

FAMILY FRIENDLY GAMING

A background image featuring three LEGO minifigures from 'The Hobbit' standing on a rocky cliff. In the foreground, Legolas (left) in a red tunic and Galadriel (center) in a blue robe both hold silver swords. Behind them, Gandalf the White (right) in a white robe and tall hat holds a glowing staff. The scene is set against a sunset sky.

The **VOICE** of
the **FAMILY** in
GAMING

ISSUE #78

January 2014

Hatsune Miku
Project DIVA f,
Final Fantasy X/
X2 and more!

Lego The Hobbit is
looking fantastic.
Coming in 2014!!

Disney Infinity
on 3DS, Nin-
tendo 2DS and
more reviewed
this issue!!!

CONTENTS

ISSUE #78

Links:
Home Page

Section	Page(s)
Editor's Desk	4
Female Side	5
Working Man Gamer	7
Sound Off	8 - 10
Talk To Me Now	12 - 13
Devotional	14
Video Games 101	15
In The News	16 - 23
State of Gaming	24
Reviews	25 - 37
Sports	38 - 41
Developing Games	42 - 65
Recent Releases	66 - 75
Last Minute Tidbits	76 - 90



CONTENTS

January 2014



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EDITOR'S DESK

FEMALE SIDE

Happy! Happy! Happy!

Duck Dynasty is a show I have been enjoying for a couple of months now. I had heard about the show before, but never watched it. The people are funny, fresh, and genuine. I absolutely love to hear their opinions on things. Sometimes they miss the mark, but many times they nail it. It is no wonder that show has become such a major success. Phil and Jase make so many wonderful points on life and the culture.

Do I feel strange talking about that since I am in the high tech world? Not at all. After all they sold DVDs for years. Not every family can have as much land as they do. I would love to shoot some squirrels around in my area. Unfortunately they made it illegal. Probably worried that someone would accidentally shoot someone else. With houses being so close and all.

Duck Dynasty shows something many Americans have forgotten - freedom. Go out into the woods and get your own dinner. Build something, and create an empire. Major metropolitan areas are all about oppression. People are dependent on the government. Companies care all about their profits. I look around and something is missing. Well besides freedom. Happiness is missing. Phil talks about being Happy! Happy! Happy! What ties to that happiness? Faith and family.

There has been a movement for decades to remove faith from the public sector. There has been a movement to have the government replace the family. That movement is really a movement against happiness. Faith and family bring all kinds of joy to the lives of millions. Possibly even billions. What kind of sadistic death worshipper would want to destroy that?

Look if you are not happy, then that is something you need to work on. Why would you want to take that away from others? Why steal candy from the baby? Just because you are miserable you want to make everyone else miserable? I believe it is better to try and spread joy instead of pain and suffering.

There are so many things that bring me joy. There are so many things that put a smile on my face. Going to a park is one of those things. Letting our children play brings a smile to my face. Seeing all the joy and happiness is infec-

tious. Being able to help others brings joy to my heart as well. Encouraging and uplifting others also brings happiness to my heart.

It is my hope and prayer that you have some wonderful joyous times with your family celebrating the birth of Jesus Christ. I hope and pray you made some wonderful memories. I hope you spread joy to your local area. You do not need to smile to bring joy to the lives of others. It never hurts though. I hope to see Phil smiling more often. Si Robertson has shown us many smiles. Plus he has brought us many laughs.

God bless,
Paul Bury



New Year

Can you believe 2013 is done with? Can you believe we are starting another new year? Can you believe it is 2014? For me 2013 flew by. I can barely believe we are starting yet another year. It feels like we just got into 2013. Yet hundreds of reviews were written, and proofed. Over a thousand news stories were published. Twelve e-magazine issues were published, and the Christmas Buying Guide was also published. Hundreds of games were covered in videos and images. The Youtube channel, Twitter Feed, Facebook page, and Raptr page all grew. It is amazing how much God provides and rewards.

None of us had the first idea how to do anything with a website, magazine, or e-magazine when we started. God provided plenty of wonderful people, knowledge, and resources. In the year of our Lord 2014 we will hit our ninth year anniversary. Nine years is a long time to do this consistently, and daily. It is a missions field for us just like a missionary in a foreign land. God has constantly provided for us to be able to continue this mission. There have been many wonderful supporters from a variety of different sources.

What would we like to do in 2014? We are saving up for a professional camera with microphone. We want to be able to use it at events like E3. The video section of Family Friendly Gaming has grown at a pace well beyond anything we could have ever hoped for. So we feel lead to invest in that area. Tests of the FFG Original videos has been well received. We are so thankful for everyone watching, commenting, and emailing ideas related to the FFG Original videos. Speaking of FFG Originals - have you noticed the News stories that are in red? Those are our FFG Original news items. We bring up a variety of different topics to discuss. We continue to grow and develop with each story we write. My hubby does most of them. I contribute to that noble cause when I have something to write about.

Paul and I are praying about which events to attend in 2014. We actually had a wonderful time covering E3 from Memphis. Will we do that again? Or will we have a team in physical attendance? That is still being decided. It may come down to a money thing. We need to save to pick up one of those cameras. So we may pass on physical

attendance in 2014 to come back in 2015 bigger, and better than ever before. Being able to upload videos from the event and show our viewers all kinds of behind the scenes content may be worth it. Like I said we are praying about it.

We expect hundreds of products to enter Family Friendly Gaming Nation again in 2014. Covering this industry is like life. It is a non-stop marathon. Take it one day at a time. There are hills and valleys. Include God in your daily duties. Before you know it another year has passed.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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of **9000** available Homeschool titles.



For a complete listing,
visit our reference only website

www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

MISSION STATEMENT

Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.

Working Man Gamer

Maturity

Why don't 'M' rated games teach maturity? Why don't 'M' rated games help gamers grow more mature? Let us look at the definition of mature - "the state of being fully developed in the body or the mind." How do the 'M' rated games help any of us fully develop our bodies or minds? Does mindlessly digitally murdering millions develop our minds to be more considerate and caring of our fellow man? Does it help us see how the poor and downtrodden feel? Does it help us comprehend perspectives and viewpoints different from our own? Does it make anyone decide they never need to play another video game again? Does it help gamers mature past the industry? Does playing them help you stop playing video games?

