

Family Friendly Gaming™

THE VOICE OF
THE FAMILY IN
GAMING

Chess Ultra, hack
GU Last Recode,
Aven Colony, and
more in this fantas-
tic issue!!

ISSUE #121

August 2017

Super Mario Od-
yssey is coming
October 27, 2017
to the Switch.

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Stop Making Excuses

All of these years after writing Video Game Lies there are still some people who like to make excuses for problems in the video game industry. What scares me is there are still some people who promote hatred against Christians and conservatives within the video game industry. I recently wrote an article entitled 'Haters Diminish Community.' To my shock and dismay the response from those that claim to celebrate diversity is hatred. It feels like the attacks on Christians and conservatives in the video game industry are getting worse. It is astounding that those who claim to want diversity do not mean diversity of thoughts, ideals, and opinions. They want a Borg drone mindset in the entire video game industry. Where their tyranny opinion is the only one allowed.

I am sick and tired of Japanese companies sending over their religious beliefs, and attacking Christians in their games. I had someone ask me recently: "what is the solution?" I had to think about it. I had to pray about it. It took me some time. It finally dawned on me. We need more US made video games. We need more games made by people that share our morals and values. From there the gaming community needs to support them by buying them, spreading the word, and increasing them. We pick and choose which games we purchase. There is definitely a market for video games that are friendly to conservatives and Christians. A lack of sales is the only thing that will stop these hate speech video games from continuing in the video game industry.

What is the danger of these video games that teach hatred against Christians and conservatives? If you study history then you know the answer to that question. There have been all kinds of examples of people being murdered because hatred was taught against certain groups. From the Jewish people to people of a certain race. This cycle has happened again and again. Sadly too many people have not learned from it. Instead they pick a different group to target. This is not the first time Christians have faced persecution. In fact Christians are being persecuted all across the globe because others have been taught to hate us. Whatever happened to live and let live? Now we have groups that feel like they were slighted in the past and using that as an ex-

cuse to spread their hatred against Christians. Change your ways.

I hope my words fall on ears that are mentally capable of growing and maturing past their hatred. I have experienced all kinds of hate speech against me because of my relationship with Jesus Christ. I have experienced death threats from those who claim to celebrate diversity. I have tried to communicate with those who send over all kinds of venomous hatred. I have recently realized they do not want to have their misconceptions corrected. They do not want lies to be exposed. So I wrote this article instead.

God bless,
Paul Bury



Back to School

Summer is never long enough. I wish it were longer. I know both of my boys wishes it were longer as well. This summer was not as hot, and there were a lot more storms that blew through. Thankfully we have things that can be done inside so the kids did not mind. They are also getting older which means their interests are changing. We start summer break earlier in the South than some other areas of the country. That means we are back in school before other areas of the country.

Did you get any family time over the summer? If you have some left it might be a great opportunity to try to get some family time. Did you take any kind of family trip this summer? We took a small one that presented its own challenges and it also was a lot of fun in so many ways. Lord willing in the future we can take an even better family trip. I know my hubby has some ideas planned out. Time will tell if we can afford it. Did you find ways to save money this summer? Did you teach your kids about that concept this summer? I certainly hope so. We find all kinds of moments to teach our kids all kinds of interesting and important lessons.

Are you ready for your kids to go back to school? Are the kids ready to go back to school? I can guess the majority of the answers to those questions. In our home I am certainly ready for them to go back to school. Grumpy attitudes, and arguments happen no matter how many times we tell them to get along. Part of human nature I suppose. I also noticed there were plenty of times where the kids got along and made us proud. From stepping up on doing the chores to sharing things. Those moments always feel good, and I thank them for good behavior. Our kids are never ready to go back to school. They have enjoyed staying home, doing chores, playing games, going to the grocery store, getting in our little pool, picking strawberries, making videos, picking raspberries and more. They would love for life to consist of just that. I can't blame them. At times it is nice for a bit of piece and quiet though.

We have discussed many times in the past there needs to be a complete overhaul to the education system in America. What we have right now does not work well, and causes more problems than it solves. Hopefully new minds

under President Trump will bring a fresh perspective to a stale system. The problem for us is by the time changes are implemented our kids will most likely be done with the education system. Maybe they can help fix the constantly rising costs of colleges. Families get price gouged from the university over and over again. That is something that needs to be addressed, cleaned up, and corrected. I also do not like how the middle schools and high schools promote colleges that are over priced. They need to think outside the box and stop advertising for colleges. Is there some sort of kick back going on there?

God bless,
Yolanda Bury



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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.



NICE WORK PRAYER PUPS BY JEFFREY SMITH



SOUND OFF



The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

Speaking the Truth in Love

What I appreciate most about people like you is your honesty about things. You do not just say what people want to hear all the time. It's interesting to hear that the 80s rap was not as bad, but it does not surprise me because we had a lot more men of dignity in our country. My parents tell me that, and I have also learned it through history. My parents have had me on a Christian curriculum since kindergarten (A Beka Book). I have no problem if people express different views, and I think we can learn from people with different views, but liberals who shout down people like Ben Shapiro will learn nothing and will never have their thinking

challenged. I read a lot of different viewpoints, but I still know where I stand on the topics. The problem with the people who grew up in the 90s is that now that they are in college, they never let someone tell them they are wrong. It's a shame really. I do not have to agree with you on everything to respect certain aspects of your life. Two things that should never happen are to not know where you stand on something or not know why you stand there. Sadly, too many college kids have no idea what they believe; and



they have been and are continually getting indoctrinated with leftism. They have made that which is wrong sound noble. "Homosexuality isn't sin. Love is love, and who are you to say whom that person can and cannot love." "Abortion is a woman's right to choose/exert control over her own body." "Pornography is freedom of speech." All of those are obvious lies. Lying to

people is not loving, no matter how the left frames it. BTW, I do not see how any of those have benefited society at large, or how the next thing they are working on is going to benefit society. They cannot because the Bible calls them sin. Sin is a reproach, God says (Proverbs 14:34). BTW, I'm not perfect, but the Bible reveals my sins, and it reveals the One who forgives sins. -Dan

{Paul}: Dan,

I certainly try. I am like Peter from the Bible at times. I say what I think, and there are those who have been offended by something I say. I do not do it on purpose. I just do not always understand what might offend someone. I also am not going to let that stop me. I know there are certain things that some groups are offended by. I will not stay silent because that is what they want. I have

wondered for many years when it comes to debating issues why do the liberals get to decide what can and cannot be said. It is like playing a sport and letting one team decide the rules. That looks unfair to me. Plus why should we handicap ourselves in a debate by refusing to discuss certain things? It would be like leaving your star player on the sideline and never playing him.

I find it interesting that liberals are all about listening. I have heard them say for decades: "listen to me," "listening is a good skill," etc. I find it interesting because I have noted over and over again liberals do not want to listen. They want to speak, and be heard. They wanted to be listened to. They do not like to extend the same courtesy to anyone saying anything they do not agree with. Like you said shouting people down. Why? They do not like what is being said. Or they try to redefine what is being said by twisting things around worse than a pretzel. Ultimately it winds up being rebellion against God. That is where I boil things down to. Is it obedience to God, or rebellion? I think we can discern the answer to that based on what they support and what they attack. I wish more young people would analyze things like you are.



Little League World Series Baseball Needs A Comeback

Thank you for your article Little League World Series Baseball Needs A Comeback on the Family Friendly Gaming website. I agree with you. I talk to my friends all the time about the cool Little League Baseball games. I do not like MLB The Show. I am luke warm to the RBI Baseball games. I want more Little League games. How can I make it happen? Will Activision make new games do you think? Is Family Friendly Gaming doing anything to give us more Little League World Series Baseball game?

I want to see new Little League World Series Baseball games that are more realistic looking. I don't want the cartoony graphics for the

players. I also want to be able to place the ball better than we could in the previous games. That is the kind of Little League World Series Baseball video game I would play. -Carl

{Paul}: Carl,

Thank you for your kind words. We are constantly working hard to come up with new articles, concepts, and ideas to make the video game industry better. I am so pleased that you enjoyed that article. I am also very pleased that you agree with it. Thank you for that. I can relate to your opinions concerning the other baseball franchises.

I hope Activision will make new games. I would be happy if some other company made new Little League Baseball games. You can tell these companies what you want. They do listen sometimes. We have written and published an article on it. We are also publishing your email on the topic. So we are doing our part. If we had the money we would invest in another game. We sadly do not have the money. I wish we did. There are numerous game ideas I would like to see made into real life video games. It is something I pray about routinely.

MAMA Came Back

I love Cooking Mama coming back. I saw her on the front cover of issue

SOUND OFF Continued



#120. Will you be doing a review of Cooking Mama Sweet Shop? I hope so. I love that Cooking Mama is in the Hall of Fame. Family Friendly Gaming does an awesome job with that hall of fame. I know there a few different video game hall of fames. None of them compare to

Family Friendly Gamings' though. Is the game any good? Did you get a reviewable copy? Should I buy it? I only buy what Family Friendly Gaming recommends.
- Monica

{Yolanda}: Monica,

I am so glad you enjoyed the front cover of Family Friendly Gaming #120. It is great to see FFG Hall of Famer Cooking Mama come back. No we did not receive a reviewable copy. I do not know what is going on over at that company. I can tell you their PR and Marketing department failed us totally and completely. We purchased a copy ourselves, and the game is being played. I hope to have a preview out before this issue is published, and a review in the next issue of Family Friendly Gaming. I will give you a preview. Cooking Mama Sweet Shop impresses me. Thank you for your kind words especially about the Family Friendly Gaming Hall of Fame. We work really hard on it every single year. We appreciate the acknowledgement.

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

QUIZ

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



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

Question: How do you help others?

Answer:

Question: What legacy will you leave behind?

Answer:

Question: What can you take with you to heaven?

Answer:

Question: What is your biggest accomplishment?

Answer:

Question: How are you impacting others?

Answer:

Question: What are ways you can be obedient to God?

Answer:

Question: Do you get enough sleep?

Answer:

Question: Do you get enough exercise?

Answer:

Question: Are you eating healthy?

Answer:

Question: Which area of your life needs the most improvement?

Answer:

Question: How can you make your neighborhood better?

Answer:

Question: Which people in your life need your assistance the most?

Answer:

Question: How can you share your faith effectively?

Answer:

DEVOTIONAL

Helpful Thoughts

Turn from Evil

You know what we do not hear a lot about nowadays? We do not hear a lot of people telling those that are doing evil to turn from it. There is certainly plenty of warnings in the Holy Bible about turning from evil.

