

# FAMILY FRIENDLY

GOOD

OK

GOOD

## GAMING

The VOICE of  
the FAMILY in  
GAMING



ISSUE #75

October 2013

Sonic, Knack, Final Fantasy, The Crew, Naruto, and more!

Just Dance 2014 will allow six players on the Xbox One!

Rebuilt from the ground up! Bigger, better, and new design





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ISSUE #75

October 2013

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# EDITOR'S DESK

# FEMALE SIDE

## Major Redesign

I would like to welcome all of our wonderful readers to Family Friendly Gaming NUMBER Seventy-Five. I promised a surprise, and here it is. We upgraded our magazine software from InDesign CS2 to InDesign CS5.5. This entire issue was built from the ground up. Meaning we did not bring across a previous save. We did not copy across anything from the previous format. Everything was built from scratch. We thought about what we could do differently. We thought about what would work better. We prayed for guidance and direction. What you are reading is the product of all of that time, thought, prayer, and efforts.

We know InDesign CS5.5 is not the newest version of the software. But it is new to us. And we are learning many of the new features. Please bear with us as we will continue to learn as the months and years go by. Why not get the most current version? Well Adobe is trying to shove everyone into the Cloud where you pay them monthly or yearly to use the software. That rubs us the wrong way. We believe in purchasing the software one time, and using it for as long as we can. There is an InDesign CS6 on the market are well. However it was more cost efficient for us to upgrade to InDesign CS5.5. Plus version two would not upgrade to version six. We can upgrade to version six at some future date.

So what all is new? There are new fonts, additional contents pages, a more uniform and aligned lay out. Certain sections like Sports have been moved. The Devotional and Video Games 101 pages have also been moved. This was done to keep the writing sections in one area, and the image sections in another. The front cover font has been radically changed. The layout has been altered. The layout and design of the columns, and news section have been altered. I could go on and on. Why don't you check it out for yourself. If you are really interested then you can bring up issue Number Seventy-Four, and this issue. Compare them side by side.

Right now we have a very clean look in this issue. There are not many pieces of art, or background images on the pages. I am curious if our readers like that better, or if they want us to make some background art again. I listen to feedback. I may not always be able to accommodate,

or it might take some time. But as this issue proves we continue to march forward improving as we are provided the opportunities.

We also purchased a video capture device. So we will be playing around with that, and Lord willing be uploading videos to Youtube. I am writing this column close to a month before the issue is released. So hopefully we have already uploaded some videos from the device to our Youtube channel.

A big thank you for all of the wonderful support from our readers, advertisers, partners, developers, publishers, PR firms, writers, pastors, and everyone else who has contributed to the continued operations of Family Friendly Gaming. We could not do this without you.



## Not My Department

Do you know what one of the worst answers we receive is? Can you guess from the title of this column? In case it was not glaringly apparent the: "Not My Department," answer is one of the worst. Especially when it comes with thankfulness for something that was done for them. Let me provide a scenario that Paul and I deal with on a weekly basis. We get sent something on a product. We provide them coverage. We are verbally thanked, and they ask if there is anything they can do or answer for us. So we ask a question, and BAM out comes the: "Not My Department."

Do not offer if you can not deliver. Especially when the answer makes no sense. Why is there a wall between marketing and advertising? In my mind those two are so closely related that they should be in the same area. Now maybe it is a person who sits three cubes down, but it is that difficult to walk over to them? Or send an email asking. Especially when you are so thankful for all of the work Family Friendly Gaming has done for you. Don't you want us to stay around and continue to publish coverage of your products going forward?

What I find sad is only a few people will change thanks to writing this column. It is the case almost everywhere. The people who really need to get some common sense never read, hear, or watch anything that encourages personal growth, development, and change. The school our youngest son goes to has a Facebook page. There are fellow parents bringing up issues, and discussing them. The problem is the people who are messing things up, never go to that Facebook page. They keep doing the same thing. The school calls all parents to tell us of problems, and what needs to be changed. Again the offenders keep on doing the same thing.

I hope I am wrong. I hope that this column opens some eyes out there. If you have enjoyed working with Family Friendly Gaming over the years, then please be our biggest advocates. Please let your employers know that they need to immediately start advertising with Family Friendly Gaming. They need to contribute something back into the pot, instead of only taking out of it. Think about this if you are not sure - how many times have we asked this of you? How many times have we run fund raisers? How many

times have we passed around the plate. The answer is none. So please have a heart, and help out.

To all of our current advertisers and supporters - THANK YOU! We appreciate you, and appreciate your proactive involvement in keeping Family Friendly Gaming open, and operational. You are doing a wonderful thing, and we are thankful from the top of our heads to the bottom of our toes. I also want to thank you for not using the: "Not My Department," lame excuse.

God bless,  
Yolanda Bury

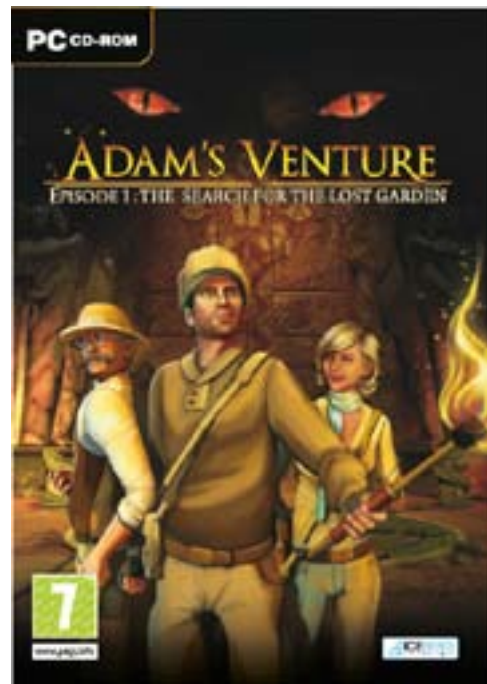




# ADAM'S VENTURE

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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.



## Working Man Gamer

### Getting Involved

Gamers are known to be one of the most selfish groupings of people on the planet. Why is that? Is it a PR problem like Vice President Biden claims? Or is there something deeper going on? Is the classification an accurate one? Gamers spend countless hours with their own entertainment. When a gamer brags they spent twenty-four straight hours playing a game they make all of us look bad. How many gamers are even aware of things they say that make the entire community look bad? If they don't care then they are proving they are self centered.

The first problem is communication. Too few gamers talk about anything other than games within the community. Which is one of the cool things about Family Friendly Gaming Nation. Important topics are constantly being brought up. Gamers need to talk about how we are all perceived. Guard our tongues in what we say. Be aware of how we say things. Think outside our myopic box, and realize others are going to look at it differently.

The next issue is to take responsibility. Stop blaming others for pointing out school shooters are all gamers. Acknowledge games can give us thoughts of violence, and talk about rejecting those thoughts. Condemn the school shooters for using FPS games to become more lethal killers. Stop attacking those who find problem in our industry.

Finally point out the areas gamers are helping. Not just the throwing money at problems. But actually getting physically involved in making the world a better place. Show gamers who put the controller down, help the homeless, hungry, poor, and orphaned.



# 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!

## AGREEMENT

Hi! I'm a 20 year old, female gamer who just recently found this site, and I have to say that I love it! It's great to find other Christians that play video games and share a lot of the same beliefs I do. I've read over some of the reviews and I plan on using this to help me pick out some more games to play!

My favorite games are the Harvest Moon series (but like the reviewers, I wish they would get rid of the goddess and the witch and wizard aspects of the game, I try to avoid that as much as possible) and Animal Crossing (again, I'd like the fortune teller removed).

I'm adding this site to my bookmarks and I'll keep you all in my prayers!

The Lord be with you all.  
- Jessica

{YB}: Thank you so much for your words of encouragement. Your prayers are also so appreciated. We are human, and we make mistakes.

Did you know about our seal of approval? Only the best of the best earn it. Here is a page with all of them listed:  
<http://www.familyfriendlygaming.com/Reviews%20Seal%20of%20Approval.html>

## Disney Infinity

Hey I love Family Friendly Gaming and all you stand for. I read your review of Disney Infinity, and it convinced me to buy it. I wasn't going to buy it because Disney supports sexual deviancy and I don't like giving them money because of that stance. I decide to be the bigger person and purchase the product. Maybe they will fix their deviant supporting policy.

You are so right about Disney Infinity. This game is fun, but also repetitive. Toy Box is so much fun, yet levels have to be played to earn stuff. I can not

wait for the Toy Story characters and world to come out. I hope they make the new worlds more story based. Clearing missions is okay the first couple of times, but after that I want something deeper.

How much did Disney pay you to post all of those pictures and videos?  
- Brian

{PB}: Thank you so much for your words of encouragement. They mean a lot to us. We are also very happy to help, and to be of assistance in this regard. You make a valid point. Problem is now-a-days most of these companies are shoving Christians in the closet, and promoting all kinds of wicked and vile things. God will judge them. Knowing history is an important

thing. Back when this deviancy was defined as a mental illness there was a group of radicals that threatened the APA until they got their way. They learned they could bully others into giving them what they wanted. We Christians are one of the few groups standing up for what God says is right over the shifting in the sands opinions of man. I expect the attacks to get more vicious and more vile as time progresses.

Disney paid us absolutely nothing for all of that work. We published a ton of content for them, and received no financial funding from them at all. They did send us a free copy of Disney Infinity on the Wii U, and a package containing two Power Discs. We purchased the Cars Playset, Lightning McQueen,



Holly, and Mater ourselves.

