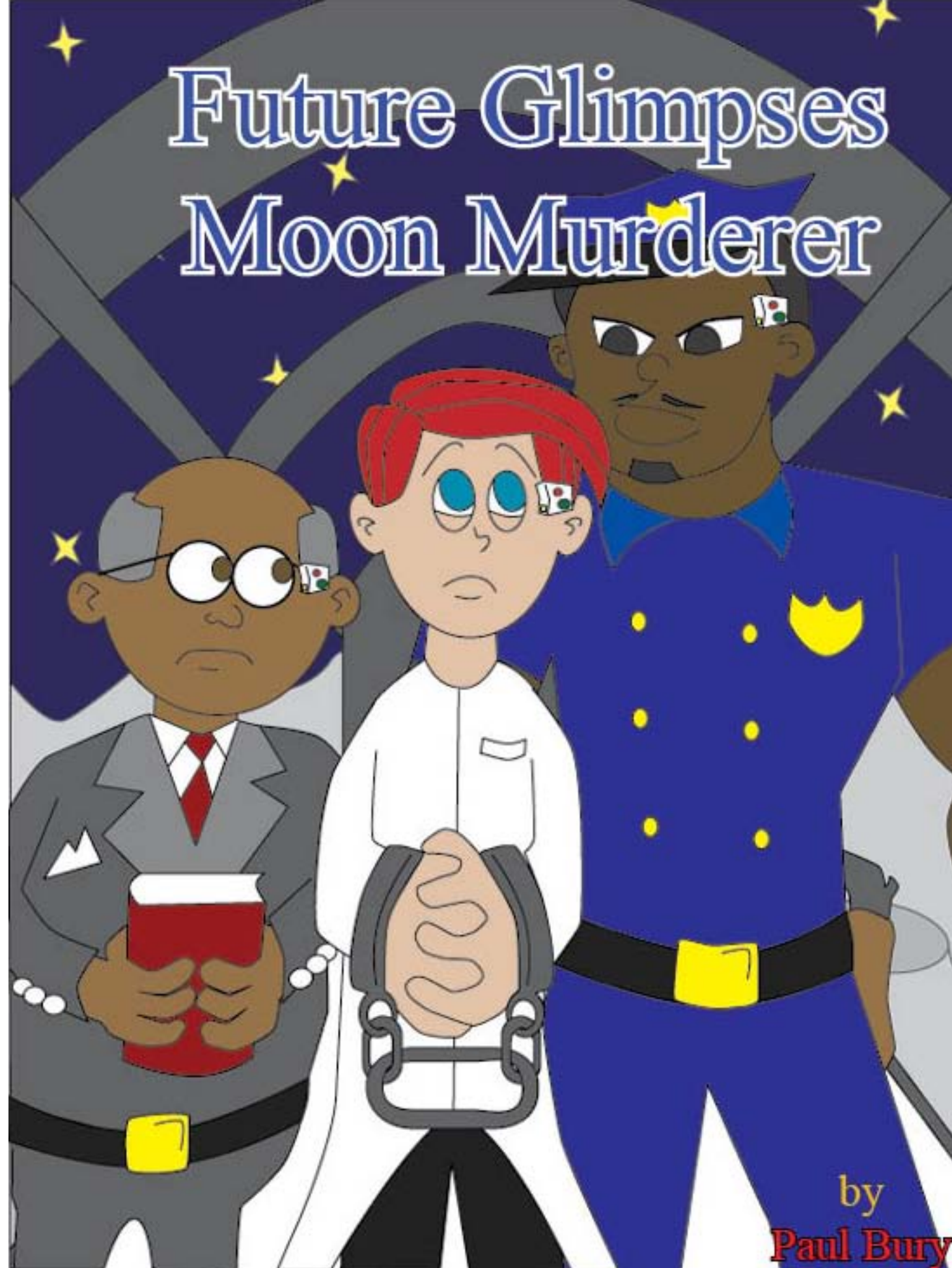


Product: The Disney Afternoon Collection
Company: Capcom
System: PC/PS4/Xbox One
Release Date: April 18, 2017
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Mild Fantasy Violence, Use of Alcohol and Tobacco}