Jeremiah 23:14 *"And among the prophets of Jerusalem I have seen something horrible: They commit adultery and live a lie. They strengthen the hands of evildoers, so that not one of them turns from their wickedness. They are all like Sodom to me; the people of Jerusalem are like Gomorrah."* It is pretty bad when you are compared to Sodom and Gomorrah. How many areas of America now act like Sodom and Gomorrah? San Francisco perhaps? What about Los Angeles? Or maybe New York?

God wants the wicked to turn from their evil ways. **Ezekiel 33:11** *Say to them, 'As surely as I live, declares the Sovereign Lord, I take no pleasure in the death of the wicked, but rather that they turn from their ways and live. Turn! Turn from your evil ways! Why will you die, people of Israel?'* How can the wicked turn if no one asks them to? That question seems pretty

simple and logical to me. Too many complain about evildoers, and do not tell them to turn from their evil and wicked ways. I say tell them to turn from the evil ways.

There is a definite reward for turning from evil ways. **Jonah 3:10** *When God saw what they did and how they turned from their evil ways, he relented and did not bring on them the destruction he had threatened.* Avoiding destruction is a pretty good reward in my book. Why tempt God? Why rush toward destruction? It really makes no sense to me. We all need to humble ourselves and submit to God.

We should be able to learn from history. How does that old saying go? "Those who cannot remember the past are condemned to repeat it," by George Santayana. Which makes me think of the Holy Bible. **Zechariah 1:4** *Do not be like your ancestors, to whom the earlier prophets proclaimed: 'This is what the Lord Almighty says: 'Turn from your evil ways and your evil practices.' But they would not listen or pay attention to me, declares the Lord.* They did the wrong thing and faced all kinds of hardship because of it. We should be able to learn from

them and acknowledge that any of us doing evil needs to turn from it.

What must we do instead of evil? **1 Peter 3:11** *They must turn from evil and do good; they must seek peace and pursue it.* Sounds easy right? It should be. We have the Holy Bible to explain what is good and what is evil. Start by researching the real definitions of words, history, and the path to properly following God. Then seek God's wisdom and love on how you can do good. I do it daily.

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.

Helping Out

Do you know what is one of the greatest things around? It is helping out. It is when you are struggling with something and someone else offers to help out. Maybe it is carrying groceries into the house. Maybe it is with home work. Maybe it is with a math problem. Maybe it is with gardening, or a chore in the yard. When there is more than one person doing a task it usually goes faster. There are instances where that is not true. Two people trying to hammer the same nail into a board is not very helpful. The two people can take turns and each is not as fatigued as they would have been if there was only one person do-

ing the work.

How often do you look around to see if you can help others? Do you cringe when you realize someone needs help? Are you worried they will ask you for assistance? Why would that bother you? Is it because you are being selfish and thinking of just yourself? Do you get angry or frustrated when others can not do things? Did you consider you are more gifted at that than they are? Did you think it was an honor that they asked you for help? Did you realize it is very difficult for some people to even ask for help? Did you think they are going outside their comfort zone in asking you? Have you considered they had to humble themselves to ask you for help? Do you take it as an opportunity to train them in how to do something?

We are constantly learning, growing, and developing. Use helping out as an opportunity to teach them how it can be done. Maybe it is a chore that requires two people. One person might be able to drag a twelve foot board by themselves. It will get transported across the yard much faster with two people. Always consider if getting help is the most efficient method of getting something done. When

you ask be sure to ask nicely. It is amazing how many people will happily help out when you ask nicely. It can even be helpful to ask for their advice on how to do something. You may be surprised what good ideas others will give you on how something should be done. Especially if they are wiser and more mature than you.

We all need a little help at times. There are definitely instances where we want to do something ourselves. There is certain pride involved with accomplishing a difficult task all by ourself. Something can also be said for getting tasks done more efficiently and with less effort by accepting help from others. Plus you do get an opportunity to exercise humility. Which is better for you? Is pride better than humility? What do you say about that?

Family Friendly Gaming practices what we preach. This article is being written in a way that can help millions. The concept, idea, and mentality is being shared freely. We are doing our part to help out. What about you? What will you do to help out? Can you find areas and people where you can help out? If not, how hard are you searching?

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Snake Pass Patch Slithers Out

Sumo Digital have launched an all platform patch for Snake Pass, its slithery physics platformer. On Nintendo Switch, the patch adds time trials and online leaderboards, allowing players to challenge each other to see who is the best snake charmer of them all. On PC, Razer Chroma Keyboard support has been added, along with a 4K UI fix for those that game in 2160p. There are also a host of improvements and fixes for all platforms. Most importantly, Sumo has had a chat with Doodle as he was being a little unreliable with his tail grabs. He has agreed to listen out for Noodle's whistles a lot more attentively, so players should find him a much more helpful buddy from now on. Full patch notes can be found below.

NEWS



Snake Pass is a retro-inspired platformer, where players slither, curl and climb their way through increasingly challenging worlds filled with intricate obstacles and fiendishly mind-bending challenges. Snake Pass is available now on Nintendo Switch via the Nintendo eShop, Xbox One via the Xbox Games Store, PlayStation 4 via the PlayStation Store and PC via Steam or the Windows Store. Snake Pass supports HDR on PlayStation 4, PlayStation 4 Pro and Xbox One S, for players with an HDR compatible TV.

When a mysterious intruder threatens the tranquillity of their home, it's up to Noodle the Snake and Doodle the Hummingbird to embark on a daring journey to save the day. Controlling this dynamic duo, you must 'think like a snake' and slither, curl and climb your way through 15 levels across 4 increasingly challenging

themed worlds. Snake Pass is a unique take on the platforming genre that is intuitive and fun to learn, but will gradually test your snake charming skills to the limit!

Snake Pass Patch 1.2.0 Notes

Nintendo Switch

- **TIME TRIAL AND LEADERBOARDS:** Time Trial mode is now available for Nintendo Switch players. Battle it out against friends to see who can make it to the top of the leader boards with the quickest time
- **RAZER CHROMA:** support for Razer Chroma Keyboards has been added

- 4K UI: fixed a bug where the UI was not displaying correctly on 4k monitors for PC players
- STEAM: Steam version now sets to the language that Steam is set to rather than the OS of the PC
- PLAYSTATION 4 AUDIO: fixed an issue where PlayStation 4 audio was unintentionally compressed
- Global
- TAIL GRAB: fixed a bug where Tail Grab was unreliable
- TIME TRIAL: fixed a TT exploit where players could get a time of zero
- TIME TRIAL: fixed an issue in Time Trial where some players could not complete the level
- TIME TRIAL: fixed an issue in Time Trial that prevented the timer from not displaying correctly
- LEVEL 11: fixed an issue where the ball would activate incorrectly for some players
- QUETZALCOATL ACHIEVEMENT: fixed an issue with Quetzalcoatl not triggering correctly for some players. If players have previously reached the requirements, playing a level without dying again should trigger the achievement.
- FLOOR IS MOLTEN ROCK ACHIEVEMENT: The Floor Is Molten Rock achievement now triggers correctly
- CAMERA: fixed an issue where the camera did not move as fast as intended
- LEVEL 9: fixed an issue where the camera would not move for some players making the level unplayable
- TAIL GRAB: fixed an issue where Noodle would move faster than intended while Doodle was holding his tail
- GAME ICONS: all platforms have updated game icons
- GENERAL FIXES AND PERFORMANCE IMPROVEMENTS

It's Quiz Time Announced

It's Quiz Time, the new quiz party game from UK-based developer Snap Finger Click, formed of ex-Buzz! developers, will launch this November 2017 on PlayStation®4, Xbox One and PC via Steam. Set to be the largest of its kind on console, Snap Finger Click, creators of the popular charades game Act it Out!, in partnership with Vision Games Publishing, will allow up to 8 players to play together in It's Quiz Time, either locally or remotely over a Wi-Fi or 3G network, using their smartphones as a controller.

Guided by their intelligent personal game host, Salli, players will compete with each other for bragging rights across the largest compilation of general knowledge and trivia seen in a quiz game on consoles. Furthermore, questions will be unique to each localized version of It's Quiz Time. The game will be available in English as well as for French, Italian, German and Spanish audiences. If you have any questions, or would like to know more about It's Quiz Time, don't hesitate to come back to us. Developer Snap Finger Click will reveal more details about the game in the near future.

It's Quiz Time is set to be the biggest trivia game ever released on console, with over 9,000 questions and answers to choose from a range of topics that will suit groups of friends and family alike. Guided by Salli, their smart and personal game host, up to eight players can join in the fun, using their Wi-Fi or 3G-connected smartphones as controllers. Solo quizzers can also take on the challenging single player mode to try and get their high score on the expansive leaderboards. This brand new party game will be available in English (for US and UK), as well as French, German, Italian and Spanish. It's Quiz Time will launch on PlayStation 4, Xbox One and PC (Steam) in November 2017.



Player Panels Initiative Announced

AbleGamers Foundation — the charity and organization wielding the power of gaming to break down the barriers of economic and social isolation for people with disabilities — is proud to announce Player Panels, a new initiative which partners AbleGamers and its community with leading publishers, AAA to indie developers and leading researchers to ensure game accessibility is at the forefront of game development.

“I am thrilled that the game industry has reached a point where the needs of gamers with disabilities are being heard and that AbleGamers can partner with those in a position to best implement change,” said Steve Spohn, AbleGamers COO. “The AbleGamers Player Panels initiative ensures that game companies and researchers have direct access to people with disabilities, and vice versa, for an on-going dialogue on improving accessibility. It’s also very exciting that all organizations involved have agreed to compensate participating panelists for their time.”

Working with the University of York,

AbleGamers’ Player Panels enlists gamers with disabilities to work with video game companies and researchers directly to help lead the charge in improved accessibility technologies and game design practices. Player Panels team members will leverage their personal challenges (due to

their various disabilities) faced while playing games, helping enhance and shape the future of game accessibility based on real-world, first-hand experiences.

“For the last 12 years, AbleGamers’ in-house accessibility experts have provided game companies with critical input through our game accessibility reviews and Includification resources,” said Christopher Power, Vice President of AbleGamers and Lecturer at the University of York. “Player Panels is the natural progression of that program. All of our testers live with disabilities, which allows them to offer the game industry in-depth insight to potential solutions that may not be apparent to people who have studied, but have not experienced disability firsthand.”

AbleGamers’ Player Panels will connect disabled gamers and top organizations that share the mutual goal of making sure as many people as possible can game regardless of their disability. Player Panels team member qualifications only require a love of video games and some form of disability. Those approved will be compensated for their time and expertise.