It would be nice for Disney Interactive to send some advertisement revenue our way to reach the 3.1 million unique IPs we have reached. We are not about the money though. God takes care of us. God is where we put our hope, faith, and trust.

## Books

How are you coming on your book projects? Anything new for us to read?  
- Debra

{PB}: Your question came in at just the right time. By the time you read this in the Family Friendly Gaming e-magazine you should be able to find Version 2 of Video Game Lies on Amazon, and Kindle for purchase. There are thirty more pages, a new chapter, and all kinds of different changes, revisions, and improvements throughout the book. Hope all ya'll love the book. We also lowered the price because we want more people

## VIDEO GAME LIES



by  
Paul Bury

Version 2

to read Video Game Lies. It is important. I am not trying to get wealthy from this. Instead educate. The education in Video Game Lies is too important for anyone to miss out on. We are exploring entrance into libraries with this important book.

I am also getting closer on my Christian sci-fi novel. The world that has been created is amazing. Christians and non-Christians can immediately



# SOUND OFF Continued

embrace this exceptional world while being entertained.

## Turning the Other Cheek

FINALLY!! Someone wrote the article I have talked about for years. I wish more people would apply the teachings of the Bible to their entertainment. Thank you, thank you, thank you, thank you, thank you, thank you, and thank you for writing Turning the Other Cheek While Gaming. I hope God blesses you and Family Friendly Gaming for bringing God into video games. No one else is even trying to point people to God. They all dance around with Satan being deceived. The entertainment we watch, listen to, read, and play mold us, shape us, and make it like it wants us. Keep up the good work.

- Samantha

It's just entertainment. Get that through your thick skull. It does not mean anything. It does not matter. No one cares.

- Bob

Very fascinating article. I never thought about it like that before. Thank you for making me think.

I will analyze my choices better thanks to you.  
- Charles

{PB}: First off I want to thank everyone for all of their wonderful feedback. Even those who disagree with the article, and do not tolerate diversity within the video game community.

I am very thankful for so much positive feedback. I live my life daily being as sensitive to the Holy Spirit as I can. It is not about me. It is about the direction God leads, guides, and directs me. God pressed this story on my heart, and I faithfully obeyed. I am so thankful that so many people were impacted by this article. I am honored that so many people are thinking about their choices of entertainment, and what they do within video games.

To those who were negative - let me point you to so many others who acknowledge entertainment does teach us things. Could you please open your mind to that reality? If it does not matter, and it does not mean anything then why do you do it? Why not choose something that does have meaning? Are you telling us you are so wasteful of your time? Do you mean you do not care? Because

I care. And there are many other people who care as well.

## Surprise

What is this surprise in Family Friendly Gaming #75?  
- Darlene

{PB}: Check it out! Family Friendly Gaming was rebuilt from the ground up. All new look thanks to an upgrade in software. It is also my hope that there is some improved functionality and new features. We will not know if the new features work until after this is published. What do you think? Do you like it? Is there another way we can improve?

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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# TALK TO ME NOW

Carter Theis from Enoch Magazine took some time to answer a few questions for Family Friendly Gaming Nation.

Q. What can you tell us about the creation of Enoch Magazine?

A. Enoch Magazine was created because of 2 major moments in my life. The first was when I became a Christian. Once I became a Christian all my creative energies and talents shifted toward God. I thought, “Why try to make something cool for the world, as trends come and go? But make something for God... now that’s eternal!” So I started this clothing company called Enoch Clothing where I designed shirts and hats to visually represent verses in the Bible. That was the first major event. The second happened once Enoch Clothing began to grow. A Christian magazine company on the east coast saw what I was doing and hired me to be the Senior Editor of a print magazine targeting extreme sports and youth. Without going into all the details, I moved out there and built the magazine for this big company. But I soon found out that their view of God was quite different than my view of God. Even though I was young in my faith, I knew things were wrong. So when they canceled the magazine a few years later, I decided to keep doing what I was doing. I believe God had essentially given me a 2-year onsite paid job training. Even though I would work for free from that point on, the message and stories about Christians serving God would remain pure, (and hopefully lead others to know Jesus). So, 5 years later, I’m still unemployed, doing Enoch magazine.

Q. Is Enoch Magazine a magazine? Like published issues? e-magazine? video magazine?

A. Well the simple answer is, “It is what it is.” We started Enoch Magazine back in 2007, and at that time a lot of print magazines were going under. Distribution for magazine was getting harder and more expensive, and print costs were a continued issue. At the same time, tablets and iPhones were rumored to happen, so many people were toying with the concept of online magazines. I remember some websites actually worked like a magazine, where you could turn the pages with your finger or mouse! I originally started Enoch magazine as an online website. It had tons of features like: weekly podcasts, articles, album reviews, band interviews, ministry stories, and featured videos. Pretty much everything I was in charge of doing at the previous magazine, I worked into our site digitally. But after awhile, it was too much. So every year, Nate (my ministry partner) and I would design a new website, and we’d eliminate one or two things. I’d say the advancement of Youtube is what caused us to ultimately be a video magazine. Our original videos were shot on Standard Def 4:3 ratio because that’s what Youtube was. Now Youtube is full HD widescreen, and anyone can watch it for free on their phone! We realized, it is now easier to watch an Enoch video than it is to watch a prime time network TV show! So we made the switch and now only spend our time making videos and documentaries for online viewing.

Q. Any interesting stories behind the name Enoch Magazine?

A. Yes. Enoch is a prophet in the Bible. He is only mentioned 3 times. But Biblically he’s a big deal. He’s the 7th generation of Adam. God defines the number 7 as his “perfect number of completion.” Enoch also lived to be as many years as there is days in one year: 365! Then, he didn’t die. Instead, the Bible says. “God took him, he was no more.” So he vanished from earth! The Bible explains that “By Faith, Enoch walked with God and pleased God.” I named the clothing company and ultimately the magazine after Enoch, because that’s what every Christian strives for: “to walk with God AND please God.” I mentioned the Enoch was a prophet, and to be a prophet, you need to deliver a message from God about something that will happen in the future. If you read Jude 1:14, you’ll see that the Bible makes it clear that Enoch is a prophet and he’s the 7th generation of Adam (which can also be verified in the lineage in Genesis 5). But in my opinion, Enoch is (by default) one of the 2 men (prophets) in Revelations 11-12. The Bible only describes two men who went straight to heaven without dying: Elijah and Enoch. The Bible also mentions that in the end times, two ‘prophets’ will be killed in the streets of Jerusalem. It says, the whole world will gaze on their bodies as they lie in the streets for 3 days. With twitter and video phones and Skype, this is possible. The Bible doesn’t say these two prophets will be Enoch and Elijah, but read up on both of these guys and see what you think!

Q. You’ll go to a lot of music events. How has Enoch Magazine been received?

A. Yes. For people who don’t know, we started going to concerts and secular events as media/press. We do a video interview with the bands and work in the question, “What is your perception of Jesus and how did you get that?” I thought we’d be kicked out immediately when we started doing this, but to this day, no one has gotten mad at us. A few have asked what our intentions were, and some have become guarded. But with the cameras rolling, no one goes crazy. So, why has this worked for us? 2 reasons I think. 1) It’s because of our work with the homeless in Skid Row. We started Enoch Magazine with ministry videos and “how to” reality webisodes about helping the homeless. When we ask bands about Jesus, we use our work in Skid Row to validate the question. We ask them about their experiences with homeless people of ‘giving back.’ That softens them up a bit, then we say, “homeless people we worked with believe in God, etc....What your perception of Jesus?” 2) The second thing we do that’s very important is we’re the most professional. Rock bands want to be glorified and praised. So we show up with a multi-camera crew, and then we meet them at their set and

film them live. Then we mix their live performance with the multi-cam video interview. It’s an incredible gift to them and their fans, and even though there’s only one ‘religious’ question in the interview, people know why that’s there. ( I think if we went any further and pushed a debate style interview, we’d never be asked back to these secular rock tours).

Q. Enoch Magazine has a real heart for the homeless. How has God prepared you all for that ministry?

A. I always had a heart for homeless people. As a child, when I’d see a homeless man, I understood that he was poor and looked down upon. I understood that no one liked him or wanted to talk to him. I’ve always seen homeless people as enslaved humans. Whether it’s drugs, mental illness, demonic possession, physical abuse...whatever it is, it’s a dark force that has for whatever reason attached itself to that person. Now this gets us into a bigger question that missionaries and other street evangelists debate, which is: “Can everyone be saved? or are some people claimed for God and others for Satan?” Scary question, I know...by answer to it is simple, “Who cares, just try to do what the Bible says and let God worry about who’s going where... and why!” What gets me motivated to help the poor is the abuse I see around them. I see the drugs and dealers, the pimps and the prostitution, and I realize there’s not enough Christians going in there and firmly being ‘the light.’ Imagine if every Christian went into the seedy areas of society on their spare time? Instead, only a few do, and they survive. So God prepared me by giving me a heart for the person being left behind and abandoned by society. And he gave me the ability to look beyond the physical act of someone smoking crack or engaged in prostitution. In terms of preparation and preparedness for the streets, I had none. And that’s sad, considering I grew up in a Christian home and was in church every week of my life. So when Enoch Magazine took its first trip to Skid Row Los Angeles, it truly was a suicide mission...in terms of, we had no church, adult leaders or organization supporting us. We didn’t know any experienced Christians in homeless ministry. But rather than letting that detour us, we expected that God would protect us and show us what we were meant to learn. That video is being edited right now and you can watch the teaser here. Shooting for Christmas 2013 completion.