Let us look at immature. The dictionary definition is: "not fully developed or grown." Another definition is: "acting in a childish way : having or showing a lack of emotional maturity." One of the biggest knocks against gamers is they act immature - especially emotionally. Are 'M' rated games stagnating emotion growth and development? Are they encouraging childish behavior? In what ways do 'M' rated games help you fully develop?

The WMG has yet to meet any gamer who has been taught maturity thanks to 'M' rated games. The stagnation of growth from them will probably be debated for decades to come. It is time for the video game industry to start to use their billions upon billions of dollars platform to teach maturity. Or change that ESRB descriptor to something that is accurate. The ESRB needs to stop their false advertising. Maturity demands it.

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!

Editor's Desk

In your editor's desk you did not explain what the Emperor's New Clothes people were. Could you tell us about them?

- Martha

{Paul}: My mistake. I ran out of room. Emperor's New Clothes refers to the story. There are people in this industry that tell you whatever products is the most amazing thing on the planet. Nine times out of ten it is not. We try and let them down as kindly as we can. Sometimes there are people who for whatever reason stick to the Emperor is wearing a wonderful new robe. It is times like that we have

to tell them: "HE IS NAKED!" It is possible they are not listening. Maybe they are so focused on the pitch and selling it that they are ignoring its problems. Maybe they did not actually use the product themselves. Maybe they are trying to influence or brainwash us. But that is generally what was being referred to.

Editor's Desk 2

I have read your "Editor's Desk" Dec 2013 message. I understand how you feel because I too have been in similar situations.

The reality is that being nice to people works only if it is reciprocated.

However, the good Lord has also taught us to bear all things. <1 Corinthians 13: 7> When we remember that we are doing things not for ourselves, but for the Lord's glory, it becomes easier to bear and endure (I used to be in a Christian school and the class was named "Endurance"!).

Regarding the lack of a reply from PR departments, having myself worked as a representative of a company, I can understand the company's perspective. To cut to the point, PR employees are afraid to say the wrong things, getting their

words misinterpreted, or worse, get themselves fired and lose their living just because they had expressed their own opinion without seeking approval from the management. There is this disclaimer in DVD special features that state that opinions expressed by the actors/film crew are of their own and not representative of the company. It is along the same line.

Continue to be strong and unwavering in the faith. Keep up the good and humble work in Family Friendly Gaming!

- Daniel

{Paul}: Thank you so much for the words of encouragement and correction. One of the things we talk about is how we are only human, and prone to make mistakes. That Editor's Desk may have been a mistake. It would not be the first time my mouth got me in trouble. I am still learning and growing in the Lord. I used to be a whole lot worse.

At that time my frustration level at reached an all time high. Promises were broken, and it felt like a one way street. Do all of this work for some people, and make them all kinds of money. Yet when it comes to

fulfilling a much smaller obligation on their part - it was too much for them. It made me wonder if all of my giving was being taken for granted. It was not one instance, but multiple from multiple different sources.

I want to apologize if my Editor's Desk in the last issue offended you. That was not my intent. My intent was to shine a light on what I saw as a dark part of our industry. I will strive to be better in the future. :)

Nintendo®

Nintendo Downloads

Thank you for putting the Nintendo Download stories together in one press release. It makes sifting through the new games so much easier. No more going through multiple stories on the same day. Can you do that with the iOS downloads?

- Brian

{Paul}: Great minds think alike.

:) Yes sir we recently started putting the iOS download stories together on Thursdays. It helps us - since it is less work. It helps ya'll. It looks and feels better.

So happy to hear you like those stories being together. I know other sites like to do stories and force readers to give them multiple clicks by making multiple pages out of one story. We do that with related stories that are really long. Like multiple long press releases on the release of a new system, or E3 announcements. But those are full pages.

Christmas Buying Guide

Thank you for the Christmas Buying Guide. You gave our family so many wonderful ideas for our children!!!

- Sarah

CBG 2013 - Two Massive THuMBS UP!

- Carl

Proud of you for keeping Christ in Christmas Buying Guide. Keep up the great work!

-Monica

Christmas Buying Guide looks

awesome. Thank you.

- David



{Paul}: I am so thankful for so much positive encouragement. There are days I want to crawl into a corner and enjoy some peace and quiet. There are days the mountains look too big to traverse. There are so many days I pray for strength just to make it through the day.

Then there are days we are flooded with thanks, and positive encouragement. So many wonderful readers brought a smile to my face. You brought a smile to the faces of everyone here at Family Friendly Gam-

SOUND OFF Continued

ing. Christmas Buying Guides are a lot of work - on top of what we normally do. This years is the biggest one yet. We tried some new things, changed some things, added some new cool things. Generally gave it our best shot. I know I am far from perfect. I give it my all each and every single year. It is my hearts desire that it helped and gave ya'll some ideas for good products for your family.

game is, and then it backpedals a bit. Why is that?
- Lamont

{Paul}: It certainly can be a system seller. Where families are concerned the Xbox One has more titles for them than the Playstation 4. Forza Motorsport 5 needs some more tracks to put it over the top. The innovations are fantastic, and a lot of fun.

I wanted to relay all of my emotional responses to Forza Motorsport 5. At first it was the most amazing game I had ever played. As areas were completed, new cars were attained, and new sections were raced I got a nagging feeling. That nagging feeling was: "this track is familiar." In fact that happened a bit too often. So I researched how many tracks there were. That is where the disappointment came, and what you referred as backpedaling. Do you ever start with one opinion of something and the more time you spend with it the more your opinion changes? Take Forza Horizon for a contrast. The more that game is played, the better it is. The more fun, the bigger it looks, and everything. Forza Motorsport 5 looks smaller the more it is played.

I also take into account

the price families would have to pay. Sixty dollars for fourteen track areas? Do you feel that is a good deal? Would you wait for it to drop to say thirty or forty?