Gundam Versus Release Date

BANDAI NAMCO Entertainment America Inc. announced that GUNDAM VERSUS will be launching in the Americas on September 29, 2017 for the PlayStation®4 computer entertainment system.

World famous giant robot series and notorious head-to-head smash hit, GUNDAM VERSUS, is coming to the Americas for the first time for home console, this time built from the ground up exclusively for the PlayStation 4 system. Pilot legendary Mobile Suits, each equipped with their own weapons systems to learn and master along with enhanced mobility options allowing for advance strategies to evade and outwit opponents, in explosive two-on-two and three-on-three online battles.

The logo for GUNDAM VERSUS, featuring the words "GUNDAM" and "VERSUS" in a bold, metallic, blocky font. The letters have a yellow-to-orange gradient and a 3D effect with shadows. The entire logo is set against a bright blue background.

Shining Force Needs to Return

Family Friendly Gaming, the industry leader in covering the family friendly video games is asking the video game industry to bring back Shining Force. Family Friendly Gaming pushed for the return of Lego City Undercover for some time. Eventually Lego City Undercover was ported to newer systems, and Chase McCain was added to Lego Dimensions. It took multiple requests over multiple years. Family Friendly Gaming was listened to, and the franchise returned as we had requested. That go us thinking here at Family Friendly Gaming. What other franchises should come back? Can we use our muscle to bring something else back? Are the people over at Sega listening? Sure they ran Shining Force into the ground with the non-SRPG games. We believe it can be saved if it returns to the SRPG genre.

Look no other SRPG franchise has caught Shining Force. Other franchises have tried and failed. Fire Emblem games are not in the same league as Shining Force for a variety of reasons. Shining Force was definitely more family friendly than the Fire Emblem games. The artwork, battles, team mates, battle system, sounds,

The logo for SHINING FORCE, featuring the words "SHINING" and "FORCE" in a stylized, metallic, blocky font. The letters have a yellow-to-orange gradient and a 3D effect with shadows. The entire logo is set against a blue background.

The logo for SHINING FORCE I, featuring the words "SHINING" and "FORCE" in a stylized, metallic, blocky font. The letters have a yellow-to-orange gradient and a 3D effect with shadows. The entire logo is set against a blue background.

One of the excuses I hear in terms of the return of Shining Force is Sega and the developer had a falling out. This is a bit strange, since I find three different developers responsible for Shining Force, Shining Force II, and Shining Force III. Sega could easily hire a different developer to bring back Shining Force. If a company like Sega hears there is demand for something they will definitely bring it back. Plus it might be the game that saves Sega for going bankrupt. Maybe Sega needs to go bankrupt. Then someone else could buy up the rights to Shining Force. Maybe that is what needs to happen for a SRPG version of Shining Force to return. I would prefer for Sega to bring Shining Force back. I will happily play a new Shining Force video game either way.

The logo for SHINING FORCE III, featuring the words "SHINING" and "FORCE" in a stylized, metallic, blocky font. The letters have a yellow-to-orange gradient and a 3D effect with shadows. The entire logo is set against a blue background.

story and more are better in Shining Force than Fire Emblem. The SRPG king (Shining Force) needs to show the others how it is really done. I would be happy if the three episodes of Shining Force III were ported over to current systems. It worked for Lego City Undercover. It could certainly work for Shining Force. Then maybe we could get a new Shining Force video game. This needs to happen and soon. If Sega drops the ball then someone else should pick it up.

Cat Quest Release Date

PQube and The Gentlebros are excited to announce that Cat Quest will be releasing on Steam on August 8, 2017. Cat Quest is also set to arrive on PlayStation 4 and Nintendo Switch in late 2017.

A 2D action-RPG featuring real-time combat in a vast open-world setting, Cat Quest sends you on an epic journey to defeat the powerful and meowsterious Drakoth, the evil catlord who kidnapped your sister, and uncover your destiny as the Dragonblood, the last of a pawsome long-lost race of dragonslayers.

Explore a massive overworld map, complete dungeons for epic loot, take on challenging quests, level up your spells and save the world of Felingard from certain catastrophe in Cat Quest. Prepare for the ultimate catventure!

Cat Quest pounces on to Steam on August 8, 2017 and will be coming to PS4 and Nintendo Switch later this year!

The logo for Cat Quest, featuring a yellow cat character standing on a rock, holding a sword. The words "Cat Quest" are written in a large, stylized, yellow font. The background is a blue sky with clouds and a small castle in the distance.

In The News Continued

WWE 2K18 Feature Set Details

2K have revealed the first feature set details for WWE 2K18, the forthcoming installment in the flagship WWE franchise. Mark Little, Executive Producer at Visual Concepts, has provided a comprehensive overview of several key focus areas for WWE 2K18 in a blog post now live on wwe.2k.com. Key highlights include:

Creation Suite: The Creation Suite gets even deeper, including a new Create-a-Match feature and improvements to Create-a-Superstar, Create-an-Arena and Create-a-Video;

MyPLAYER: A new MyPLAYER experience introduces fighting styles and a brand new upgrade and progression system;

MyCAREER: A brand new MyCAREER experience incorporates a new story and a free-roaming backstage area that enable

MyPLAYER characters to interact with other WWE Superstars and help direct the narrative;

Road to Glory Mode Debut: An all-new mode lets players compete against others, using their MyPLAYER characters, in a quest to qualify for WWE pay-per-view events;

New Graphics Engine: New visuals deliver spectacular new lighting, more realistic skin and new camera effects;

New Commentary Team: Introducing the trio of Michael Cole, Byron Saxton and Corey Graves;

Core Gameplay Additions and Improvements: A host of additional improvements will make WWE 2K18 the most comprehensive and realistic WWE game to date.

Developed collaboratively by Yuke's and Visual Concepts, a 2K studio, WWE 2K18 is not yet rated by PEGI. WWE 2K18 is scheduled for worldwide release on October 17, 2017 for PlayStation 4 and Xbox One.

2 with two new digital offerings:

- **DIGITAL STANDARD EDITION:** Includes the full game and the pre-order bonus exclusive Japanese Cars Pack. Revel in iconic JDM (Japan Domestic Market) machinery from Japanese manufacturers Honda and Nissan, featuring four legendary vehicles including:

- o Nissan 280ZX IMSA GTX (1981)
- o Nissan Skyline GT-R R32 Group A (1990)
- o Honda Civic Type R - Euro Spec (2016)
- o Honda 2&4 Concept (2015)
- o Plus, distinctive and unique racing liveries (paint schemes)

- **DIGITAL DELUXE EDITION:** Includes the full game, the aforementioned Japanese Cars Pack, all Project CARS 2 Season Pass content (as mentioned above) plus the Season Pass bonus exclusive Motorsport Cars Pack.

Antiquia Lost for Steam

KEMCO proudly announces the release of Antiquia Lost set to hit Steam. Standard price is USD 9.99 / EUR 9.99 / GBP 8.99,.

Story

Bine, a young man who lives in a small rural village, spends his days peacefully, doing jobs and dealing with demons for the villagers. One day, he is asked by Lunaria, a girl who lives near the village, to go with her to the royal capital.

After a journey full of surprises, the two of them arrive at the capital. They are thrilled to be in the city for the first time, but they are greeted by one of the castle soldiers who are supposed to protect the citizens. With more and more disappearances occurring, the rulers' expectations are mixed.

And there is a forgotten existence, too...

In The News Continued

Project CARS 2 Announces Season Pass

Beyond bringing the most authentic and visceral racing experience to the racing video game genre, Project CARS 2 will also deliver the widest variety of cars for players to take to the track when the game launches in the Americas for the PlayStation 4, Xbox One, and PCs via STEAM on September 22, 2017. Bandai Namco Entertainment America is announcing the availability of Project CARS 2 Season Pass as well as new digital-only offerings for pre-order online.

- **SEASON PASS:** Players can take their Ultimate Driver Journey experience to the highest gear with the Project CARS 2 Season Pass. Priced at \$29.99, Season Pass holders will gain access to all four upcoming as yet-to-be-revealed DLC car packs (for the price of three); each priced separately at \$9.99

when sold separately. Each unique pack will contain eight new cars, new tracks, liveries, and new career events.

Season Pass holders will also receive the season pass bonus exclusive Motorsport Cars Pack, featuring four enthralling race cars curated from 40 years of motorsports history:

- **Jaguar E-Type V12, Group 44 (1974)** - beauty, speed, and an absolute motoring icon
- **Panoz Esperante GTR-1 (1998)** - a '90s GT stalwart
- **Audi V8 DTM (Deutsche Tourenwagen Masters) (1991)** - a DTM legend with 460hp @ 9,500RPM
- **Opel Astra TCR (2016)** - Opel's latest 300hp Touring Car monster

Furthermore, today players will have the chance to digitally secure their seat-time in some of the most iconic race cars in motorsports history by pre-ordering Project CARS

The birth of a scavenger heroine!

The heroine, Lunaria, does not have levels like other characters. By eating gems, her statuses are strengthened, and she can learn skills.

Of course you can let her eat gems that aren't needed, and she will also eat gems dropped by demons. She really is a scavenger heroine, and eating gems makes her stronger and stronger! In battle, she has a powerful death-blow skill: she can mimic monsters!

Trust between allies is the key to victory

As trust between Bine (the main character) and his allies increases, more and more powerful skills which borrow allies' strength become possible! Mount powerful attacks by making use of the different characteristics of each tribe. Special actions, such as smashing rocks or squeezing through narrow gaps, are also possible, depending on the

character at the head of the party.

Build deeper and deeper links with allies, defeat enemies, and try to find all the hidden items!

Plant seeds and harvest items

By planting beans in plant pots, you can harvest many different items. There are fruits to increase statuses, and every now and again, you might grow something incredible!

A wide range of achievements

The game features many well-loved achievements, including weapon development and arenas where you can fight against strong enemies. This is not a game you will tire of quickly!

Also, there are still things to look forward to even once you complete the game!

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?