Q. Any problems at any of the events?

A. I assume you mean the homeless outreaches we do? Yes and No. But I told you some stories, you might not want to venture out on the streets as we did. So I won’t disclose anything specific, because I don’t want to detour anyone from their calling because of some incident that God allowed happen to me. I will say, we were protected each and every time, and God taught us a ton and provided all our needs. Whenever you go to do ministry, there’s risks involved. Sometimes, your safety is at risk, sometimes the message is at risk, sometimes the audience meant to hear the message is at risk. I remember one time we were praying with a prostitute and her pimp came up and grabbed her and dragged her away from us, (in a violent manner probably to punish her for talking to us and us for praying with her). It’s a battle out there, but if you don’t see and witness the stuff we’re witnessing, I wonder how deep and meaningful your relationship with God is. Because for me, I see God’s power and beauty much more clearly when I’m out there in the streets. It also helps a ton with my faith! To anyone who’s scared, just remember, you’re on the side of the true Savior.

Q. Enoch Magazine’s Youtube channel touches on a lot of unconventional ministries. Are these ministries cropping up because too many churches are inward focused?

A. I believe that if you are a Christian, then you need to be involved in a ministry. I could be wrong on that, but it’s what I believe. And it’s what most mission based Christians believe. So we try to film ministries that broaden your thinking. My goal in all these videos and documentaries is to provide someone with spiritual and visual motivation. We chose homelessness because it seemed like a basic starting point. If you care about the poor and oppressed like the Bible says, then homeless are an easy fit. Other ministries we cover like the Stripper Outreach in Las Vegas, are to show viewers the wider possibilities that are out there. Our Auto Ministry video might encourage a technician to use his skills to help poor families with their cars. I hope our videos and website will show Christians that there’s a ton of opportunities out there. And I hope it will show non-Christians that there are tons of Christians out there serving and loving the poor. But an important point I need to make is this: Don’t be focused on changing or fixing the situation. Ministry is not the end result, but rather the interaction and the caring for the person when things are tough. Whether you get a homeless person off the street or not, you are doing what Christ commanded, and others will see that sacrifice.

Q. What should the churches be doing to help with the issue of homelessness?

A. Well, no one has actually asked me this, so I spent a little time on this, and consulted a few leaders above me, and we came up with this: Churches should staff Urban Pastors!!! What a great idea. Imagine if a church had an Urban Pastor on staff. Someone close to an under-resourced community who knows the true needs of individuals and the homeless. Churches hire Youth Pastors and Worship Leaders, why not an Urban Pastor? Technically, homeless and poor families are your neighbors. Another thing a church can do is instruct the congregation to do an act of kindness to someone in need but never tell anyone about it. You can tell the person you’re helping of course, but that’s it. The lesson is help the poor, but not tell others about our sacrifice.



# DEVOTIONAL Video Games 101

## The Goal

What is your goal? What do you hope to achieve? What are you striving for? What are you living for? What are you willing to die for? These questions are key to what choices we make in life. They are also instrumental in determining our focus. They are crucial in performing any self analysis.

Do you plan to make a lot of money for yourself or someone else? What then? You can't take it with you. Leave it for your children so they can act like spoiled brats and mistreat other human beings? Isn't it better to spend time with your kids now and teach them how to behave? Whatever you could build on earth will at some point crumble into dust.

My goal, my focus, and prize is heaven. **Matthew 25:23** *"His master replied, 'Well done, good and faithful servant! You have been faithful with a few things; I will put you in charge of many things. Come and share your master's happiness!'* I look forward to Jesus telling me: "Well done, good and faithful servant." This is why when people tell me to do something that directly contradicts God's

teachings I respectfully refuse. I care more about what God thinks of me than any man. I care more about pleasing God than pleasing any humans. I fear punishment from God way more than any pain mere mortals can cause me.

The Apostle Paul is an amazing man of God. He wrote so many things for the rest of us to learn, develop, mature, and grow. He taught us so much about WWJD. He educated to what is means to be sold out for Jesus. **Acts 20:24** *However, I consider my life worth nothing to me; my only aim is to finish the race and complete the task the Lord Jesus has given me—the task of testifying to the good news of God's grace.* His focus was on the things of God. His aim, and his goal was what God set before him.

The Apostle Paul also kept the faith. **2 Timothy 4:7** *I have fought the good fight, I have finished the race, I have kept the faith.* He was not perfect. He made mistakes. He suffered tremendous persecution. Yet he strived on because it is just too important. Our eternal souls are on the line. We live for God or we live for the world. We live for the kingdom of heaven or we live for the world. Which do you

pick?

It is no wonder that Jesus spent so much time teaching on the kingdom of heaven. **Matthew 13:45** *"Again, the kingdom of heaven is like a merchant looking for fine pearls."* He explained it to ways that will interest, excite, entice, and thrill us. What does that tell you? It is worth the price. We can chase after things that rust away or we can share the good news of Jesus Christ. What fleeting happiness on this planet can be worth missing out on heaven?

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.

Conversations we have in the public at a variety of venues shows us one important fact. There are many people who do not understand the phrases used in the video game industry. No one cared enough to teach them what they stand for. Family Friendly Gaming has decided to right that wrong. We refuse to act arrogantly like so many others in the gaming media. Instead we will humble ourselves and go back to basics.

Retro Gaming - this refers to playing games on older systems. There is always a current generation of systems. Those that retro game play on systems older than the current generation. There are events where retro gamers play older games together, buy older games, sell older games, and socialize. There is even new game development on the older systems. Unless the games are collectibles they generally cost way less than current generation video games.

Family Friendly Gaming - Not only is this the magazine, e-magazine, and website it also refers to gaming that is safe for the entire family. Families have found playing together is a valid

use of their time. They however want games that are safe for all ages of the family.

'EC' - Early Childhood. The lowest rating the ESRB has is 'EC,' which stands for Early Childhood. These games are learning games designed for children under the age of six years old. They always have a positive educational value, and teach things like numbers and/or letters. Sesame Street, and Dora the Explorer have multiple games rated 'EC' on the video game market place.

'E' - Everyone. The 'E' for Everyone rating by the ESRB is mildly deceptive since it is not for everyone. The 'E' for Everyone rating is actually family members that are six years old and older. Birth to six years old are considered too young for the content within the Everyone rating.

Nintendo 2DS - This is an upcoming hand held coming out from Nintendo. This little machine will be very similar to the Nintendo 3DS. It will play Nintendo 3DS games. The big difference is the Nintendo 2DS will not include the 3D effects of the top screen that the Nintendo 3DS employs. The cost of

the Nintendo 2DS will also be significantly lower.

DLC - Downloadable content. This is additional content that is added to a video game. It is downloaded through an Internet connection onto the hard drive within the machine. This has been widely used on the Personal Computer, Xbox 360, Playstation 3, Playstation Vita, Nintendo 3DS, and Wii U.

Sandbox - This word is used to describe games or areas of video games where the player can build as they see fit. Similar to a sandbox that children play in. Games like Minecraft are known for being sandboxes. Gamers can create wonderful castles, towns, monuments and more. Disney Infinity includes a sandbox mode in the Toy Box. Families can place a variety of items to create fun game play areas.

Pacifist Gamers - These are gamers who refuse to resort to following violence inside video games in any way, shape or form. They come up with creative solutions to problems within the games. Many times they are seen running away from combat. Many are applying their real world beliefs to the games.



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### THE AMERICAN BIBLE CHALLENGE Renewed for Third Season

GSN announced that it has ordered a third season of its highest-rated original series of all time, THE AMERICAN BIBLE CHALLENGE, a one-hour game show hosted by comedian Jeff Foxworthy in which contestants compete based on their knowledge of the Bible. Grammy® winner Kirk Franklin, who joined the show as musical co-host in season two, also returns for season three. The network has ordered 9 episodes for season three, which is slated to air in 2014.

"We are proud of the breakthrough success of this atypical series," said Amy Introcaso-Davis, EVP, Programming and Development, GSN. "The American Bible Challenge is GSN's flagship show that appeals to everyone in the family. This series, along with recent hits 'Minute to Win It' and 'The Chase,' serves as the

# NEWS

foundation from which we will build on and double our programming efforts in the next year."

Tom Forman, CEO, Relativity Television said, "Sometimes a show perfectly hits that sweet spot of exciting competition blended with real heart, and that's the story of 'The American Bible Challenge.' Our TV and online fans can look forward to another fantastic ride in our third season."

Host Jeff Foxworthy said, "I am happy the show has been received so well and through it we have been able to help many people that are in need."

THE AMERICAN BIBLE CHALLENGE, produced by Relativity Television, garnered the network's highest delivery in its 18-year history with 1.7 million total viewers for its August 23, 2012 series premiere. Factoring in the encore airing, the premiere episode was watched by over 2 million viewers. The second season premiered on March 21, 2013 and built upon the success of season one with year-to-year increases of

+34% W18-49 and +17% W25-54. THE AMERICAN BIBLE CHALLENGE has now been seen by over 21 million viewers.