I love the rewind, and the drive assist. There are a decent amount of cars to play with too. It is never cut and dry. Too often games have good qualities and things we would like to see done differently.

Forza Motorsport 5 is a game I still enjoy playing after writing the review. So that should tell you something. I hear there are updates coming to this Xbox One game too. So Microsoft may fix some things. I would love to see some tracks added. I would love some area to roam.

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

Forza Motorsport 5

Is Forza Motorsport 5 a system seller for the Xbox One? Your review starts out how awesome the

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

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

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



TALK TO ME NOW

AN INTERVIEW WITH KLAY HALL FOR DISNEY'S PLANES - provided by Disney.

Q. How did you prepare for a mammoth project like Disney's Planes?

A. How did we prepare? We did lots and lots of research. When you work with John Lasseter, he has this mantra that he lives by; that it's all about research. You have to get out there and meet as many people as you can. You have to talk the talk and walk the walk. You have to go to the locations and do as much as you possibly can because that gives you information that you're then able to put into your movie.

Q. Why is the research process so important?

A. The research adds a level of truth and believability to a movie. The audience might not always understand exactly what's being said. They might not know about that specific piece of machinery, but they know it feels right and it feels real. That's why we did a lot of research for Planes, for months and months. This movie took four and a half years to make. That work involved 550-600 people and two million frames of film. We probably spent at least one year researching everything.

Q. Where did your research take you?

A. We traveled all over the States researching Planes. Plus, we got an incredible opportunity to go out to the USS Carl Vinson aircraft carrier, which is 150 miles out to sea. Very few people get to visit the USS Carl Vinson, but we got a personal invite from the United States Navy. It was fascinating. Even the trip over to the aircraft carrier was eye opening.

Q. How did you get to the aircraft carrier?

A. [Planes producer] Traci [Balthazor-Flynn] and me put on life preservers, flight helmets and goggles – and they loaded us on to a small airplane. It was a transport airplane, so we were sitting backwards. The pilots were at the front of the aircraft, but we were facing the back. There were no windows in the airplane, just cables and hoses hanging everywhere because they usually take supplies, not people. The door closes and it's dark – and then it gets even weirder.

Q. What happened?

A. When you take off, it's immediately strange because you're flying backwards. Then, when you find out you're getting close to the aircraft carrier, it gets tense. An aircraft carrier is pretty small, especially when it comes to landing an airplane on it – but you can feel the plane fishtailing as the pilot tries to line up with the ship. You start to feel anxious – but once you land, you hit the arresting wire and you stop right away. It's about 4Gs and it feels like you're getting pulled down into your seat. All of the air gets sucked out of your body for a second, but then you realize you're okay. As soon as the plane stops, the back door opens and fresh air comes inside.

Q. What was it like on the aircraft carrier?

A. It was 72 degrees outside. We get on the deck and you see steam rolling off. Now you feel like you're right out of Top Gun. F18s are lining up and getting ready to take off. Plus, all of the guys are doing their thing. It was an epic day.

Q. Are the characters in Planes replicas of specific aircraft, like the F18s you saw on the aircraft carrier, or are

they completely original designs?

A. All of them are based in reality, but we only have two aircraft in this movie that are actually verbatim aircraft. One of them is the F4U Corsair, which is Dusty's mentor, Skipper. The other is the Gee Bee aircraft, which is the character of El Chupacabra. The rest of the planes are hybrids. It was so much easier for us to embrace what's great about the F14 and the F15 and the Russian F29. We got little pieces of all those planes and put them together to make our hybrids, but they are all based on real aircraft.

Q. What can you tell us about your Gee Bee aircraft character, El Chupacabra?

A. We had fun with El Chupacabra. First of all, I love Luchadores [masked lucha libre wrestlers]. I love that whole world; I think they are colorful characters and big personalities. Working with John Lasseter and [Planes screenplay writer] Jeff Howard, we all loved that idea of putting a mask and a cape on an airplane. We loved how fun that sounded and how different that sounded, so that's where we started.

Q. What do you like about El Chupacabra?

A. El Chu is very heartfelt. He's probably my favorite character in the movie and what I love about him is the fact that he has all the claims to fame: he's a telenovela star and a world famous singer, as well as an indoor racing champion – and his list goes on and on and on. However, when he meets Dusty in New York, all of a sudden he embraces this new guy and he actually says that it's his first time in a race as well. That puts them both on a common ground. El Chu is a big star, but he's so kind and respectful with Dusty that they actually become friends. That's what I love about the character.

Q. What did you look for when casting the voice actor for a character like El Chu in Planes?

A. The voice coming from the character has to be believable. It wasn't about picking a voice and then sticking a plane to them. Instead, we would take images of the aircraft that we thought we would use in the film and then we would try to match a voice to them.

Q. There's an epic Top Gun reunion in Planes, which features the voices of Val Kilmer [who played Iceman in Top Gun] and Anthony Edwards [who played Goose]. What can you tell us about that?

A. When we first discussed navy jets in the film, I knew I wanted to include [Top Gun characters] Iceman and Goose. Tom Cruise was busy filming Mission Impossible 4, so he was out of the equation – but I thought, 'How cool would it be get Goose and Iceman back together?' That was one moment where we used recognizable guys for the voice work, but even if you're watching the movie, maybe you wouldn't pick up on it.

Q. Is the success of Cars a blessing or hindrance when you start to move into other types of transportation, such as airplanes?

A. It's not a hindrance. It's inspiring. First of all, they spent 10 years cracking the code on vehicles and how they roll, how they work and how you can embrace the personalities of these vehicles. We were able to use their 10 years of knowledge to get into this new world and have a lot of fun with it.

Q. Why did you decide to do Planes in 3D?

A. Why not? I think when you sit down and you see it; man, you're going for a ride. It's not gimmicky. It's fun. We definitely wanted you to feel the thrill of it and actually feel like you're flying. That's why. Although we were really careful to not throw it in your face too much like they do in some other movies.