It is great when we see the ideas we brainstorm in this column make it to the marketplace. Sometimes we find out about games that we did not previously know about. We would love to see a video game that shows what it is like to do the different jobs in the video game industry. Sure there are video games about being a video game developer. What about the PR and Marketing folks? What about the gaming media? What about video game testers? There are so many areas of the video game industry that have not been touched upon. There is so

much everyone could learn about these jobs. We would definitely play a video game like that. Can you think of other areas of the video game industry that games could be made off of? Or can you think of an idea of a game that would revolve around showing what people do in the video game industry? What about a role playing game where you play a janitor who cleans the offices for a video game company? Or this same janitor could work for a gaming media outlet. Maybe there are people sleeping under their desks because of deadlines and wanting to avoid traffic? Maybe this janitor could run across corruption and lies in the video game industry. This janitor could deal with greed in some companies. This same janitor could deal with companies going out of business. Gamers could learn some of the reasons

why too. We already have a variety of tycoon games that show us what it is like to do a variety of jobs in a variety of different industries. I would like to know more about a variety of different jobs in the video game industry that are not very glamorous. Imagine if a video game showed how tough, annoying, irritating, and exhausting it is to cover E3? A message could be sent that there are too many shows that happen to often. Imagine the poor people who go to show after show. That could damage their normal lives and relationships. It would be responsible of the video game industry to acknowledge this. We would play a video game that shows that. What about you? Would you play video games like that? Do you care about what goes on in these jobs you know little to nothing about?

Ezekiel 18:19-20

19 “Yet you ask, ‘Why does the son not share the guilt of his father?’ Since the son has done what is just and right and has been careful to keep all my decrees, he will surely live.

20 The one who sins is the one who will die. The child will not share the guilt of the parent, nor will the parent share the guilt of the child. The righteousness of the righteous will be credited to them, and the wickedness of the wicked will be charged against them.

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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Fire Emblem Echoes Shadows of Valentia



SCORE: 49

I was excited that Family Friendly Gaming bought a physical copy of Fire Emblem Echoes Shadows of Valentia. I would say that Nintendo pushed the rating of Fire Emblem Echoes Shadows of Valentia to a strong T (thirteen and older only). They seemed to have had it all - false gods, profanity, blood, violence, and more. Fear not if you decide to pick up Fire Emblem Echoes Shadows of Valentia it is only 1 game versus Fates' three games. Nintendo made Fire Emblem Echoes Shadows of Valentia very hard if you didn't purchase the season pass or individual DLCs. This game took a long 59 almost 60 hours for me to beat, and they still had an Epilogue.

The Story in Fire Emblem Echoes Shadows of Valentia revolves around a false god and goddess, Duma and Mila. In the Path of Celica you have to save Mila from a kingdom that kidnapped Mila. In Alm's path you take back Zofia and invade Rigel. In the End dungeon you have to fight Alm's cousin who basically sold his soul to the Devil. After you finish with him you then have to work your way through the dungeon to go and kill Duma the false god. Now that leads to a speech about how humanity doesn't need any gods

which is a direct attack on any religion other than Atheism.

The soundtrack in Fire Emblem Echoes Shadows of Valentia is quite nice however there is so much profanity in the background from enemies dying or your team leveling up that the soundtrack is almost forgotten. The Anime cut scenes in Fire Emblem Echoes Shadows of Valentia were good looking, but they were 3DS graphics so nothing too amazing. Fire Emblem Echoes Shadows of Valentia requires a large amount of grinding in fact most of the almost 60 hours I played I spent grinding. Fire Emblem Echoes Shadows of Valentia removed the best mode in my opinion which was Phoenix mode in which every turn all dead units would come back, this was great for new people to the franchise and I am not sure why Nintendo thought it wise to remove this easier mode. People in support of Traditional Marriage rejoice the only marriages that happens is post-game and is Traditional.

Fire Emblem Echoes Shadows of Valentia has changed the fire emblem system forever and I don't know if I like it. Now you only have one inventory slot, abilities come with weapons, small amount of classes, and magic/Arts

take HP(health points) to use. For the first time I can recall Fire Emblem Echoes Shadows of Valentia has 3D dungeons to explore this was a complete surprise to me as was used to the previous system and I liked it. The other side to 3D dungeons is you find treasure chests way more often which is helpful since you can't buy weapons in Fire Emblem Echoes Shadows of Valentia. Fire Emblem Echoes Shadows of Valentia is certainly a more challenging Fire Emblem that will not be good for newcomers.

Fire Emblem Echoes Shadows of Valentia is not a game that I would recommend to play if you are young, as it is geared towards older people with all of the problems that it had. I am glad that in Fire Emblem Echoes Shadows of Valentia Traditional marriage is the only marriage. This game is designed to try and get you to buy the DLC so that you can see the end of the game. I think Fire Emblem Echoes Shadows of Valentia goes out of its way to attack all religious beliefs but Atheism. I would suggest all but hardcore Fans to stay away from Fire Emblem Echoes Shadows of Valentia.

- Teen Gamer



Graphics: 50%
Sound: 55%
Replay/Extras: 60%
Gameplay: 55%
Family Friendly Factor: 25%

System: Nintendo 3DS
Publisher: Nintendo
Developer: Intelligent Systems
Rating: 'T' - {THIRTEEN and OLDER ONLY {Mild Blood, Fantasy Violence, Suggestive Themes, Alcohol Reference, Mild Language}}



Story of Seasons Trio of Towns

SCORE: 67

I wish the creators of this series would start to listen. Their constant inclusion of their goddess religious beliefs is getting annoying. Add in the PR and Marketing failures and I am really soured on this franchise. Story of Seasons Trio of Towns follows the current video game trend of adding one new wrinkle to the existing franchise. This time we have three towns to visit.

Story of Seasons Trio of Towns has a western styled town, an islander styled town, and an asian styled town. This gives us more characters and more racial diversity. Story of Seasons Trio of Towns must be worshiping at the altar of political correctness. As well as the altar of a false goddess. Players

are expected to collect money for this religious belief, and participate in worship ceremonies. Talk about trying to brainwash Americans into that religious belief set.

Story of Seasons Trio of Towns shocked me by asking if I wanted to dance with someone of the same sex. I did some research and found cross dressing is also allowed. Thankfully Story of Seasons Trio of Towns does not embrace the attempts to redefine marriage and rebel against God. At least not yet. The people behind this game are looking to add it to the franchise at some point. Pretty soon this franchise will not be safe in that regard.

Story of Seasons Trio of Towns lets us fish, take care of animals, plant, water, collect, and more. There are all kinds of part time jobs we can do to get money and to help out the communi-

ties. Story of Seasons Trio of Towns starts very slowly. I ran into some glitches while playing this Nintendo 3DS game too. Stamina continues to be annoying. There are plenty of characters that want to hug.

Story of Seasons Trio of Towns has alcohol, lack of attire, enticement to lust, false religious beliefs, and more. The music in Story of Seasons Trio of Towns is nice. If you like repetition then you might enjoy aspects of Story of Seasons Trio of Towns. I am thankful Family Friendly Gaming purchased a copy of Story of Seasons Trio of Towns on the Nintendo 3DS for this review. I will go back to Grand Bazaar and play it instead of this game. - Yolanda



System: Nintendo 3DS
Publisher: Marvelous AQL
Developer: XSeed Games
Rating: 'E10+' - Everyone TEN and OLDER ONLY{Comic Mischief, Suggestive Themes, Use of Alcohol}



Graphics: 63%
Sound: 75%
Replay/Extras: 86%
Gameplay: 58%
Family Friendly Factor: 53%

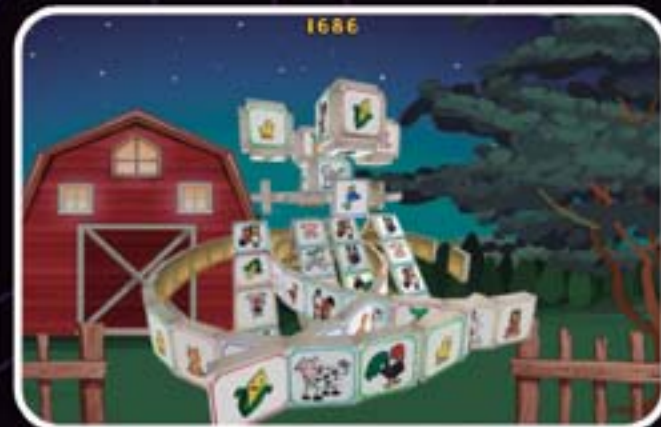


ENSENASOFT



Mahjong Deluxe 3

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www.ensenasoft.com



Dragon Quest Heroes II

SCORE: 53

Dragon Quest Heroes II is slightly better than the first game. There are numerous issues families will be wary of in this hack and slash role playing video game. Dragon Quest Heroes II made me turn off the volume in my controller since it likes to talk to us through it. That is really annoying.

The issues families can have with Dragon Quest Heroes II is violence, blood, magic, enticement to lust, lack of attire, religious indoctrination into believing in false gods, goddess, and more. The voice acting is an acquired taste. I don't like that flavor myself. Maybe you do.

The music in Dragon Quest Heroes II is fantastic. The Dragon Quest sounds are

found throughout this video game.

We can get monster medals from monsters we destroy.

Then we can call them to assist us in battle or become them (larger monsters) for a short

period of time. The targeting in Dragon Quest Heroes II requires some tuning. I would attack an enemy, and slash right past them. I then had to turn around and find them again.

Boss difficulty is up there. Be sure to grind a lot in Dragon Quest Heroes II. It is very easy to die in Dragon Quest Heroes II. Characters can be resurrected by standing next to them. We have a limited amount of healing items so keep that in mind. We fight many of the same monsters over and over again in Dragon Quest Heroes II.

This is one of those games that

gets boring really fast. Especially when we have to grind. The storyline in Dragon Quest Heroes II is sort of interesting. It feels familiar and used before though. The lack of creativity in the video game industry is showing in games like Dragon Quest Heroes II.

Dragon Quest Heroes II is a strong thirteen and older video game that is only for the older members of the family. I believe Dragon Quest Heroes II is worth around twenty dollars brand new. I am thankful Family Friendly Gaming purchased a copy of this game for this review. The Square Enix PR and Marketing failures continue for some unknown reason.

- RPG Master

System: PC/PS Vita/PS3/PS4(tested)
Publisher: Square Enix
Developer: Omega Force
Rating: 'T' - THIRTEEN and OLDER ONLY (Fantasy Violence, Mild Blood, Mild Suggestive Themes)

Graphics: 45%
Sound: 60%
Replay: 80%
Gameplay: 45%
Family Friendly Factor: 35%



Digimon World Next Order



SCORE: 50

My heart is warm with gratefulness that Family Friendly Gaming purchased a copy of Digimon World Next Order on the PS4 for this review. I wish I knew why the PR and Marketing over at Bandai Namco Games failed us so. Such is life I suppose. Conservative and Christian media outlets are experiencing high levels of discrimination. Maybe that is why there are such failures in PR and Marketing.