The success of the show has extended to digital and social platforms with the launch of THE AMERICAN BIBLE CHALLENGE GAME for iPhone, iPad, Android, Kindle and Facebook, which currently has over 5 million gameplays, close to 400,000 users and ranks as the #1 Bible trivia game. The game is also among the top 10 free trivia games on the iPhone.

Comedian and author Foxworthy hosts this lively studio-based game in which contestants compete based on their knowledge of the Bible. Utilizing current pop-culture as well as historical references, questions are drawn from the rich, dense narrative found in the world's best-selling book. The contestants share their compelling back-stories and each team plays for a charitable organization.

### Kalypso Hires Industry Veteran as North American VP of Sales

Kalypso Media USA is pleased to announce the hiring of Sherry Heller as Vice President of Sales for North America and Asia. Heller is a long-standing industry veteran, having previously worked in sales for Cosmi, THQ and ValuSoft. Heller will manage all aspects of sales and distribution of Kalypso USA's catalog on both PC and console. "I am very excited to join the Kalypso USA family," said Heller. "Kalypso has an outstanding current product lineup, and I'm happy to work with them to expand their American and global distribution reach for future products." Simon Hellwig, Global Managing Director of Kalypso Media Group added, "We are delighted to have Sherry on board and are sure that her expertise and enthusiasm will help us to expand our business in North America and Asia."





### Rise Up in the EA SPORTS Draft Showcase Powered by Under Armour

EA SPORTS announced a brand-new career mode coming to NBA LIVE 14: Rising Star. In Rising Star, gamers will be given the chance to write their own history as an NBA player. Whether it's modeling your career as a scoring point guard or an athletic big, it's up to each player to decide how they want to dominate the game and earn Rising Star Points to improve their skills.

The first challenge is to make your mark in the EA SPORTS Draft Showcase powered by Under Armour. How well you ball on the Under Armour court will determine your Draft potential, and where you'll start your NBA career.

Manage your player's career for up to 25 years in the league, growing from a role-player coming off the bench to an NBA All-Star. When it's all said and

done, will you be the next NBA Superstar?

In addition to in-game integration, EA SPORTS is a key partner for the 2013 Under Armour Elite 24 event in New York.

The 8th

annual game and activities will take place at, and around, the newly constructed custom outdoor basketball court at the Tobacco Factory in Brooklyn, NY on August 23 – 24. The game airs live on ESPNU at 7 p.m. ET Saturday, Aug. 24.

EA SPORTS will launch NBA LIVE 14 later this fall on the next-generation of video game consoles, Xbox One® and PlayStation® 4.

EA SPORTS is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs and cross-platform digital experiences. EA SPORTS creates connected experiences that ignite the emotion of sports through industry-leading sports videogames, including Madden NFL football, FIFA Soccer, NHL® hockey, NBA LIVE basketball, NCAA® Football, Tiger Woods PGA TOUR® golf, SSX, and EA SPORTS UFC.

For more information on this game, and other family friendly games from EA Sports, check out the Family Friendly Gaming website here.

### Auntie Anne's Launches Charitable Campaign to "Give a Little, Laugh a Lot"

#### Soft Pretzel Icon Combats Childhood Cancer Through Philanthropic Partnership With Alex's Lemonade Stand Foundation

Auntie Anne's wants its guests to not only feel good about donating to fight childhood cancer but also bring a smile to their faces with its in-store fundraising campaign that encourages guests to, "give a little, laugh a lot." The campaign launches on August 20, National Lemonade Day, with a nationwide Happy Hour event in support of Alex's Lemonade Stand Foundation, a nonprofit dedicated to finding better treatments and ultimately cures for all childhood cancers.

The world's largest hand-rolled soft pretzel franchise aims to raise \$500,000 in eight weeks for Alex's Lemonade Stand Foundation and will ask guests to join in the fight against childhood cancer by visiting their local store to purchase a \$1 lemon icon featuring a fun, kid-friendly lemon joke. In appreciation of the donation, Auntie Anne's will provide a coupon for \$1 off the next purchase of any pretzel product and drink. The fundraising campaign starts Tuesday, will continue through September, which is National Childhood Cancer Awareness Month, and concludes on Tuesday, Oct. 15.

The fundraising efforts kick off with the first in a series of Happy Hours that reward guests who donate with a free pretzel.

From 2 p.m. to 4 p.m., August 20 through Thursday, Sept. 26, guests can visit any of the soft pretzel company's 1,012 domestic stores each Tuesday and Thursday, purchase a \$1 lemon icon and a 21 oz. soda or lemonade, and receive a free pretzel, in addition to the \$1 off coupon to be used on a future visit. Guests are also encouraged to share their own lemon joke via their favorite social media platform and use the hashtag #LemonHappy.

"Auntie Anne's is committed to helping achieve Alex Scott's dream of finding a cure for all childhood cancers, and we're excited about this opportunity to give back," said Heather Neary, Auntie Anne's Chief Marketing Officer. "While laughter cannot cure cancer, it does provide the opportunity to smile when faced with a difficult situation."

This is Auntie Anne's second annual nationwide fundraising campaign for Alex's Lemonade Stand Foundation. Since forming a partnership with the childhood cancer nonprofit organization in September 2011, the company has raised more than \$400,000 through its first national campaign, coin canister donations, local pretzel rolling contests, and the Auntie Anne's C.A.R.E.S. Charity Golf Tournament. The company's fundraising efforts made it one of the top 100 contributors to the Foundation in 2011 and 2012.





### CompuExpert Signs Exclusive Distribution Deal with Excalibur Publishing

CompuExpert, a division of Digital Interactive Systems Corp., announced that they have signed an exclusive North American distribution agreement with Excalibur Publishing Ltd., a division of UK-based, independent PC software publisher Contact Sales Ltd. Excalibur Publishing offers a variety of engaging PC and Mac games such as Euro Truck 2 and Farming Simulator, both of which topped the UK sales charts for several weeks.

“Excalibur is known for its line of well-crafted PC simulation titles that appeal to hardcore and casual players alike,” said Kelly Stewart, vice president of sales for Digital Interactive Systems Corp. “We’re excited to bring some of these games to the North American market.”

“CompuExpert has a deep knowledge of the retail space in North America,” said Robert Stallibrass, managing director of Excalibur Publishing. “Their expertise will enable us to reach a whole new audience of players.”

Zoo Park Pack Earlier this summer, Excalibur released Zoo Park: Run Your Own Animal Sanctuary, a wild animal simulation game. In Zoo Park, players care for over 30 different animals from all four corners of the earth. Like any modern animal care facility, you will need to run a professional program of rescue, rehabilitation, research and conservation to promote understanding and care of all the animals under your control. Of course, each animal type has its own list of requirements in terms of habitat, nutrition and care. You will need to address the individual needs of each one in order to run a successful and ethically sound zoo park.

### TSS Soars To #15 Top Grossing Spot on iPad

G5 Entertainment is proud to announce that “The Secret Society™,” the highly addictive mystery-style hidden-object game, reached the top 15 Grossing Games spot on iPad this week, making it the most popular hidden object game of its kind. Millions of players world-wide have joined the Seeker Society and enjoyed a mix of point and click challenges, hidden object adventures, brain teasers, puzzles and memory games.

In The Secret Society™ – Hidden Mystery you join the Order of Seekers, a secret society of people with a unique ability to move inside magic worlds. You travel through photographs in search for clues to unravel the mystery behind the disappearance of your missing uncle, and to prevent the dangers threatening the entire Secret Society. You will look for myriad of clues in photographs you move within. These clues, if gathered together with others, will expand even further the world you’re traveling and serve to help you unravel the mysteries you’re tasked with. Some of these puzzles are harder than others.

The game offers a completely engaging and wholly entertaining experience and it is more than just your usual hidden object game. You will appreciate the plentiful power-ups, which can fix you out of tight jams when an item proves too challenging to locate. Take advantage of renewable hints that will show you the hidden item, compass that will locate the item, dynamite that will clear it from your list, pocket watch that will add time if you cannot complete a level within 5 allowed minutes. Other power ups include ancient talismans, tools, food and drinks that you can purchase from within the game with coins you collect while playing the scenes or via in-app purchases. Collect all of the awards, to level up quicker; share your progress with friends and get special bonuses.



### Rovio Chairman Backs HTML5 Gaming Startup

Financing led by MOOR, a super

angel investor owned by Kaj Hed, Chairman and 70% stakeholder in Rovio, creators of Angry Birds

Goo Technologies, the leader in HTML5 high-end graphics for games and interactive visualizations on the web and the company behind the Goo Engine®, announced it has secured an undisclosed amount of seed funding to accelerate expansion amid the rapidly evolving and high-growth market for WebGL powered HTML5. The financing round was led by MOOR, a Swedish super angel investor owned by Kaj Hed, chairman and 70% stakeholder in Rovio Entertainment, creators of the globally successful Angry Birds franchise.

“We are excited about working with such an exceptional team and a technology that can bring a disruptive change to the interactive graphics industry,” said Kaj Hed. “Goo is extremely well positioned to be a real HTML5 ecosystem game changer, on any screen.”

Goo Technologies is a pioneering web technology company based in Stockholm, Sweden, with a vision where all digital experiences are available instantly on all devices, everywhere. Using its proprietary and world leading WebGL rendering solution, the company has made it easy to distribute high-end hardware accelerated 2D and 3D graphics straight into the web browser or as HTML5 apps on mobile devices. The Goo Engine is capable of publishing advanced games online just like a web page and making them available on any device regardless of physical location.