DEVOTIONAL Video Games 101

Hate

I cheer for the Seattle Seahawks. Their biggest rival is the San Francisco 49ers. I heard many of the players hate one another. Some of the fans hate one another too. I find it pretty sad. I do not hate the 49ers. They are a very talented and tough football team. Seattle wins some games, and San Fran wins some games. The hatred and playing dirty needs to stop - on both sides. I respect the 49ers.

We are not supposed to have hatred in our hearts. **Leviticus 19:17** “*Do not hate a fellow Israelite in your heart. Rebuke your neighbor frankly so you will not share in their guilt.*” Talking about it leads to improved relations. Misunderstandings lead to hatred way too often.

This starts with the coaches who have a long history with one another. They need to make nice. They need to set the example. They need to punish any of their players who get out of line. **Job 34:17** *Can someone who hates justice govern?*

Will you condemn the just and mighty One? The leaders of both teams need to make it abundantly clear how much they respect the other team. They feel

fortunate when they beat them because they are such a good team. The respect and kindness goes a long way. Stop the trash talking.

Jesus spoke out against hatred. **Matthew 5:43-48** “*You have heard that it was said, ‘Love your neighbor and hate your enemy.’ 44 But I tell you, love your enemies and pray for those who persecute you, 45 that you may be children of your Father in heaven. He causes his sun to rise on the evil and the good, and sends rain on the righteous and the unrighteous. 46 If you love those who love you, what reward will you get? Are not even the tax collectors doing that? 47 And if you greet only your own people, what are you doing more than others? Do not even pagans do that? 48 Be perfect, therefore, as your heavenly Father is perfect.*” Will you obey Jesus or twisted evil in your hearts?

We Christians know what it is like to be hated for Jesus Christ. It is not pleasant, and not something I wish upon anyone else. **Mark 13:13** *Everyone will hate you because of me, but the one who stands firm to the end will be saved.* Those of us who follow Christ are called to be better. To avoid things like hatred. Because of this we wind

up being hated. Because we choose to obey God over man. Too many people want to be told they are doing a good thing even when they are doing a bad thing. Hate is a bad thing. It poisons your mind and your soul. **John 3:20** *Everyone who does evil hates the light, and will not come into the light for fear that their deeds will be exposed.* Live in the light. Embrace the light. Come out of the darkness. Live better. Be better. Be an example of respect and love. Especially to those you are competing against.

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.

SiM - Sim is short for simulation. These can be based on just about anything. Life, flying an airplane, driving a car, designing a transit system, building a city, and many more. Families enjoy these because they mirror real life in most cases. They make sense, and work with intelligent designs. This is not the case 100% of the time, but for the vast majority.

WASD - Old computer games used WASD for the main directional controls. W is for going up. A is for going to the left. S is for going down. D is for going to the right. There are some modern Personal Computer games that use WASD as a throwback or a way to be retro. The Space

bar, CTRL key, and ENTER/RETURN keys were also used in commands of many older PC games.

Kills - In competitive video games kills refer to how many times you kill someone in a video game. First Person Shooters are well known for this since players are using weapons like guns and rocket launches to kill the other players. The player with the most kills at the end of a round wins.

Lag - Lag refers to the game slowing down. This can be due to an Internet connection, slow machine, slow server, slow router, or other related issues. “Lag kills” is a phrase used by gamers quite often. The input the player puts in gets slowed down or lost. Other players see them standing there doing nothing and take advantage. Meaning they kill them in the game.

AFK - This stands for away from keyboard. Players will put themselves on AFK status so the other players know not to interact with them. This is especially essential in online video games when/where players will talk to one another through headsets or even with typing on the keyboard.

The words will appear on the screen when typing in the game.

Hardcore Gamer - Hardcore gamers live and breath video games. It may even become a false idol to some. They have strong opinions and are loud about what they want, and what they believe. To the point of fitting into the zealot definition. Hardcore gamers are aggressive, angry, and generally hostile to anything and anyone that disagrees with them. They will use death threats, and real world violence to achieve their goals. They are generally everything bad about the video game industry.

Casual gamers - Casual gamers play simple games that do not require much skill. Casual gamers do not take video games that seriously. It is a recreational activity they can take or leave. Casual gamers are known to play apps, hand helds, and systems like the Wii. They like to play light hearted games that do not require a lot of commitment. Casual gamers are generally not aware of the trends in the industry or what the most popular games are. They know what they hear about on the news, and what FFG reports on.

IN THE

CONTENTS

Story	Page(s)
Touchgrind Skate 2' Now Available On iOS	16 - 17
goalunited 2013 to become goalunited 2014	17 - 18
DTM Experience 2014	18 - 19
Norwegian Cruise Line and Wii U	19
Corban University Signs Agreement with Mars Hill Church	20
The Joy Factory Releases Line of Rugged Cases for iPhone 5s	20 - 21
Spil Games Investing \$5 Million In HTML5 Game Developers	21
EnjoyUp Games announces Rock 'N Racing Off Road on Nintendo Wii U	22
Mighty Cast Announces the Nex Band	22 - 23
Secrets of Raetikon to launch on Steam Early Access 01/07/2014	23



Touchgrind Skate 2' Now Available On iOS

Illusion Labs announced that "Touchgrind Skate 2" is now available on the iOS® app store for the Apple iPhone®, Apple iPad® and Apple iPod touch®.

Just like in real skateboarding or fingerboarding, "Touchgrind Skate 2" is a game of skill that takes less than ten minutes to understand, but a lifetime to master. Learn the tricks, complete challenges, and unlock new skateboard parts. Get the highest score in time-limited Competition mode, rip freely and complete challenges in Jam Session mode, challenge your friends in the turn-based multiplayer Game of S.K.A.T.E or export video clips and show off your best lines!

"With a camera view similar to Touchgrind BMX and our experience from the original Touchgrind we

NEWS

created "Touchgrind Skate 2", the most realistic multi-touch skateboarding game ever", says Andreas Alptun, Chief Technology Officer.