I was so happy to get to play Digimon World Next Order. Then I played it, and realized it was a curse to play this game. Digimon World Next Order is horrible. It is part role playing game, part pet simulator, and part city builder. This game is horrible. Our Digimon get fatigued, and sick easily. Then they die, and go back into a digi-egg. Then we have to start all over again. This game is frustrating.



The issues families will have with Digimon World Next Order are lack of attire, enticement to lust, violence, evolution, bad language, glitches, horrible controls, and more. Expect to die early and often in Digimon World Next Order unless you spend a couple of days training. Random item farm locations can lead to frustration as you need something to complete a quest.



The battle system in Digimon World Next Order is horrible. We can watch it all happen, and interact as we see fit. Sometimes we get involved too late and the Digimon lose all their health. Which can help them get sick and fatigued faster. Certain items are needed to heal them, and let them go to the bathroom. We can only have two Digimon on us at a time. They are on the screen and seen.

There is English voice acting, and a Japanese song at the beginning. If you can stomach the generic story line, lame controls, and bad battle system; then you can spend some time playing Digimon World Next Order. Most of the replay in Digimon World Next Order is manufactured with the poor design. I value Digimon World Next Order at ten dollars brand new. This game gave me nightmares.
- RPG Master



System: PS Vita/Playstation 4(tested)
Publisher: Bandai Namco Games
Developer: B.B. Studio
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Crude Humor, Fantasy Violence, Mild Language, Mild Suggestive Themes}

Graphics: 50%
Sounds: 55%
Replay/Extras: 75%
Gameplay: 30%
Family Friendly Factor: 40%

VIDEO GAME LIES



by
Paul Bury

Version 2

BUY IT NOW RIGHT HERE

Lego Dimensions Lego City Fun Pack

SCORE: 75



I am very thankful Family Friendly Gaming purchased a copy of Lego Dimensions Lego City Fun Pack for this review. We purchased it when a local retailer had buy one Lego Dimensions fun pack, and get another one for free. So we got both of the fun packs for wave 8. The PR and Marketing failures are now being investigated. Hopefully that gets cleaned up.

Lego Dimensions Lego City Fun Pack comes with Chase McCain and the Police Helicopter. The Police Helicopter can be made into a Police Hovercraft and then a Police Plane. The skills Chase McCain has are Acrobat, Grapple, Rope Swings, Tracking, Relic Detector, Uniform Changing (Changes into Miner, Fireman, Farmer, Astronaut and Construction Worker), Illumination, Silver LEGO Blowup, Super Strength, Water Spray, Growth, Hazard Cleaner, Glide, Target, Hacking, Flying,



and Drill.

The Battle Arena for Lego Dimensions Lego City Fun Pack is Festival Square Revisited. I like that Battle Arena. Chase McCain has a ton of skills. You will need to find the uniforms around the play area to get those skills. Then it is a simple task of changing uniforms. Chase McCain has plenty of funny comments to make. We can no longer commandeer vehicles. The game play area is decently sized (slightly smaller than one of the areas in Lego City Undercover.

My biggest frustration



with Lego Dimensions Lego City Fun Pack is the massive amounts of downloads it took. First off there was a twelve gig download for this wave. Then another eight hundred megs before I could play the Lego Dimensions Lego City Fun Pack. That is insane. We really need to be able to play off of the toys and their tags. This constantly downloading is making Lego Dimensions too large to maintain.

We ran into a few glitches while playing Lego Dimensions Lego City Fun Pack. The helicopter is generally stable as long as you do not grab it from the back side. That piece can easily fall off. There are plenty of gold bricks, and things to find in Lego Dimensions Lego City Fun Pack. We had fun playing with Lego Dimensions Lego City Fun Pack. It is a decent addition to the Lego Dimensions universe. - Paul

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



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

Big Buck Hunter Arcade

SCORE: 52

We all knew the drive by gaming media would dislike Big Buck Hunter Arcade because animals are being shot. Why are deer, moose and more being shot in Big Buck Hunter Arcade? So we human beings can eat. Big Buck Hunter Arcade will tell you that you won't eat if you miss everything. Shooting animals does not bother me.

There is content in Big Buck Hunter Arcade that does bother me. The graphics look good for a PS3 or Xbox 360 title. Problem is Big Buck Hunter Arcade is on the PS4, Xbox One, and PC. The controls are terrible in Big Buck Hunter Arcade. I moved the sensitivity all around from one

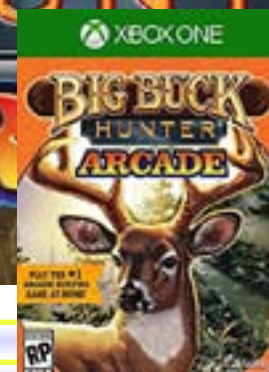
to five and the scope is way too loose. The does and cows like to jump into your shot at a buck or bull. Once you shoot a doe or a cow then that level is done for you.

The strangest thing in Big Buck Hunter Arcade is these barely dressed women dancing around. I am hunting. Why are skinny barely dressed women dancing? Am I supposed to feed them? They are the guides. Going to get all kind of scratches and bug bites dressed like that out in the wilderness. What was Gamemill Entertainment thinking?

The music in Big Buck Hunter Arcade is good. The bonus levels are also fun. The back of the case is misleading. It says there are 45 levels. I counted thirty levels, and six bonus ones. Levels are over quickly, and we have to reload after every shot.



Publisher: Gamemill Entertainment
Developer: Gamemill Entertainment
System: PC/PS4/Xbox One(tested)
Rating: 'T' for THIRTEEN and OLDER ONLY {Alcohol Reference, Animated Blood, Violence}



Graphics: 50%
Sound: 80%
Replay/Extras: 30%
Gameplay: 40%
Family Friendly Factor: 60%



Sword Art Hollow Realization



Battlezone



SCORE: 51

SCORE: 58

I was happy to hear the Family Friendly Gaming had bought Sword Art Hollow Realization. Sword Art Hollow Realization Improves on many of the problems that the previous game had. Some examples are the battle system, they made it so much easier to play for new to the franchise gamers. That



that will have you in conversations all of the time in fact I think the first 3 hours were almost pure talking. When you aren't talking then you are grinding so that you will be ready for the next area and its bosses. The enemy AI is actually quite smart and will target people based on conditions such as low health.

Some of the problems families should be aware of are: Drug Reference, Mild Language, Partial Nudity, Suggestive Themes, Violence, False Gods, Magic, Spirits and Undead. It seems like with every game the character Leafa gets less and less clothing. I watched the show and I know that she wore more than what Sword Art Hollow Realization shows her wearing. Sword Art Hollow Realization is a game

Your team however might as well be vegetables. I think that would make them a slight bit smarter as they will stand still unless you tell them to dodge or block. Every so often you have to remember the hit R2 to tell your teammates good job. This will help you build the Affection system which allows you to alter their upgrades by making them an attacker or healer for example. Sword Art Hollow Realization has some strange buttons that will take a bit to learn but once you do then you are golden.

Sword Art Hollow Realization pretends to be an online game while having the option as well kind of like .Hack but with bot offline and online play. Sword Art Hollow Realization has nice

graphics I loved the beautiful areas that the game lets you explore. Despite all of the Japanese voice acting I liked the music in Sword Art Hollow Realization. The social space in Sword Art Hollow Realization is filled with shops to get weapons, armor, potions, or to enhance armor and weapons. I found that you have to enhance weapons early and often.

Once again the plot in Sword Art Hollow Realization is lacking. It feels like in every Sword Art game we get to a new game and find a bugged AI that we spend the rest of the game helping. Sword Art Hollow Realization takes a lot of time to get new skills as every skill has its downsides and you have to analyze whether it is a good trade off. I found that veteran rewards were bugged as I tried to claim stuff from Lost Song which we have - it said that there was a problem and I couldn't get my useless costumes. Sword Art Hollow Realization is not a game for families I would say that if you are a hardcore gamer and fan of SAO then go for it, but I can't recommend this game to others.

- Teen Gamers

VR came in as a really exciting return of cool technology. Too many of the VR games have been flops. Take Battlezone for instance. This game can create motion sickness, and boredom very quickly. There is a grid we select where we want to go. Then we take on a mission. Things like kill all of the enemy vehicles, hack their base, and more. It got dull really fast.

Battlezone was released at an insanely over inflated price. This game should have never gone above twenty dollars brand new. That initial sixty dollars is a complete bust. Battlezone is violent with mediocre graphics that has online and offline play. It takes forever to get enough currency to upgrade weapons.



The difficulty factor in Battlezone is all over the board. I had hard levels that I died in, and then plenty of easy levels. Then another hard one that frustrated me. It was bad enough Battlezone made my head feel funny. I also ran out of ammo on some maps. That was fun. I liked the grid map and conquering areas. I wish the controls were a bit better. Especially on the menu screens. They confused me quite often.

It is interesting to see Battlezone. It is a return of a retro franchise on the return of the VR technology. Battlezone on the PS4 VR looks better than the old Atari game. I got bored with Battlezone pretty quickly. All of the explosions, and shooting sounds got old quickly. I felt like I was in a tank blowing away other tanks.



So Battlezone has that at least.

I had to take breaks while playing Battlezone. Hitting aircraft is one of the things that got me sick. They love to fly around you in circles. Trying to view them up there and go around in circles sent my stomach to the bathroom. If there were less flying enemies then Battlezone would be a lot better. I did not play Battlezone online so I can not comment on their community.

I had high hopes for Battlezone. Sadly this is another flop making me wonder when we will get a few more decent VR games on the Playstation 4. There have been so few of them thus far. Pass on this game.

- Paul

System: PS Vita/PC/PS4(tested)
Publisher: Bandai Namco Entertainment
Developer: Aquaria
Rating: 'T' - THIRTEEN and OLDER ONLY {Drug Reference, Mild Language, Partial Nudity, Suggestive Themes, Violence}



Graphics: 45%
Sounds: 47%
Replay/Extras: 83%
Gameplay: 54%
Family Friendly Factor: 24%

Publisher: Rebellion
Developer: Rebellion
System: PS4 VR
Rating: 'T' - THIRTEEN and OLDER ONLY {Fantasy Violence}



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



Mario Kart 8 Deluxe

SCORE: 88



GOAL!