Through the Goo Engine, the company revolutionizes the publication and distribution of games by enabling millions of web developers to create real time and interactive high-end graphics directly in the browser on HTML5. Goo developers can deliver their games and apps as-a-service in any browser, thereby increasing revenues and reducing costs by simplifying development and maintenance.

“People have truly been astonished by what we can do with the Goo Engine,” said Marcus Krüger, Chairman, Goo Technologies. “The industry is waking up to the fact that HTML5 and WebGL represent a massive shift in how games are distributed and how people create and access interactive graphics online. It enables game publishers to provide platform independent productions that can be run on all devices with WebGL support without the use of plugins or downloads, instantly and everywhere. This round of funding will enable our industry-leading platform to address the burgeoning demand for high quality, immersive, browser-based graphics and gaming everywhere.”



### Free stories thanks to advertisements

Parents Can Earn “Story Points” Within the iStoryTime Library App for Free Storybooks While Parental Lock Hides Advertising From Kids

Children’s publisher zuuka, and Tapjoy, a leading mobile advertising and monetization platform, today announced a partnership that will offer parents a new way to download their children’s favorite books for free. The iStoryTime library app, available for iPhone, iPad and iPod touch and soon to be released in the Google Play store, will integrate the Tapjoy Mobile Value Exchange model where parents engage with advertisements to earn Story Points to spend on hundreds of iStoryTime digital books for their kids.

The offers will be behind a parental lock, ensuring that the advertisements are directed at the parents and not kids. Additionally, the books purchased with Story Points are completely free of advertisements. The partnership underscores a significant shift in how consumers are looking to acquire premium content, whether it is for themselves or their family members.

The iStoryTime app will utilize Story Points and the Tapjoy Mobile Value Exchange model to enable consumers to buy their favorite children’s books. With nearly half a million downloads, the iStoryTime library app includes a wide selection of narrated storybooks, including recent No. 1 iPad book Turbo, Sid the Science Kid, Shrek, The Smurfs, Madagascar, The Croods and How to Train Your Dragon.

By simply watching a video, taking a survey, or engaging with an ad, users will be able to earn credits to unlock the best nar-

rated books via the iStoryTime app. This will give parents an opportunity to add to their family’s digital library without opening their own wallets.

“With zuuka and the iStoryTime app, we are empowering parents to earn credits for use toward their family’s favorite narrated books,” said Steve Wadsworth, president and CEO, Tapjoy. “We are seeing a trend of app publishers utilizing the mobile value exchange model to enable their users to get the premium content they want. With this partnership and the amazing brands and narrated storybooks that are available through iStoryTime, we’re breaking new ground and continuing to deliver innovative ways to deliver the premium content people love.”

“We’re thrilled to be adding a new free-to-own model to allow our audience to get their favorite narrated books without cost,” said Graham Farrar, co-founder and CEO, zuuka. “With the hottest titles available, from Ice Age to The Smurfs, parents can now expand their family’s digital library without paying for the content, and without exposing children to any advertising. Partnering with Tapjoy, and enabling parents to get their kids’ favorite stories for free, will bring our content to more families and encourage more children to read.”

Tapjoy is a global leader in helping app developers and publishers monetize many different types of mobile apps including games, movies, books, ideos, and text messaging apps. This partnership further expands Tapjoy’s developer network in the publishing space and opens the door for all types of premium content publishers to offer their content to more fans globally.

No word at this time if Bible stories will be included in the iStoryTime app. Family Friendly Gaming is hopeful that uplifting and edifying stories from the Holy Bible will be included.

### Gamebrain to Simplify Game Development and Publishing

Gamebrain revealed its cloud-based development and publishing platform, a new venture that aims to reduce the obstacles facing game developers when trying to create and monetize games. The core challenge of creating successful games involves weighing creative and artistic possibilities against technical capabilities and business demands. Gamebrain’s comprehensive platform simplifies this for developers by offering a clearly defined workflow with centralized access to information and resources that support the development process.

Developers can now sign-up for the closed beta, which is anticipated to launch in Q4 2013. In addition to early access, those accepted into the closed beta will receive 50GB of free, cloud-based storage.

“We saw a void in the market and designed Gamebrain to address the needs of small to mid-sized development teams who shouldn’t have to compromise their creative vision for lack of professional resources and guidance,” said Eduardo Cervantes, CEO, Gamebrain. “Our platform will offer affordable access to traditionally cost-prohibitive tools in analytics, development, distribution and monetization to help teams bring their ideas to life.”

Gamebrain is also building a community for members to share technical know-how, and to find individuals with whom to collaborate on projects. The inclusion of an Asset Store will enable users to shorten the timeline for projects by acquiring readily available sound, illustration, and animation assets from other developers (or make additional money by selling their own

assets to other Gamebrain users).

Gamebrain’s Development Workflow will guide developers through traditionally complicated and cost-prohibitive processes during the execution of projects, either independently or as a team. Gamebrain will also advise game development teams about critical decisions relating to development, distribution, and monetization through the provision of resources such as whitepapers and seminars.

Developers are not locked into following Gamebrain’s guidance or utilizing all of its services. The platform’s flexible framework gives developers the freedom to define their objectives while making it easy for them to choose and add supplemental resources. Users are under no obligation to publish their games through Gamebrain, although the platform will provide developers with a simple and efficient way to reach hundreds of additional distribution channels around the world.

During the initial phase of the closed beta, developers will be able to create accounts, access the platform’s social features, begin managing their project workflows, and save project files to 50GB of Gamebrain’s

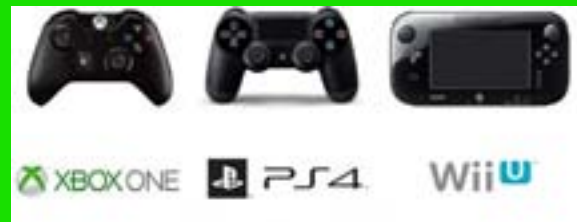
free cloud storage. As the official launch date approaches in late 2013, expanded functionality will be available to closed beta participants.







# State of Gaming



# REVIEWS

The March has begun. Family Friendly Gaming has been seeing an uptick in releases of video games. A few big name titles have already been released. Games like Madden NFL 25, Disney Infinity, Rayman Legends, Scribblenauts Unmasked: A DC Comics Adventure, and Pikmin 3 comes to mind. There will be even more titles coming as we get closer and closer to Christmas. We are looking forward to games like Skylanders SwapForce, Lego Marvel Super Heroes, Wii Party U, Just Dance 2014, and Zumba Fitness World Party.

Systems will be a big deal this Christmas. Plenty of adults will be looking at the Nintendo 2DS, Xbox One, and Playstation 4. The price drop of the Wii U may also generate new interest in this once floundering system. Games like Wii Fit U, and Super Mario

3D World should also help with sales of the Wii U. Many families will hold off on a purchase of the Playstation 4 and/or Xbox One until there are enough games that will interest them. At the time this column was written neither system had enough games for families to warrant the price of admission. There are also consumer concerns surrounding these upcoming home console video game machines.

The Nintendo 2DS is a system families have been clamoring for. In fact Family Friendly Gaming has requested a way to easily play Nintendo 3DS games without the 3D. Families with kids under the age of seven have held off on purchasing the system due to the damage it can do to their children's eyes. This is a huge step in the right direction by Nintendo.

Sony is doing everything

it can to get out of last place. They have a few games for families, but thus far it seems more of the same from them. They may talk a good talk, but they are not walking it. The Witness and DriveClub are looking interesting.

Microsoft has been facing vicious propaganda attacks against them concerning the Xbox One. Certain aspects of the system have been clarified and/or changed to address these propaganda attacks. Families will happily embrace an improved Kinect system. This is the future of gaming. We just need games that utilize it. Forza Motorsport 5, Kinect Sports Rivals, and Project Spark all look interesting for families.

The industry is going through a time of transition. You decide the winners and losers. Family Friendly Gaming will continue to report on it.

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

**CONTENTS** Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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## Hebrews 11:24-26

24 By faith Moses, when he had grown up, refused to be known as the son of Pharaoh's daughter. 25 He chose to be mistreated along with the people of God rather than to enjoy the fleeting pleasures of sin. 26 He regarded disgrace for the sake of Christ as of greater value than the treasures of Egypt, because he was looking ahead to his reward.







# Madagascar Kartz

SCORE: 60



# Shrek's Carnival Craze Party Games

SCORE: 56



I enjoy a kart racing game from time to time. I like to find quality kart racing titles when and where I can. My hopes were high for Madagascar Kartz on the Nintendo DS. Unfortunately they were dashed like dropping a melon from the roof of a building.