"Touchgrind Skate 2's innovative touch controls combined with real physics simulation takes full advantage of iPhone, iPad and iPod touch as gaming devices. This successful fusion lets you pull off tricks like ollies, pop shuvits, kickflips, heelflips, impossibles, powerslides, lip tricks, stalls, drops, 5-0's, 50-50's, crooks, tailslides, bluntslides, darkslides etc in endless combinations, or why not do them in nollie, fakie or switch? - Only your skill and imagination set the limit. "Touchgrind Skate 2" includes unlockable boards, different locations, replays and the ability to export or upload to YouTube™ and Facebook in just a few taps.

"Touchgrind Skate 2" is now available for USD \$4.99 from the app store on iPhone, iPad or iPod touch.



goalunited 2013 to become goalunited 2014

The free football manager game, goalunited 2013, has become goalunited 2014! A variety of changes and new features will significantly improve the gaming fun and ease of use even

further. For example, there are 40 new achievements that can be earned. Each achievement provides new career points that unlock new game content.

There will be some changes to training, too: Condition training will become much more effective with the update than before. The number of completed matches, the condition trainer, the condition of the training building, all this and much more are to be kept in mind.

There will also be some new features for the top teams: On 12th December, the 'Milan Top Team

Challenge' will start, where you can compete against the team for top strikers Mario Balotelli and Stephan El Shaarawy as well as for the homecomer, Kaká. The best thing about the Top Team Challenge: You receive a lottery ticket for every win against AC Milan, and with every lottery ticket you win, you automatically take part in a prize draw for a trip to Milan. The winner and an accompanying person get to go to an AC Milan match there. The accommodation is included of course.

What's more, there are 20 new presets, which are even more attractive, on the goal wall. Pure luck is now much more decisive in winning prizes here than your manager's ability. As an extra goodie, each manager is given a goalunited next fitness trainer. This trainer is always highly motivated, has better skills than the old fitness trainer and demands less pay. He already has the goalunited next look - the completely new goalunited version planned for next year.

With all of these new features, the basic principles of goalunited have not changed: As always, you can expect exciting matches against real players from around the world, which decide whether you're promoted or relegated, your fans thrilled or disappointed and the state of the club's finances – and all in real time! With virtually all the elements from real club life, it's all about managing your club over several playing periods from title to title, improving and transferring your players, building your own stadium and also about taking control of all the other aspects of running a club. The new season begins on 23rd November and is an ideal time for new players to step in!

goalunited 2014 is free and available in 28 different languages. It can be played in a browser without the need for any downloads or installation.



DTM Experience 2014

DTM Experience assures by its high degree of realism and skillful arrangement of challenges, that the authentic driving experience reaches all players. The difficulty levels "Novice" and "Amateur" offer intelligent support for the driving dynamics of the cars allowing for a good balance between easy handling and a challenge to master. The "Get Real" driving model lets the player experience DTM like a real race driver. At this level, all technical settings correspond with that of their real life counterparts. Transmission ratio, differential, aerodynamics and many more parameters can be changed to simulate the powerful mechanisms behind a real DTM car.

Experienced drivers can further add tire wear and car damage to their experience. A particular action-rich option is provided by the DRS (Drag Reduction System). Like in reality, the players can modify the aerodynamics of the car with DRS via the push of a button, and move the rear wing to support crucial takeovers.

A further highlight is A.R.I. (Adap-

tive Racing Intelligence) which adapts automatically and intelligently to the individual drivers skill. When the driver becomes better, so do the opponents. The artificial intelligence "learns" and continues to be a challenge

for the driver.

Online Leaderboard Challenges connect directly to driving profiles. Gamers' lap times mix with the DTM pros' times enlisted on the Leaderboards.

Equipped with these outstanding driving dynamics, the drivers of DTM Experience enter the challenge with the original DTM vehicles on the original DTM tracks, competing based on the original rules against perfectly simulated and realistic opponents. The fight for the title influences not only the driver's progress but also that of the DTM team's and DTM manufacturer's scoreboards. The sophisticated Qualifying modes in four competition levels boil up the excitement around the pole position battle. The Race with its duels doesn't lack in drama compared to the real DTM.

As an absolute highlight, with the DTM Experience 2013/14 Season Pass all buyers of DTM Experience 2013 are for now granted free access to the coming DTM Experience 2014 that will include Online Multiplayer Mode. This is a time limited offer that will be available until the 31st of March, 2014.

Norwegian Cruise Line and Wii U

Norwegian Cruise Line and Nintendo of America announced that they are expanding their partnership to offer Wii U video game systems and Wii U games fleetwide. As part of the partnership expansion, the line will feature Nintendo's newest video game console in all ships' atriums and youth and teen centers. In addition, the new HD Wii U systems will be featured at various competitions and events on board each ship.

Norwegian first partnered with Nintendo in March 2007, when Wii systems were introduced fleetwide. Now, with the introduction of Wii U, the successor to Wii, the gaming experience is being elevated to new levels. The interactive Wii U gaming system complements Norwegian's Freestyle Cruising by offering gaming opportunities to guests of all ages. The new consoles give guests the chance to experience a variety of new action, adventure, party, racing, strategy, puzzle and sports games.

Wii U delivers great video game experiences with exclusive Nintendo characters in HD. Wii U also features the GamePad controller, which removes the traditional barriers between players, their favorite games and the television by giving one player a second touch screen, while other players use traditional controllers. That lets different players experience the same game in different ways. It's perfect for the kinds of multiplayer game-playing parties.

"Wii U provides one of the most social video game experiences you can have, whether you're playing with family members or friends," said Scott Moffitt, Nintendo of America's executive vice president of Sales & Marketing. "The ships in Norwegian Cruise Line's fleet give people a great opportunity to experience Wii U for themselves, have fun playing Nintendo games and make some new friends."

In The News Continued

Corban University Signs Agreement with Mars Hill Church

Starting in the fall of 2014, Corban University of Salem, Ore. and Mars Hill Church will offer a 24-credit Bible certificate at the Mars Hill Bellevue, Wash. location. Classes are slated to begin in the fall of 2014.

The curriculum will include Bible and Theology Foundation, Ministry Skills Foundation, Introduction to Bible, Introduction to Theology, Christian Worldview and Apologetics, Biblical Spiritual Formation, Gospels, Bible Study Methods.