SCORE: 90



Mario Kart 8 Deluxe may be a port but it is one of the best in recent memory. Mario Kart 8 Deluxe has improved graphics which make some of the port tracks look completely new. Mario Kart 8 Deluxe also fixed the Computer AI so that they don't go and try to string attacks on you. Mario Kart 8 Deluxe feels so much more clean and crisp than its original version. Mario Kart 8 Deluxe improves the drifting by adding a third tier of purple boost which is insanely fast and long lasting.

Some of the highlights of Mario Kart 8 Deluxe are the new battle maps and removal of the race tracks that were once battle maps and the addition of new battle modes. You also get some new characters such as King Boo who is a ghost so families beware, and the inkling boy and girl. My favorite mode in Mario Kart 8 Deluxe was the Renegade Roundup in which one team is criminals and the other is police. The criminals run away

and free caught teammates while the police have a set time to try to capture them all. Mario Kart 8 Deluxe however is not worth the \$60.00 that Nintendo charges for the game.

The graphics in Mario Kart 8 Deluxe are a major improvement to the Wii U version (doesn't take much). The music in Mario Kart 8 Deluxe is very pleasing in fact they even take rehashed sounds from Zelda, F-Zero, Splatoon, and Animal Crossing. Mario Kart 8 Deluxe tries to make itself more accessible to new people by including Smart Driving. I found that this new feature makes it quite difficult to hit walls as it will take the wheel if you get too close to a wall or anything. I however dislike this new mode as you can see in the video series found on our YouTube and website. I like to take the corners close for maximum speed.

Mario Kart 8 Deluxe is one of the few memorable Kart racers in awhile. Mario Kart 8 Deluxe has multiple control

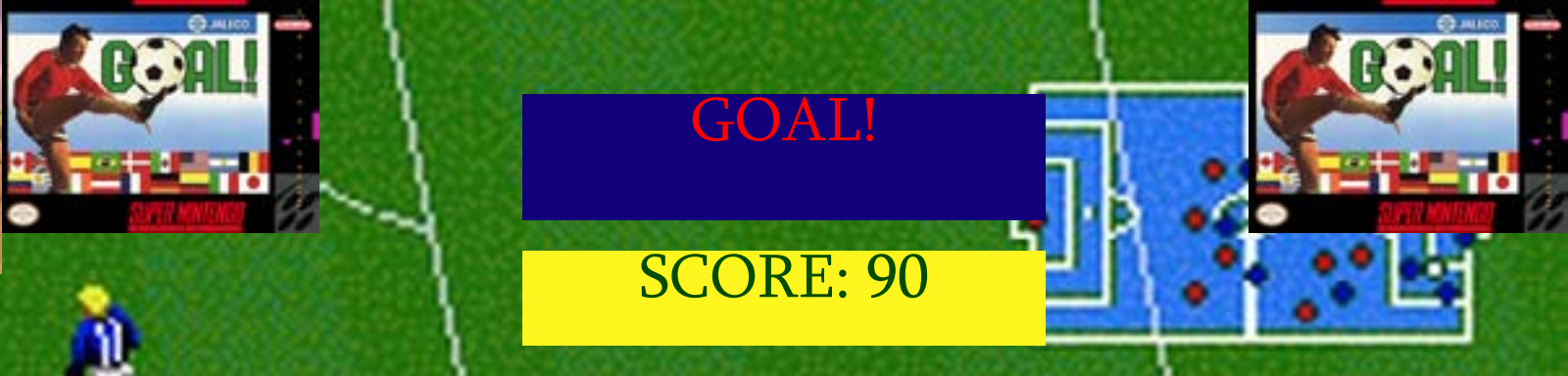
schemes which means as long as you have the two Joy-Cons that came with the Switch then two people can play with tilt controls. I like the fact that content such as the DLC from Mario Kart 8 are kept and built into Mario Kart 8 Deluxe. I do have one thing that I wish never came back - the Boo Power-up. This dreaded item takes another players item away and gives it to the user of Boo.

I truly believe that this game should be \$40.00 retail and no more. I mean look at Sony they get it, but I digress. Mario Kart 8 Deluxe is a very fun game to play with or against family or friends in good fun not an all out competition. I do like how Mario Kart 8 Deluxe has proper battle areas and not just tracks like in Mario Kart 8. I would say that this game is the best for families on the Switch at the moment but we will see what happens in the future as the system progresses.
- Teen Gamer

System: Nintendo Switch
Publisher: Nintendo
Developer: Nintendo
Rating: 'E' for Everyone
{Comic Mischief}



Graphics: 93%
Sound: 90%
Replay/Extras: 91%
Gameplay: 85%
Family Friendly Factor: 80%



I am very thankful Family Friendly Gaming purchased GOAL! on the Super NES. This soccer video game looks good, sounds, good, and plays decently. There are twenty-four countries that can be played in GOAL!. There are also plenty of options that can be selected and changed in this game. We had a blast playing GOAL! on the SNES. Did you watch our video of this retro game?

I do have one minor quibble with GOAL! on the SNES. The character will kick whatever direction they are facing. This makes shooting at the goal very difficult. We had a hard time with it, and wound up kicking right past the goal instead of into the goal. We also can not see where we are passing too, which led to plenty of passes being intercepted. Finally we had issues with the goalie kicking right to the opposing team.

GOAL! on the SNES can be found for a very reasonable price. I wish Jaleco was still around making video games. They had some talent back in the 16-bit era. The soccer action is fast albeit a bit confusing. The defender can chase down the offensive player at any time. Sliding is an easy way to steal the ball. Penalties are very light in GOAL! on the SNES. This is a retro game to check out. - Paul

System: Super NES
Publisher: Jaleco
Developer: Jaleco, TOSE
Rating: 'NR' for Not Rated

Graphics: 90%
Sounds: 90%
Replay/Extras: 95%
Gameplay: 80%
Family Friendly Factor: 95%



NHL 95

SCORE: 77



I am thankful Family Friendly Gaming purchased a copy of NHL 95 on the Super NES. Families can also purchase this game on the Genesis. We did a video capture of this game on our Youtube channel. I hope you enjoyed that game. We ran into control issues with NHL 95 sadly. There are a couple of options in NHL 95 in terms of what rules are applied. Winners had fun, and losers were frustrated with NHL 95.

NHL 95 looks decent for its era. The ice has a nice shine, and the town down view works for hockey. I could generally tell when one of my players was laid out and sliding on the ice. I liked being able to turn off the penalties in NHL 95 personally. The computer can be difficult to beat in NHL 95. A basic reading ability is need to learn about the teams and their star players.

The coolest thing in NHL 95 is being able to trade players. That is something that seems trivial now, but it was not back then. We are not that big into hockey here at Family Friendly Gaming like we are into football, baseball, and basketball. Still we found some enjoyment out of this game we purchased for \$4.95. Nice low price for a sports game if you know what I mean. - Paul

System: Genesis/SNES(tested)
Publisher: EA Sports
Developer: Visual Concepts, High Score Productions
Rating: 'NR' for Not Rated

Graphics: 90%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 65%
Family Friendly Factor: 70%

SPORTS



Product: MXGP3
Company: Milestone
System: Xbox One/PS4/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

MXGP3
2019 VIDEOGAME



Product: MXGP3
Company: Milestone
System: Xbox One/PS4/PC
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY

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GAMES





Product: Mega Man Legacy Collec-
tion 2
Company: Capcom
System: PS4/PC/Xbox One
Release Date: August 8, 2017
Rating: 'E10+' - Everyone TEN and
OLDER ONLY [Cartoon Violence]



Product: Mega Man Legacy Collection 2
 Company: Capcom
 System: PS4/PC/Xbox One
 Release Date: August 8, 2017
 Rating: 'E10+' - Everyone TEN and OLDER ONLY [Cartoon Violence]



Product: Lego Dimensions Wave 9
 Company: WB Games
 System: Wii U/PS3/Xbox 360/Xbox One/
 PS4
 Release Date: September 12, 2017
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence, Crude
 Humor}

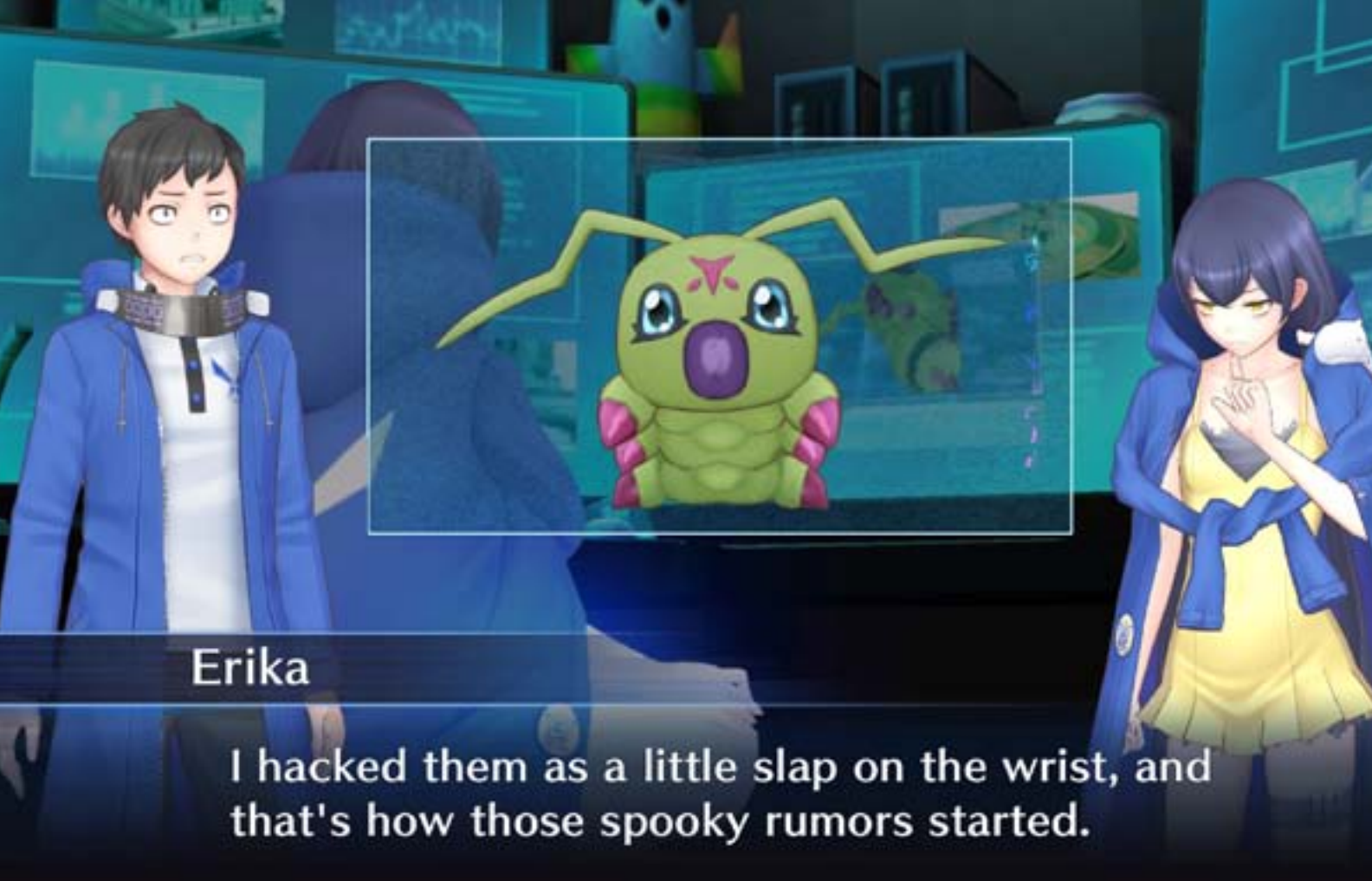


Product: Lego Dimensions Wave 9
 Company: WB Games
 System: Wii U/PS3/Xbox 360/Xbox One/
 PS4
 Release Date: September 12, 2017
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence, Crude
 Humor}