At times I was not sure if I ran into something, or was hit by something. The loose controls were the next problem I found in Madagascar Kartz. Take a bad camera, with bad graphics, and add loose controls - reviewers will label this Nintendo DS

You may find this game in the bargain bin - please pass. Madagascar Kartz made me sick when I played it. Part of this was the problems with the camera, and the other was the poor graphics. I could generally tell who was who, but the pixilation, and lack of details were nauseating. The weapons in Madagascar Kartz are confusing, and hard to see.

game as a quick cash in on a franchise. Mario Kart DS looks better, and controls better. Probably why it has been in the upper echelon of kart racing games for many years now. The sound bytes are



the best thing about Madagascar Kartz on the DS. I loved hearing the characters voices. Their little comments are hilarious and very appreciated. I wish Activision had built upon that for families. I was expecting all kinds of fun out of Madagascar Kartz. Sadly I had no fun playing Madagascar Kartz. I just got a headache. That turned into irritation the next time I played this hand held game. Why? Because I got a headache again. In fact I wound up having to lie down each time I played Madagascar Kartz. Please take my advice and pass on Madagascar Kartz. There are family friendly characters, and kart racing has very mild violence. The headaches this hand held game gives is not worth it. Save your money for something better. - Paul

Every single year I think we have finally put Shrek to bed, a new movie comes out. Which means new games. A reader requested we review Shrek's Carnival Craze Party Games on the Nintendo DS. I do not believe party games work well on the hand held. That is my opinion, and you can do with that what you will.



Craze Party Games. The mini games fit into one of two categories. Really easy, or insanely difficult. Shrek's Carnival Craze Party Games is also light on those mini games. It does not take long to blitz through this game. There are few mini games in Shrek's Carnival Craze Party Games

The visuals in Shrek's Carnival Craze Party Games are lacking. This hand held game tries to show scenes from the movie, but the poor frame rate, resolution, and pixilation make it a painful experience. The graphics get a bit better in the mini games. Although they generally stay simplistic. There is cartoon violence, and comic mischief in Shrek's Carnival

are few mini games in Shrek's Carnival Craze Party Games that warrant a second look. Whether you are ring tossing snakes, or launching frogs into cups. It was painful to play some of the mini games in Shrek's Carnival Craze Party Games too. Racing the prince over hurdles either controlled perfectly, or



not at all. Putting the Gingerbread man pieces back on was actually mildly entertaining. Once I figured out the difference between an arm and a leg. Yeah those graphics really hurt the game play. Families can take on the role of a variety of different Shrek characters from Shrek's Carnival Craze Party Games. Once you have played the twenty-eight mini games with one character there is little reason to play with another one. Unless you absolutely adore the mini games in this hand held video game. There are some gross moments in Shrek's Carnival Craze Party Games. If your family enjoys the movies then you know what kinds of things to expect in a video game. The Wii version may be better than the Nintendo DS. - Luke

Publisher: Activision  
System: Nintendo DS  
Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 40%  
Sound: 80%  
Replay: 70%  
Gameplay: 50%  
Family Friendly Factor: 60%



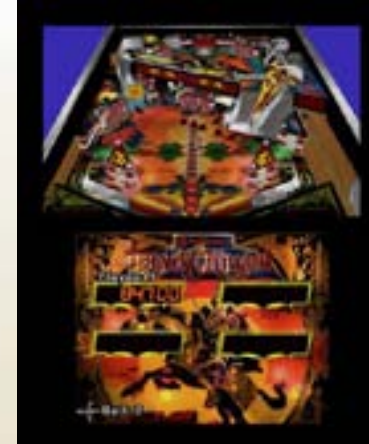
Publisher: Activision  
System: Nintendo DS  
Rating: 'E' - Everyone  
{Comic Mischief}

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



Note: Pictures at the top of the screen are not of the DS version





## Pinball Hall of Fame The Williams Collection

SCORE: 72



Before there were video games there was pinball. Pinball arcades eventually were replaced by video games. Video games entered the home, and there was little need to go to the arcades anymore. Pinball was almost dead already. There are certain enthusiasts who enjoy playing on a pinball table to this day.

Pinball Hall of Fame The Williams Collection does its best to duplicate that pinball feeling on the Nintendo 3DS hand held device. Some of it works, and some of it could have used more attention. Players decide if they want to play in arcade, challenge or tournament modes. I



Publisher: Crave Games  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone 10+ {Animated Blood, Suggestive Themes}

suggest starting out in Arcade.

The tables included in Pinball Hall of Fame The Williams Collection are Pin Bot, Black Knight, Space Shuttle, Gorgar, Fun-House, Taxi, and Whirlwind. The 3D in the arcade, and going to the tables is

awesome. The 3D on the tables themselves is not as good.

The music in Pinball Hall of Fame The Williams Collection is soothing and relaxing. The pinball table sounds are authentic and help with the entire atmosphere of this Nintendo 3DS video game. The controls are simple to pick up and learn. Although shaking around your



Nintendo 3DS with 3D on can lead to a headache.

Did you think video games were the first to use enticement to lust in their games? If you did you are wrong. Pinball Hall of Fame The Williams Col-

lection shows there are pinball tables that tried to use women as sexual objects for men as well. A couple of the tables in this hand held game prove that point.

Pinball Hall of Fame The Williams Collection contains solid pinball action. The controls can feel a bit clunky at times, but they work. Pinball Hall of Fame The Williams Collection is not at the same level as the pinball games from Zen Studios though.

- Frank



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





Ratchet & Clank  
Full Frontal Assault

SCORE: 54



Sony likes to brag in their press conferences that they are edgier, and grittier than their competition. They brag that they did it their own way. I understand that to mean they are less family friendly, and they arrogantly think they know better than God. Take Ratchet & Clank Full Frontal Assault for example. Sony tries to call this game family friendly. We use guns to shoot and destroy thousands of characters. Does that fit into your definition of family friendly?

Sony wants it both ways. They want to keep the hardcore gamers into their camp, and they want to entice the family friendly gamers. Thing is these two groups want



two different things. Millions of families have caught on to Sony just paying them lip service thanks to Family Friendly Gaming.

The level of violence in Ratchet & Clank Full Frontal Assault is so high that it is shocking this game did not re-



ceive a 'T' for Teen rating. The violence is mindless and not needed. Having to run back or teleport back to our base to protect it was aggravating. Since the defenses purchased seemed to be about worthless.

Ratchet & Clank Full Frontal Assault tries to be funny with the dialogue but falls flat on its face. The voices are annoying. The Family Friendly Gaming Editor in Chief would have been a way better voice actor choice. Probably would have charged less money too.

Another area of missing intelligent design is the level layouts. They are bland and boring like the graphics. The only good thing about Ratchet & Clank Full Frontal Assault is if you purchase the PS3 version you can also play it on the Vita. Although the Vita is an even worse game play experience.

- Mark

Publisher: Sony  
System: PS Vita/PS3(tested)  
Rating: 'E10+' - Everyone 10+  
{Comic Mischief, Fantasy Violence}

Graphics: 55%  
Sound: 60%  
Replay: 70%  
Gameplay: 20%  
Family Friendly Factor: 65%



Disney

SUPER Buddies

MATCH UP & DECODER

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2 Super Invisibility

1 Super Stretch

Super Mind Control

3 Super Speed

5 Super Strength

ON BLU-RAY™ COMBO PACK  
AUGUST 27

ANSWERS: 1-B-Dawg-Super Stretch, 2-Mudbud-Super Invisibility, 3-Rosebud-Super Speed, 4-Buddha-Super Mind Control, 5-Budderboll-Super Strength.

Family Friendly Gaming

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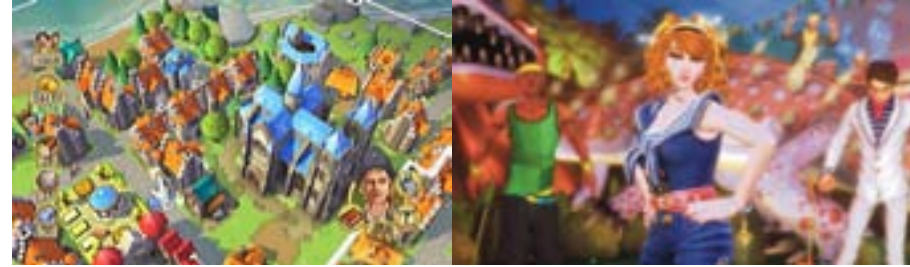
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## Dawn of Discovery

SCORE: 85%



## Dance Central 2

SCORE: 70



I ran across Dawn of Discovery at a gaming store. This Wii game looked interesting, and I could not remember ever hearing about it before. So I purchased it.

I am so glad that I did. This is one fantastic game families will enjoy.

Dawn of Discovery is a civilization building game. Families can play in either the sandbox mode where they can build up their civilization. Or they can play through the Story Mode. The Story Mode is where Dawn of Discovery teaches families how to play the game.

Families will need to balance multiple things in Dawn of Discovery. Villagers are needed for taxes. Food is needed for the villagers. Que-



ries and Lumberjack huts are needed to build things. It can take some time to keep things flowing properly. Have too many governmental building and your gold coins dwindle. Not enough food, or if the taxes are too high the villag-

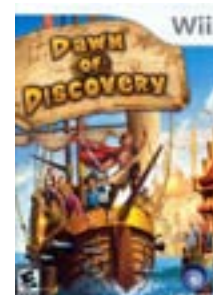


ers/settlers will leave. This part fascinated me personally.

Villagers have certain needs like milk, and a chapel. I love the inclusion of the church in Dawn of Discovery. The Story Mode has the player providing food, clothing, medicine, and more for the citizens of the kingdom. I love the humanitarian aspects to this Wii game.

The voice acting in Dawn of Discovery is amazing. The graphics are bright and colorful. There can be violent content in certain levels of Dawn of Discovery. Players can build barracks so they have troops to defend their territory. Fires can also burn down houses.