“We are anticipating a great, ongoing relationship with Mars Hill Church, pending approval of the Northwest Commission on Colleges and Universities,” said Corban Provost Matt Lucas. “This certificate is not included under Corban University’s accreditation until NWCCU approves the program.”

Mars Hill Church began in 1996 as a Bible study in the Wallingford, Wash. home of Mark and Grace Driscoll just north of Seattle. Today, the congregation is distributed across 15 locations in five different states, reaching millions around the world through a robust outward-facing ministry that includes podcasts, music, events, and websites. Mars Hill has been named one of the largest and fastest-growing churches in America, as well as one of the most innovative. Driscoll’s sermons are viewed millions of times per year online and regularly rank number 1 on iTunes podcast charts.

“I am enthusiastic and optimistic about Corban University’s partnership with Mars Hill Church,” said Sheldon C. Nord, president of Corban University. “It is consistent with our strong desire to be ‘Christian thought leaders’—a leading voice on cultural, philosophical and academic issues, with a commitment to raise up future leaders who will champion the cause of Christ in their respective disciplines.”

The Joy Factory Releases Line of Rugged Cases for iPhone 5s

The Joy Factory, Inc. released the latest version of its rugged and waterproof cases aXtion Go and aXtion Pro International, both now featuring AccuTouch technology that is compatible with the Touch ID fingerprint sensor in the iPhone 5s. Each case provides military grade shockproof protection and even guards against damage from water, dirt and everyday mishaps. The aXtion Go distinguishes itself by its patent-pending Diamond Air Cushion design that provides extra protection in a lightweight, fashion-forward design. aXtion Pro International is fully submersible and supports the industry’s widest array of accessories. The Joy Factory will be exhibiting the aXtion line and additional new products at CES, Jan. 7 - 10, 2014 at booth no. 5006 in the North Hall.

“More and more phones are being damaged by everyday dangers like water and accidental drops,” said Miranda Su, executive vice president of The Joy Factory. “Now with our aXtion rugged cases, consumers have a convenient and stylish way to enjoy their smartphones without any fear of damage.”

aXtion Go for iPhone 5s

The aXtion Go case for iPhone 5 boasts a thin profile measuring less than one half-inch thick, helping to make it one of the slimmest cases to offer significant shockproof protection. The diamond-shaped air cushions work with four layers of built-in protection to guard the iPhone against routine bumps, drops and scrapes without adding any unnecessary weight or bulk to the case. And now with the addition of AccuTouch technology, iPhone 5s users can enjoy the Touch ID fingerprint sensor unhindered.

The aXtion Go case meets the IP65 water-resistant standard, meaning it can withstand brief submer-

In The News Continued

sion in water and is protected against airborne particles such as dirt and dust. The durable case also meets the highest standard of military-grade shockproof MIL-STD-810, which helps safeguard the iPhone 5 from accidental drops. In addition, aXtion Go offers a number of features including:

- Built-in SureGuard heavy-duty screen protector optimized for texting and touchscreen navigation
- Intelli-Filter Technology that blocks water, not sound, for clearer calls and impressive music playback
- Sharpvue Camera Lens that protects the iPhone’s camera without degrading picture quality
- Removable Hand Strap for added convenience

The rugged water-resistant cases for the iPhone 5 are available in white, black, turquoise and fuchsia, and will be offered at a MSRP of \$49.95. All four aXtion Go cases are available for purchase at the company website and through major online sites and retailers.

aXtion Pro International for iPhone 5s

The aXtion Pro case for iPhone 5s provides the highest level of protection, meeting MIL-STD-810 military-grade drop test standards and the industry’s highest waterproof standard (IP68). aXtion Pro provides the highest audio quality in a waterproof case through its Intelli-filter membranes that cover each speaker and microphone. The rugged case’s unique locking latch mechanism ensures that the case will not open when dropped. aXtion Pro protects the iPhone’s screen with a heavy-duty built-in screen protector designed to easily transmit touch gestures. Each aXtion Pro case also comes equipped with the proprietary TripleGrip Accessories Port, allowing the consumer to maximize their iPhone with 15 available accessories such as bike mounts and belt clips.

Spil Games Investing \$5 Million In HTML5 Game Developers

Spil Games, a global leader in online gaming, announces it is committing \$5 million in 2014 for developers to create HTML5 games. The earmarked funds will provide developers with financial support to port existing games to HTML5, as well as to create new games and game elements. The money will also go toward game monetization as well as marketing of those games to Spil Games’ 180 million monthly active users.

“Mobile developers face increasing obstacles in developing native apps - it’s expensive, app stores are crowded marketplaces, and they have to make multiple versions of their games for different devices,” said Dan Prigg, senior director of games at Spil Games. “We believe HTML5 development can offer the best solution to most of these obstacles. With our massive investment next year, we are demonstrating our confidence in the future of HTML5. Our goal is to help remove the risks for developers with financial, technical and marketing support.”

Wanda Meloni, president of M2 research said, “Like any new technology, HTML5 for game development had a slow start and many small developers were reluctant to do early development and take the plunge. Now HTML5 is finally gaining momentum as more developers view mobile web browsing clearly as a viable development strategy, and we believe 2014 will be the year of HTML5 starts to shine. The timing of Spil Games’ \$5m investment is perfect and a great opportunity for any indie developer interested in showcasing their games through HTML5 and multi-device gaming.”

Developers interested in learning more about how Spil Games can support HTML5 game development please contact: licensing@spilgames.com.



EnjoyUp Games announces Rock 'N Racing Off Road on Nintendo Wii U

Get ready to enjoy Off Road races with your friends and family on the Wii U!

Rock'N Racing Off Road offers the most entertaining and exciting races, with loads of skids, crashes and amazing jumps. You will have several modes of play, such as arcade mode, time trial and multi-player with the option of up to 5 Players at a time.

Features:

- Wide variety of tracks.
- Arcade mode, time trial, multi-player with 5 players!
- Realistic physics for driving, jumps and crashes.
- Non-TV mode using the GamePad.
- Loads of Rock'N Roll music.