Product: Lego Dimensions Wave 9
Company: WB Games
System: Wii U/PS3/Xbox 360/Xbox One/
PS4
Release Date: September 12, 2017
Rating: 'E10+' - Everyone TEN and
OLDER ONLY {Cartoon Violence, Crude
Humor}





Product: Digimon Story Cyber Sleuth Hackers Memory
 Company: Bandai Namco
 System: PS4/Vita
 Release Date: 2018
 Rating: 'RP' - Rating Pending





Product: Marvel vs Capcom
Infinite
Company: Capcom
System: PC/Xbox One/PS4
Release Date: September 19, 2017
Rating: 'RP' - Rating Pending





Product: Marvel vs Capcom
Infinite
Company: Capcom
System: PC/Xbox One/PS4
Release Date: September 19, 2017
Rating: 'RP' - Rating Pending





Product: The Escapist 2
Company: Team17
System: Xbox One/PS4/PC
Release Date: TBA
Rating: 'RP' -Rating Pending



Product: The Escapist 2
 Company: Team17
 System: Xbox One/PS4/PC
 Release Date: TBA
 Rating: 'RP' -Rating Pending



DEVELOPING GAMES



Product: Gundam Versus
Company: Bandai Namco Entertainment
System: Playstation 4
Release Date: Fall 2017
Rating: 'RP' - Rating Pending





NOW

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MotoGP 17
Splatoon 2

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PLAYING





NOW PLAYING



Product: Cars 3 Driven to Win
 Company: Warner Bros Interactive
 System: PS3/PS4/Wii U/Switch/Xbox
 One/Xbox 360
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence}



Product: Cars 3 Driven to Win
 Company: Warner Bros Interactive
 System: PS3/PS4/Wii U/Switch/Xbox
 One/Xbox 360
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Cartoon Violence}

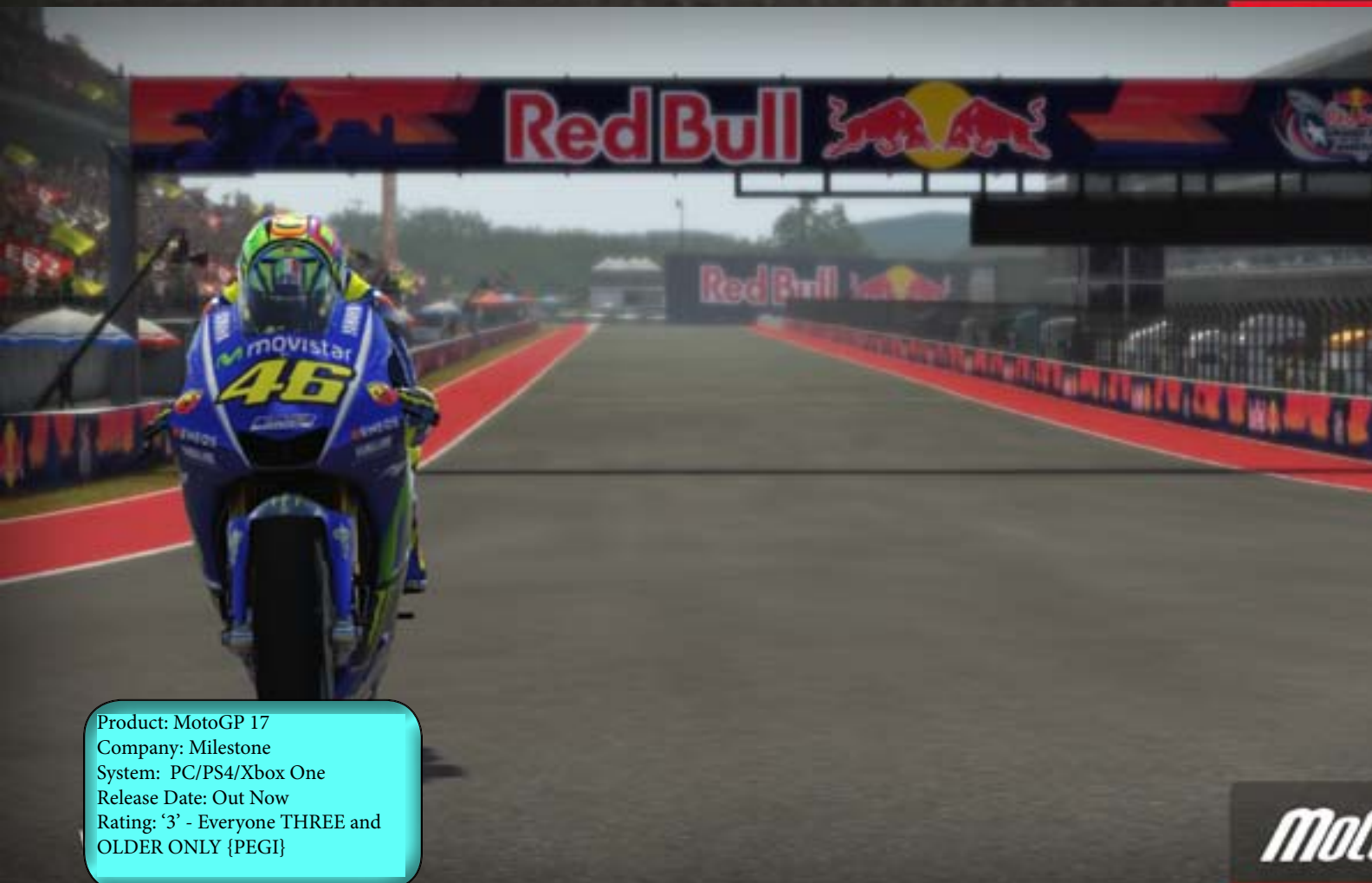
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NOW PLAYING



Product: Cars 3 Driven to Win
 Company: Warner Bros Interactive
 System: PS3/PS4/Wii U/Switch/Xbox One/Xbox 360
 Release Date: Out Now
 Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence}







Product: Splatoon 2
 Company: Nintendo
 System: Nintendo Switch
 Release Date: July 21, 2017
 Rating: 'E10+' for Everyone TEN and
 OLDER ONLY {Cartoon Violence}

NOW PLAYING





Product: Splatoon 2
Company: Nintendo
System: Nintendo Switch
Release Date: July 21, 2017
Rating: 'E10+' for Everyone TEN and
OLDER ONLY {Cartoon Violence}





Last Minute

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Product: Super Mario Odyssey
 Company: Nintendo
 System: Switch
 Release Date: October 27, 2017
 Rating: 'RP' - Rating Pending



Product: Super Mario Odyssey
Company: Nintendo
System: Switch
Release Date: October 27, 2017
Rating: 'RP' - Rating Pending



Product: Accel World vs Sword Art Online
 Company: Bandai Namco
 System: PS Vita/PS4
 Release Date: July 7, 2017
 Rating: 'RP' - Rating Pending





Product: Accel World vs Sword Art Online
 Company: Bandai Namco
 System: PS Vita/PS4
 Release Date: July 7, 2017
 Rating: 'RP' - Rating Pending





Product: Crash Bandicoot N Sane Trilogy
 Company: Activision
 System: Playstation 4
 Release Date: June 30, 2017
 Rating: 'E10+' -Everyone TEN and
 OLDER ONLY {Cartoon Violence, Comic
 Mischief}