Two family members can enjoy Dawn of Discovery. I had a lot of fun playing Dawn of Discovery. In fact time got away from me while I completed missions and built up my islands. - Paul



Publisher: Ubisoft  
System: Wii  
Rating: 'E10+' - Everyone 10+  
{Alcohol Reference, Mild Language, Mild Violence}

Graphics: 80%  
Sound: 80%  
Replay: 95%  
Gameplay: 90%  
Family Friendly Factor: 80%

I have said it before, and I will say it again. We like to check out earlier versions of franchises. Especially when our first exposure to a franchise is on say the third game. Which is why I went out and purchased Dance Central 2. I was curious to see the roots of this Kinect franchise.

After dancing to four or five songs in Dance Central 2 I started to sweat. That is by far the best part of this franchise. Getting some exercise while listening to music. The music picked for Dance Central 2 is not the kind I normally listen to. Many of the songs contain bad lyrics you do not

want children hearing. I am an adult, and I do not want to hear such selfishness, rudeness, and ugliness.

Dancing can easily get into sexual innuendo.

Dance Central 2 is no different. What is shocking is how the ESRB missed it. Well we know they are not perfect - as their mountain of mistakes exhibit. Certain female attire could have been better. Modesty in



the way the girls dress is not something this game celebrates. Even on easy mode some of the dance moves are difficult to emulate.

I appreciate modes

like Break It Down in Dance Central 2. These will teach you the various dance moves used in a particular song. I also like all of the visual special effects, and the option to change dancers for any song. Being able to import songs from Dance Central is pretty cool too.

There are way too many screens in Dance Central 2. It takes forever to get to a song, especially the first time you do anything. I wish Harmonix had picked safer songs for families. Or if they could make a family version of Dance Central. Maybe they will do something in a future release. - Paul



Publisher: Harmonix  
System: Xbox 360 (Kinect)  
Rating: 'T' - Teen  
{Lyrics}

Graphics: 60%  
Sound: 59%  
Replay: 83%  
Gameplay: 84%  
Family Friendly Factor: 66%







Terra Nova The Complete Series

SCORE: 71



NCIS Season Ten

SCORE: 43



I received Terra Nova The Complete Series as a birthday gift. My mother had told me about this show so I was curious to see it.



It starts in the future - 2149. Earth has been depleted of its resources. Humanity is on the brink of extinction. The only hope is to time travel back to the time of dinosaurs. Yeah I know its a bit of the liberal doom and gloom. One of their: "I told you so," fantasies.

This family is separated because they had a third child. The law of the land is only two kids per couple. The husband gets thrown in jail. They break him out, and travel back in time as a family. They get a chance to start over and finally be together. This is the part of

the show I love.

Terra Nova The Complete Series is intelligent by showing humans bring back all of the same issues and problems we currently have.



Various characters break parts of the Ten Commandments in multiple episodes. There are two groups in the past. The main Terra Nova colony and the Sixers. The Sixers are plants from the sixth pilgrimage to try and overthrow the leader Commander Taylor.

The characters in Terra Nova The Complete Series come across a variety of issues and problems in the thirteen episodes. The worst is the commanders son (Lucas) who is a genius. Lucas is on a quest to make the time portal go both ways. That way capitalists from the future can strip mine the past.

There is lying, stealing, cheating, deceiving, violence, gore, and bad language in Terra Nova The Complete Series. This is not a show for kids. The theme of family and fighting for it is the shows redeeming grace. - Paul

One of the things I find very interesting is how things the world define as the best are constantly attacking God's law. NCIS Season Ten is a prime example of this. It feels like the writers went out of their way to offend Christians on so many levels. They also include subtle changes to reality that impact and influence the minds of millions. I was shocked to see NCIS Season Ten show all terrorists as white. No wonder there is such racism against white people this day and age. Hollywood is spreading their hate.

Everything is set right after the explosive heart attack inducing season finale from



NCIS Season Nine. The season finale of NCIS Season Ten is very lackluster in comparison. One thing that makes no sense to me is they spent all those episodes trying to catch Harper Dearing in NCIS Season Nine with no success. But they quickly resolve it in NCIS Season Ten.

NCIS Season Ten continues the anti-man, breaking the law, sexual deviancy preaching from previous seasons. They invade privacy, hack whoever they want (quite easily with no consequences), support discrimination against men, white people, Israel, and people from the South. We have a few characters die off in NCIS Season Ten. Which negatively impacts the



others.

NCIS Season Ten preaches revenge is okay, needed, and a part of life. This flies in the face of what Jesus Christ taught. Characters in NCIS Season Ten are rarely held to the same standard the rest of us are. They are teaching federal employees can get away with whatever they want.

There was a short glimmer of hope in NCIS Season Ten. A justice department employee was going to charge Gibbs with a wide assortment of crimes. The writers demonized him, and let justice die off. - Paul

Publisher: 20th Century Fox  
System: DVD  
Rating: TV-14  
{Not Recommended for Children, Frightening Scenes, Language May Offend}

Graphics: 65%  
Sound: 60%  
Replay: 75%  
Gameplay: 85%  
Family Friendly Factor: 70%



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

Graphics: 40%  
Sound: 40%  
Replay: 75%  
Gameplay: 35%  
Family Friendly Factor: 25%







# Justice League The Flashpoint Paradox

SCORE: 53



# Alien Storm

SCORE: 54

# Kirby's Dream Land

SCORE: 74

I am an adult who has no interest in watching heroes commit acts of ultra violence. I do not need to see Aquaman's arm cut off, or Wonder Woman holding the severed head of Aquaman's wife. It is like they are purposely making these super hero movies for adults only. I miss the kid friendly Justice League Unlimited days.

Justice League The Flashpoint Paradox is rough. The level of violence is insane. The horrible language coming out of their mouths is also repulsive. They even had to throw in a reference to sexual deviancy. What is worse is they tried to make deviancy sound like it is okay, and it is normal. The brainwashing is strong and deep in Justice League The Flashpoint Paradox.

The storyline of Justice



League The Flashpoint Paradox is interesting. Which is why all the bad junk in Justice League The Flashpoint Paradox was not needed. Too many will be so disgusted that they will not be interested in the story. Maybe that was their intent -



to run off good people.

The DC Universe as we know it is drastically changed in Justice League The Flashpoint Paradox. Wonder Woman and Aquaman are at war. A war that is killing the earth. Subtle message there huh? Flash is the only one who remembered the world the way it was. Well there is one other - but I won't spoil it. The Flash works to get his powers back, and set the world back to the way it was.

One of the most interesting parts of Justice League The Flashpoint Paradox is seeing how a change in history can change the alignment of certain characters. Good characters become bad, and some bad characters fight for the side of good. I just wish Professor Zoom's motives were explained a bit better in this movie.

- Paul



Publisher: Warner Bros  
System: DVD  
Rating: 'PG-13' - Parents Strongly Cautioned {For Sci-Fi Violence and Action Throughout}

Graphics: 45%  
Sound: 50%  
Replay: 55%  
Gameplay: 75%  
Family Friendly Factor: 40%

Alien Storm was released during the Sega campaign of: "Genesis does what Nintendo can't." This 16-bit cartridge contains Arcade, Duel, 1P vs 2P, and a Demo modes. Players can choose a male, female, or robot character. The music in Alien Storm is okay, but some of the special sound effects are annoying. The majority of Alien Storm is like Streets of Rage. Which means lining up enemies, taking cheap hits, and beating up many of the same looking enemies.

There are special levels thrown into Alien Storm. Here we have a first person shooter scene - but we can not walk around. It just moves left and right. The other one that stuck out to me was the side scrolling shooting levels. Otherwise Alien Storm gets boring.

Families will take note of the violence in Alien Storm. Also the belief in aliens. From there you may have to discuss why aliens would attack us. The aliens in Alien Storm are extremely destruction. This game is a good opportunity to discuss the difference between those who create and those who destroy. There are many better retro games out there.

- Sam



Publisher: Sega  
System: Genesis  
Rating: 'E10+' - Everyone 10+

Graphics: 50%  
Sound: 60%  
Replay: 70%  
Gameplay: 40%  
Family Friendly Factor: 50%

I am going seriously old school with this review. We are going all the way back to Kirby's Dream Land on the Game Boy. This is before there was color on a Nintendo hand held video game device. Competitors had color in their games, but lost against Nintendo. Kirby can inhale enemies, and then spit them out as weapons. This is the main violent content in Kirby's Dream Land. He can also pick up certain power ups that allow his to do things like shoot fireballs at blocks and enemies.

Some aspects, and portions of levels make this hand held game feel like a shooter. Other areas make Kirby's Dream Land feel like an action adventure platformer. Levels are generally short and can be beaten quickly. Which is important in a hand held. The downside is Kirby's Dream Land is a short game. I breezed through the entire game in one sitting.

The music and special effect sounds in Kirby's Dream Land are precious. They have spawned an entire franchise over the years. Families can find an enjoyable action adventure title that has violent elements. Smart players can fly over large portions of enemies if they know how.