Mighty Cast Announces the Nex Band

Mighty Cast announces the launch of its flagship product, the Nex Band. A customizable, wearable technology device, the Nex Band uses Mod charms to connect physical collectible and shareable objects with mobile applications. The band employs Bluetooth technology to connect to the cloud providing users with real-time social, mobile and gaming notifications.

The Nex Band communicates with any combination of up to five Mod charms at a time. Each Mod represents a related game, social channel or other mobile application that can, once snapped onto the Nex Band, send notifications to the band's wearer through patterned blinking and colors. Mod charms are fully customizable and can be swapped with other Nex Band users to unlock new experiences.

"The Nex Band seamlessly connects Mod charms with social, mobile and gaming applications to make tracking notifications as simple as the blink of a charm," said Adam Adelman, CEO and co-founder of Mighty Cast. "Imagine being able to tailor the capabilities of your band. While most wearables lock users into one application, the Nex Band creates dynamic, ever-changing experiences. By creating a console on the wrist, the Nex Band is bringing an entirely new social experience to consumers."

Each Mod charm carries a unique ID, allowing permissions, locations and behaviors to be updated in the cloud. Through the Next App, Mighty Cast's hub, all charms can be accessed to manage and customize settings any time. Individual charms, of course, can also be managed through their respective mobile applications.

Mighty Cast will also make APIs and SDKs available for developers interested in assisting in the go-to market of new Mod charms without having to go through the expense of manufacturing. The first batch of Nex Bands will ship late 2014 ahead of the Christmas season.



Secrets of Raetikon to launch on Steam Early Access 01/07/2014

Broken Rules is proud to announce the Steam Early Access release date of Secrets of Raetikon. The game will be available on the biggest PC gaming platform on January 7th, 2014.

Secrets of Raetikon is an action-focussed exploration game with an open world. Players fly through the savage mountains of the Alps and collect parts of ancient machines in this interactive world. The world is rich in interactivity. Trees, rocks, plants and animals - everything is physics based and can be grabbed and dragged around.

Hostile animals protect their habitats and interact with the player as well as each other, forming a complex ecosystem: drag a bird of prey to another predator and they attack each other; grab a robin and feed it to a buzzard - it will attack the poor bird instead of you; defend yourself by wielding spiked plants or by pushing foes into thornbushes.

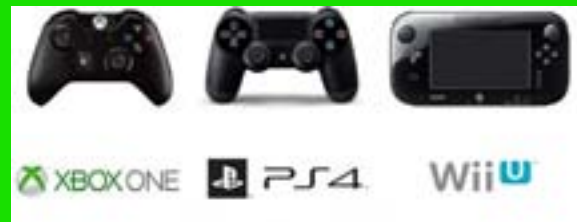
Secrets of Raetikon sports a full-featured level editor. Players can edit every level that comes with the game or create all new levels. Levels can be shared over Steam Workshop. We've added a physics sandbox that allows players to build toys or even all new games. This is the same editor Broken Rules uses to build the game itself. It will be continuously developed for as long as we work on the game.

In the Early Access build, the main campaign is already playable and the editor is included, but the grand finale is not. The finished game will be released in Q1/2014.

Four different editions of the game from alpha access to the boxed edition will be available soon. Buyers will receive a Steam key upon Early Access launch, just like the Indiegogo backers.



State of Gaming



REVIEWS

With the Christmas rush over, we start anew. A brand new year. A brand new set of games, challenges, and maybe even systems. Expect the Wii U, PS4, and Xbox One to gain traction this year. Each of the companies will point out their positives, and exclusives. A whole new slew of trade shows will kick off. Companies will clamor over one another trying to get attention in the same small windows. I keep expecting a few intelligent companies to ignore some of the shows and release content before or after the show. After actually makes more sense since it can defuse any progress a competitor may have made at the show.

Family Friendly Gaming expects in the year of our Lord 2014 to be about games. Can the PS Vita climb out of the tomb it has been buried in? Will upstarts like OUYA and Gamestick make

inroads into the industry? When will the PS4 and Xbox One catch up to the Wii U? It is expected to happen this year. Will Nintendo surprise the industry with news on a new home console in 2014? Or maybe an upgraded Wii U. Will Microsoft and Sony run neck and neck with their new home consoles? Or will one of them emerge as an industry leader? How much longer can the Nintendo 3DS/2DS dominate the market place? Will there be news of a new hand held device from Nintendo?

We have many questions for what will happen this upcoming year. If Jesus returns then all of them are meaningless. If we are granted another year on this planet then we will pay close attention to what transpires.

Family Friendly Gaming is making no official predictions. There are things that concern

Family Friendly Gaming Nation. Sony's lack of interest in the family is a concern for the long term success of the Playstation 4, and the Playstation Vita. The oppressive nature of Xbox Gold Live and forcing consumers to use it for almost everything is a concern for the Xbox One. The slow first year, and lack of innovation from Nintendo is a concern for the Wii U. The high prices for anything Disney Infinity related is a concern for Disney Interactive. We also wonder where Skylanders can go next. What is Activision cooking up for 2014. How much better will the sports games get on the Xbox One and Playstation 4?

The final concern is when will these companies thank Family Friendly Gaming in a meaningful way for the money we have made them? When will the street go two ways?

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.

DVD	Score	Page
Without A Trace Season One	67	35
X-Men Volume 1	70	34
Genesis	Score	Page
Bonaza Bros	50	37
Hardware	Score	Page
Nintendo 2DS	79	33
Nintendo 3DS	Score	Page
Disney Infinity	42	27
Nintendo DS	Score	Page
Megaman ZX	65	29
Playstation 2	Score	Page
Soccer Mania	75	36
PS Vita	Score	Page
Dungeon Hunter Alliance	40	26

SNES	Score	Page
Kirby Super Star	71	37
Wii U	Score	Page
Wii Fit U	72	32
Xbox One	Score	Page
Xbox Fitness	76	30



James 5:4-6

4 Look! The wages you failed to pay the workers who mowed your fields are crying out against you. The cries of the harvesters have reached the ears of the Lord Almighty. 5 You have lived on earth in luxury and self-indulgence. You have fattened yourselves in the day of slaughter. 6 You have condemned and murdered the innocent one, who was not opposing you.