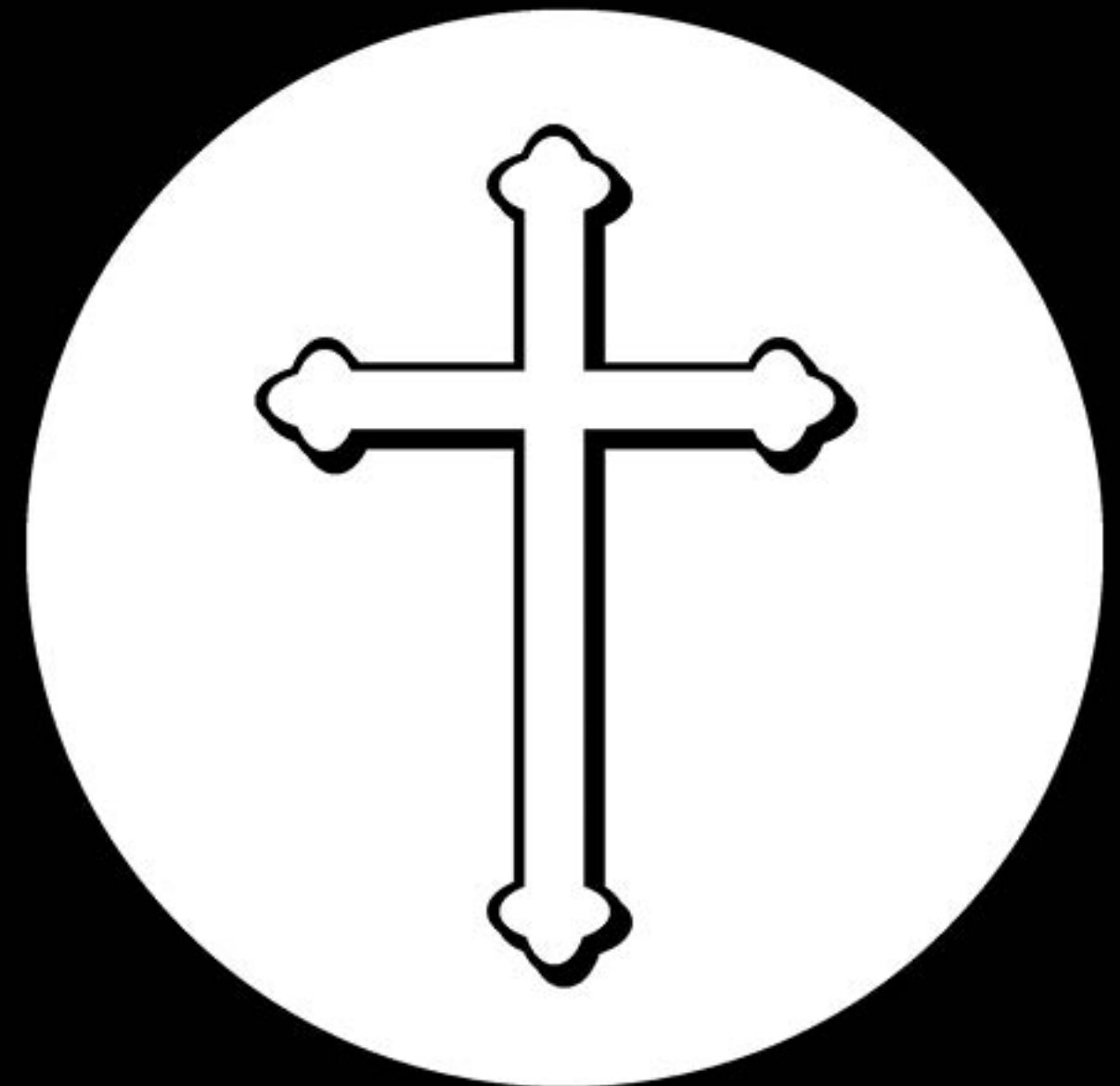


Product: ArmaGallant Decks of Destiny
Company: Maximum Games
System: PS4
Release Date: Out Now
Rating: 'E10+' - Everyone TEN and OLDER ONLY (Fantasy Violence, Mild Blood)



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