- Paul



Publisher: Nintendo  
System: Game Boy  
Rating: 'E' - Everyone {Comic Mischief}

Graphics: 77%  
Sound: 82%  
Replay: 63%  
Gameplay: 80%  
Family Friendly Factor: 70%



GRAN TURISMO  
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# SPORTS



Product: Gran Turismo 6  
Company: Sony  
System: Playstation 3  
Release Date: Christmas 2013  
Rating: 'RP' - Rating Pending





Product: Gran Turismo 6  
 Company: Sony  
 System: Playstation 3  
 Release Date: Christmas 2013  
 Rating: 'RP' - Rating Pending







Product Name

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| EverQuest Next                             | 52 - 53 |
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| The Legend of Zelda A Link Between Worlds  | 58 - 59 |
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# GAMES







Product: The Crew  
 Company: Ubisoft  
 System: PS4/Xbox One/PC  
 Release Date: Early 2014  
 Rating: 'RP' - Rating Pending





Product: The Crew  
Company: Ubisoft  
System: PS4/Xbox One/PC  
Release Date: Early 2014  
Rating: 'RP' - Rating Pending







Product: Just Dance 2014  
Company: Ubisoft  
System: PS3/PS4/Xbox 360/Xbox One/Wii/  
Wii U  
Release Date: October 8, 2013 - PS3/Xbox 360/  
Wii; TBA - PS4/Xbox One/Wii U  
Rating: 'RP' - Rating Pending





Product: Just Dance 2014  
 Company: Ubisoft  
 System: PS3/PS4/Xbox 360/Xbox One/Wii/  
 Wii U  
 Release Date: October 8, 2013 - PS3/Xbox 360/  
 Wii; TBA - PS4/Xbox One/Wii U  
 Rating: 'RP' - Rating Pending





Product: EverQuest Next  
Company: Sony Online  
System: Personal Computer  
Release Date: Winter 2013  
Rating: 'RP' - Rating Pending







Product: The Witness  
 Company: Jonathan Blow  
 System: Playstation 4  
 Release Date: Christmas 2013  
 Rating: 'RP' - Rating Pending





Product: The Witness  
 Company: Jonathan Blow  
 System: Playstation 4  
 Release Date: Christmas 2013  
 Rating: 'RP' - Rating Pending





Product: The Legend of Zelda A Link Between Worlds  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: November 2013  
Rating: 'RP' - Rating Pending



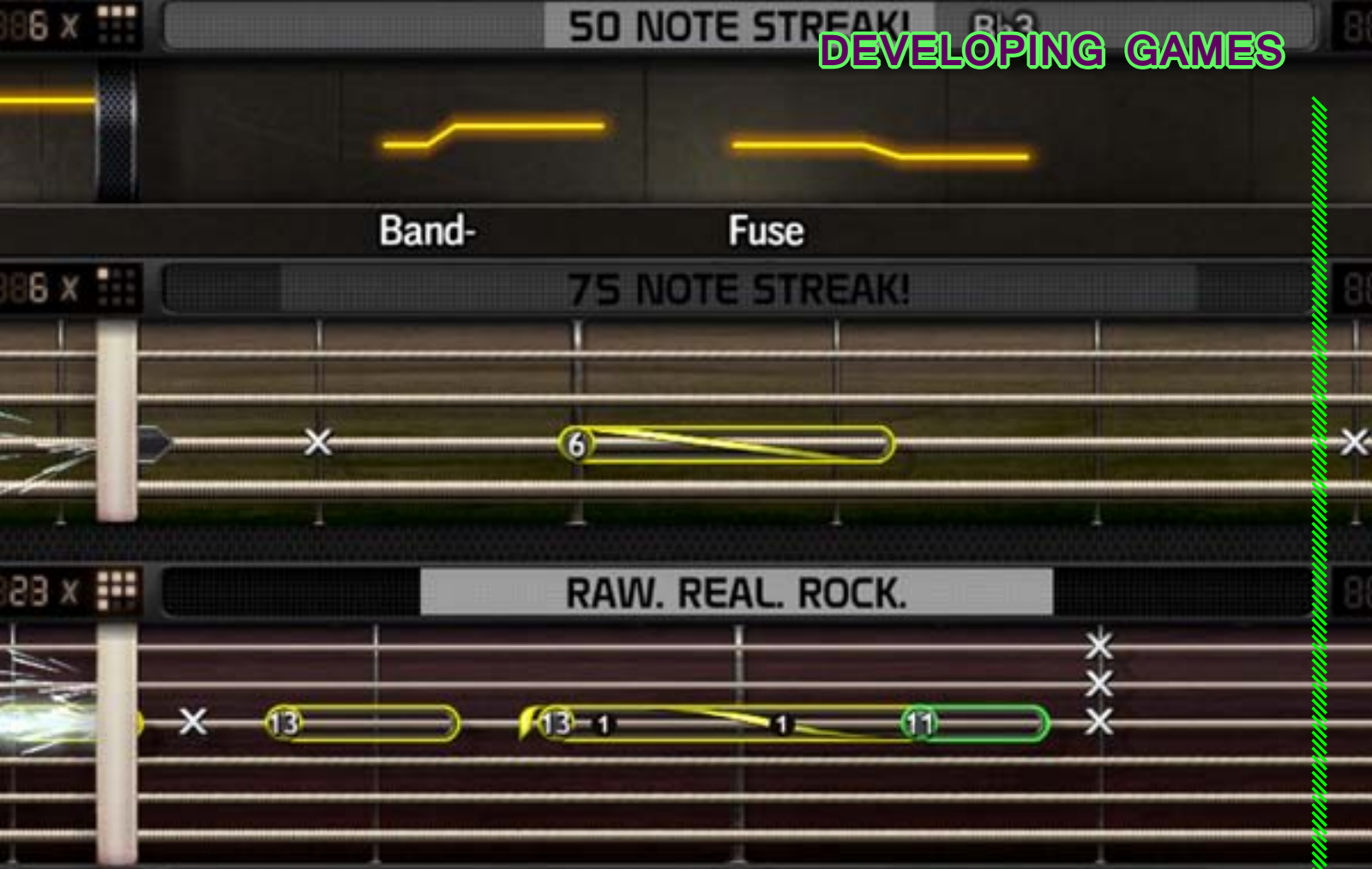




Product: The Mysterious Cities of Gold Secret Paths  
 Company: Neko Entertainment  
 System: Wii U/3DS/.iPAd/iPhone  
 Release Date: October 2013  
 Rating: 'RP' - Rating Pending







Product: BandFuse Rock Legends  
 Company: Realta Entertainment Group  
 System: Xbox 360/PS3  
 Release Date: November 19, 2013  
 Rating: 'RP' - Rating Pending





Product: Lightning Returns Final Fantasy XIII  
Company: Square Enix  
System: PS3/Xbox 360  
Release Date: February 11, 2014  
Rating: 'RP' - Rating Pending





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| Rayman Legends             | 72 - 73 |
| Madden NFL 25              | 74 - 75 |







Product: Tropico 4 DLC Propaganda  
 Company: Kalypso Media  
 System: PC/Xbox 360  
 Release Date: Out Now  
 Rating: Teen  
 {Alcohol and Tobacco Reference, Mild Suggestive Themes, Violence}





## RECENT RELEASES



Product: World of Warplanes  
Company: Wargaming  
System: PC  
Release Date: September 26, 2013  
Rating: 'T' - Teen  
{Violence}

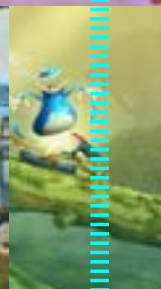




# RECENT RELEASES



Product: Rayman Legends  
 Company: Ubisoft  
 System: Wii U/PS3/PS Vita/Xbox 360  
 Release Date: Out Now  
 Rating: 'E10+' - Everyone 10+  
 {Comic Mischief, Mild Cartoon Violence}







Product: Madden NFL 25  
Company: EA Sports  
System: PS3/Xbox 360  
Release Date: Out Now  
Rating: 'E' - Everyone





# Last Minute

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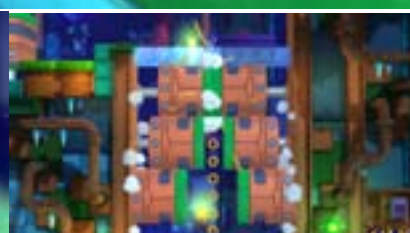
Product: FINAL FANTASY X/X-2  
HD Remaster  
Company: Square Enix  
System: PS3/PS Vita  
Release Date: TBA 2013  
Rating: 'RP' - Rating Pending







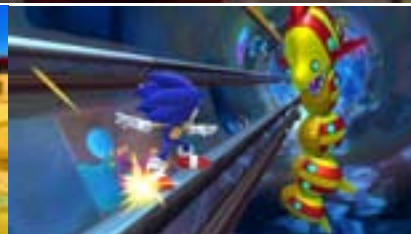
Product: Sonic Lost World  
Company: Sega  
System: Wii U/Nintendo 3DS  
Release Date: October 22, 2013  
Rating: 'E10+' - Everyone 10+  
{Mild Cartoon Violence}







Product: Sonic Lost World  
Company: Sega  
System: Wii U/Nintendo 3DS  
Release Date: October 22, 2013  
Rating: 'E10+' - Everyone 10+  
{Mild Cartoon Violence}







Product: Trials Frontier  
Company: Ubisoft  
System: iPhone/iPad/Android  
Release Date: TBA 2014  
Rating: 'RP' - Rating Pending







Product: NARUTO SHIPPUDEN  
Ultimate Ninja Storm 3  
Company: Namco Bandai Games  
System: PC/PS3/Xbox 360  
Release Date: October 22, 2013  
Rating: 'RP' - Rating Pending







Product: Knack  
Company: WWS Japan Studio  
System: Playstation 4  
Release Date: Christmas 2013  
Rating: 'RP' - Rating Pending



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