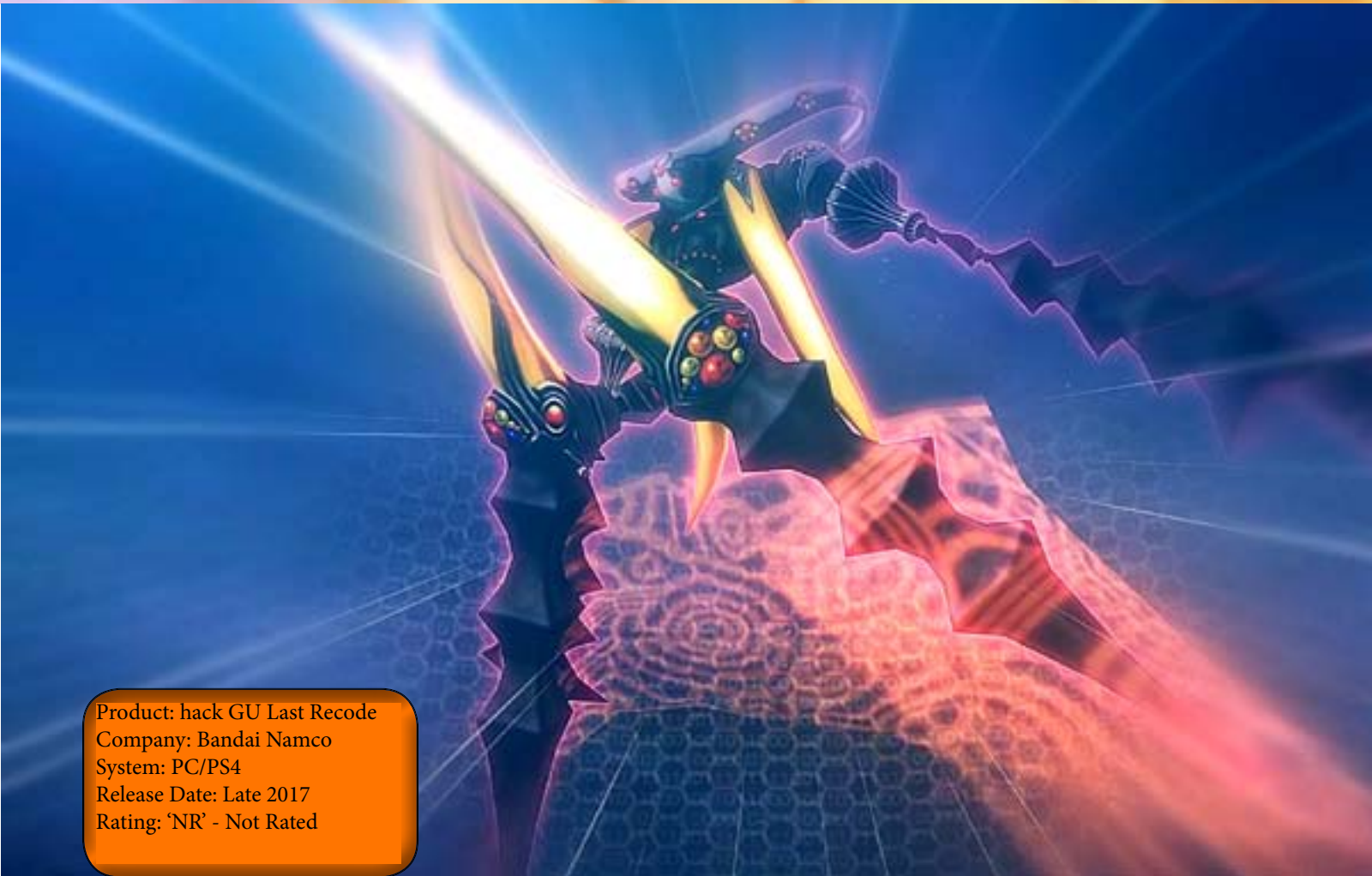


Product: Aven Colony
 Company: Mothership Entertainment
 System: PS4/PC/Xbox One
 Release Date: July 2, 2017
 Rating: 'E10+' - Everyone TEN and
 OLDER ONLY {Fantasy Violence, Lan-
 guage, Mild Blood}





Product: CHESS ULTRA
Company: Ripstone Games
System: PC/PS4/Xbox One/PS4 VR
Release Date: Out Now
Rating: 'E' - Everyone SIX and OLDER ONLY



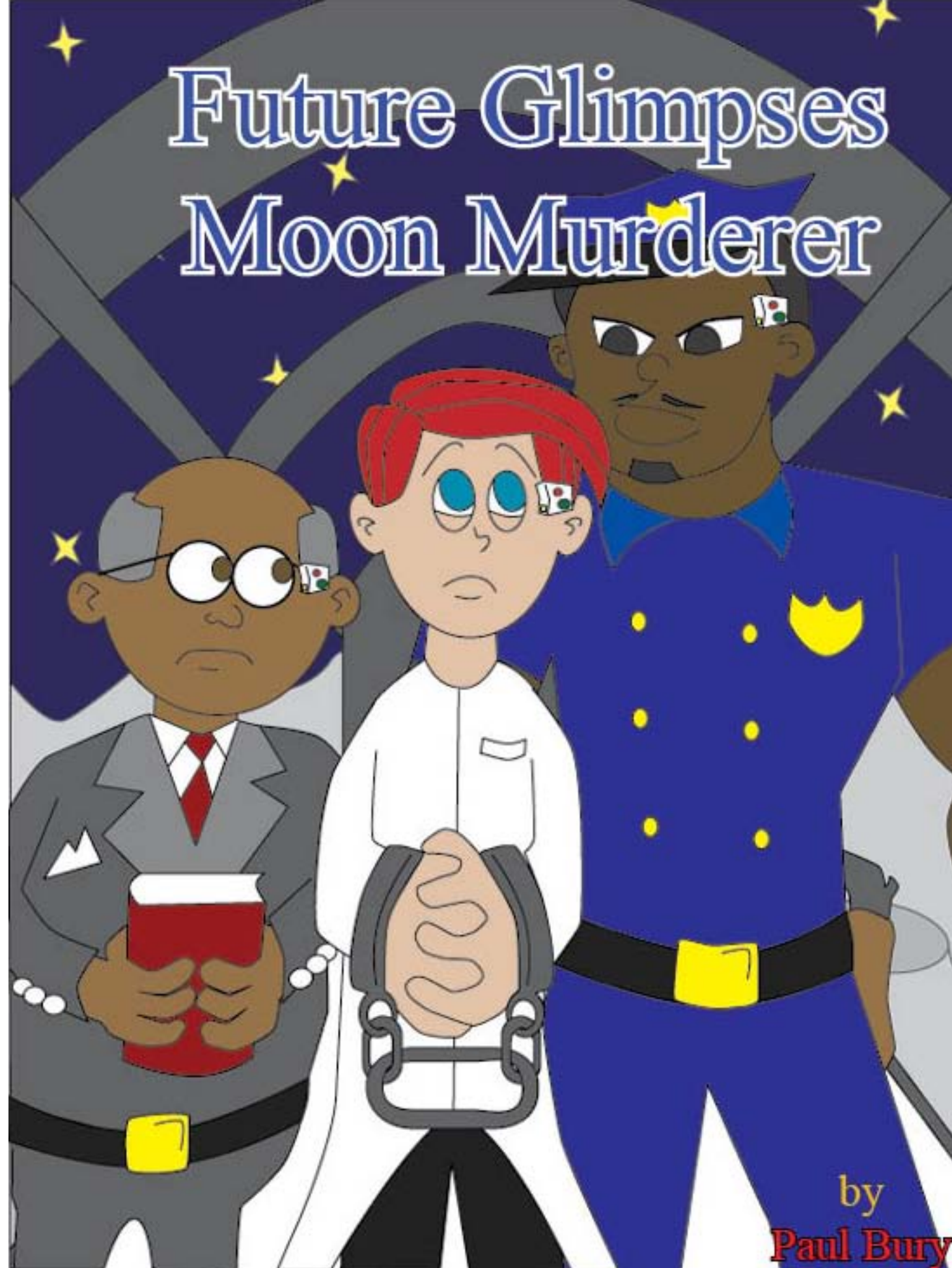
Product: hack GU Last Recode
Company: Bandai Namco
System: PC/PS4
Release Date: Late 2017
Rating: 'NR' - Not Rated





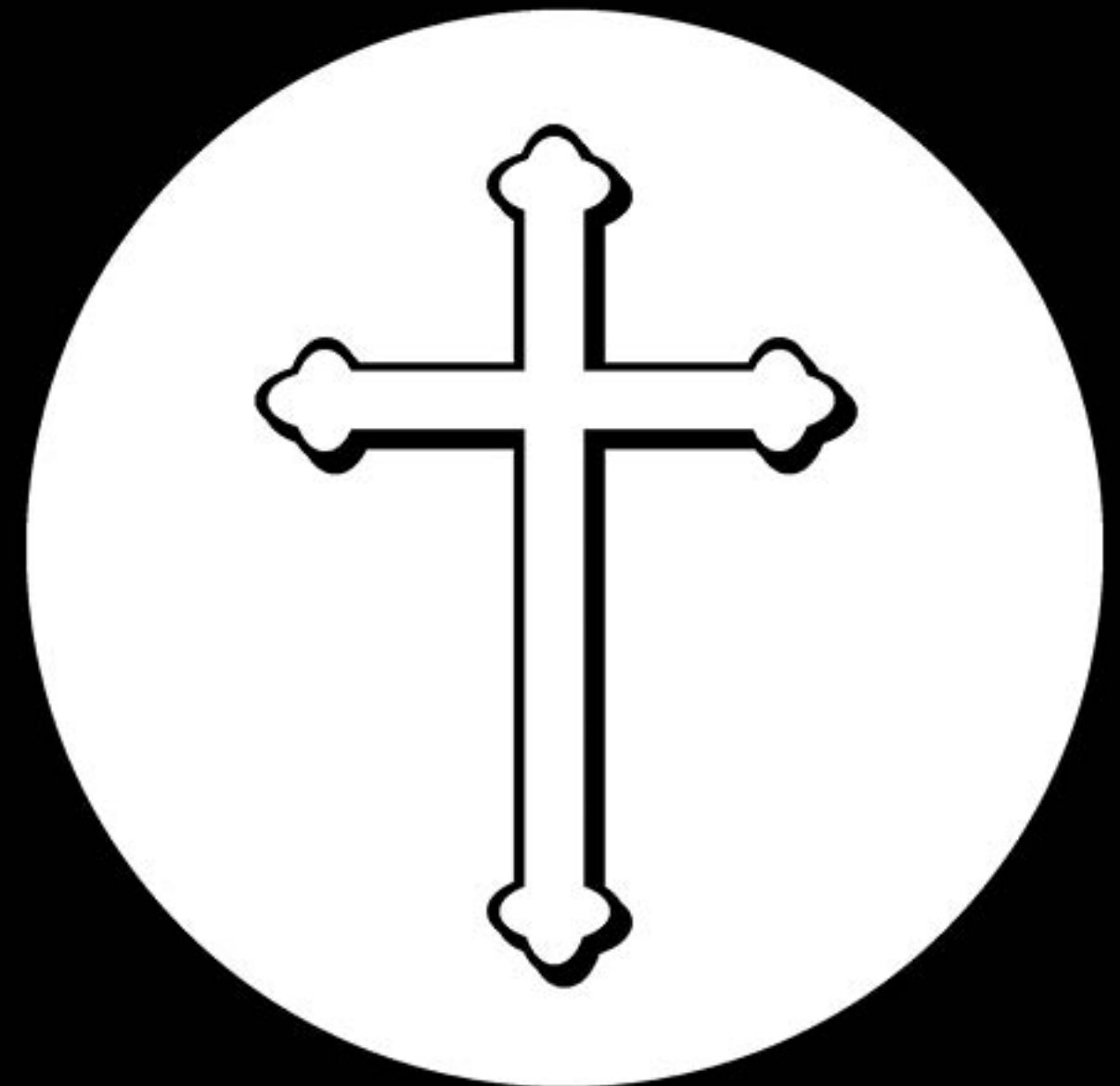
Product: NARUTO SHIPPUDEN
Ultimate Ninja STORM Legacy
Company: Bandai Namco
System: PC/PS4/Xbox One
Release Date: Fall 2017
Rating: 'RP' - Rating Pending





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