Dungeon Hunter Alliance

SCORE: 40



Disney Infinity

SCORE: 42



Dungeon Hunter Alliance should have a 'M' rating for seventeen and older only. This PS Vita game is close to the Diablo video games, which all have the macabre and morbid rating descriptor. The ESRB found blood and violence in Dungeon Hunter Alliance. The missed the sexual, and religious content.

There is so much hacking and slashing in Dungeon Hunter Alliance that I forgot why I was going into these dungeons. I lost the point early on. I was given quests to complete. I waded through thousands of the same enemies just to make some goal. Then I went back through the ocean of bodies to report my success. The character who provided the quest thanked me with a reward and I would do the same thing for some other



character.

To say Dungeon Hunter Alliance is boring would be putting it mildly. The best way to progress is to move a bit, fight the enemies that appear, and move forward a little bit again. If you get bored with the fighting you can actually run past some of them. Especially zombies and skeletons. They are slow as molasses. Experience is needed to fight



harder monsters so players need to slice and dice their way through thousands of enemies.

Dungeon Hunter Alliance looks okay. I have definitely seen better looking games on the Playstation Vita. The blood, gore, violence, dead bodies, and enticement to lust all drag this game down. The deep occult and black magic elements also hurt Dungeon Hunter Alliance. The same goes for the false gods, and main character coming back from the dead. The violent action in Dungeon Hunter Alliance can get chaotic and confusing at times. The same goes for the controls.

The loot system is really lame in Dungeon Hunter Alliance. I kept getting all kinds of worthless and useless items.

Since I bought a used copy of Dungeon Hunter Alliance I could not register any of my trophies. Sony reminded me of that every single time I brought the game up to play.

- Mark



Publisher: Ubisoft
System: PS Vita
Rating: 'T' - Teen
{Blood, Violence}

Graphics: 30%
Sound: 60%
Replay: 70%
Gameplay: 50%
Family Friendly Factor: 30%

The home console version of Disney Infinity was fantastic fun. Sure it has some flaws here and there, but overall it is a good entry into the industry. Disney Infinity is deceptive and worthless. We requested a reviewable copy of Disney Infinity on the 3DS for months. We were told it was coming, we were ignored, and we were never provided for. So on Black Friday I purchased a copy for half the price. And it is not even worth that price.

The first problem with Disney Infinity on the 3DS is you get the same three starter characters. Not much incentive to purchase the handheld version. Then you need to find three triple A batteries to make



Publisher: Disney Interactive
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Cartoon Violence}

the portal pad work. The portal pad for the 3DS only contains two slots. One for a character, and one for the world generator. Or so I thought it was the world generator. Disney Infinity on the 3DS can only scan and load one thing at a time. So one character, or one world generator. Which means I had to scan three times to get the starter pack content loaded.

I went into story mode all excited to see the open world. I was curious to see the Toy Box mode references on the box. None of that is in this handheld game. Instead there are boards games where teams of four roll dice, and play mini games. Why was the portal needed for this? Why are world generators



needed for this? It should just be included. No toy characters are needed.

The mini games can be played by themselves or within the board games. I learned in the board game that the computer teams are exceptionally good, talented, and intelligent. They are very tough to beat. Families would need to practice the mini games repeatedly to beat the computer controlled characters.

Disney Infinity may be competition for Skylanders on the home consoles. Disney Infinity on the 3DS is nowhere close to Skylanders on the Nintendo 3DS. - Paul



Graphics: 60%
Sound: 60%
Replay: 10%
Gameplay: 30%
Family Friendly Factor: 50%



MINION MUNCH CHEX® PARTY MIX

NUTS ABOUT PEANUT BUTTER AND BANANA TOGETHER?

This new dynamite party mix, with banana, peanut butter and just a touch of chocolate tossed in for good measure, is one tasty treat!

- 2 cups Honey Nut Chex® cereal
- 2 cups Chocolate Chex® cereal
- 2 cups Banana Nut Cheerios® cereal
- 1 cup dry-roasted peanuts
- ¼ cup butter or margarine
- ¼ cup packed brown sugar
- ¼ cup peanut butter
- 1 cup freeze-dried banana chips
- ½ cup candy-coated chocolate candies

* If you can't find freeze-dried banana chips, just use regular dried banana chips.

* Either creamy or crunchy peanut butter works well with this recipe.

1/2 cup: Calories 230 (Calories from Fat 110); Total Fat 12g (Saturated Fat 5g, Trans Fat 0g); Cholesterol 10mg; Sodium 210mg; Potassium 150mg; Total Carbohydrate 25g (Dietary Fiber 2g); Protein 4g

% Daily Value: Vitamin A 6%; Vitamin C 4%; Calcium 6%; Iron 20% Exchanges: 1 1/2 Starch, 2 1/2 Fat Carbohydrate Choices: 1 1/2

1. In large microwavable bowl, measure cereals and peanuts.
2. In 2-cup microwavable measuring cup, microwave butter until melted, about 30 seconds. Stir in brown sugar and peanut butter; microwave 30 seconds longer or until mixture is boiling. Pour over cereal mixture, stirring until evenly coated
3. Microwave uncovered on High about 3 minutes, stirring every minute, until mixture is glazed. Cool 5 minutes. Stir in dried bananas and candies. Spread on waxed paper to cool. Store in airtight container.



DM2 Chex Party Mix Recipe Cards
File: 13GM322 Date: 11/07/13 Temp: 30°
Orbit: 1.1, 1.2, 1.3

1.4



Megaman ZX

SCORE: 65



Capcom continually modifies the Megaman franchise to try and reach new audiences. At the same time they try to keep things the same to keep their core gamers. Megaman ZX on the Nintendo DS tries different things, and keeps many things the same. Megaman ZX gives us a behind the scenes look at what makes a Megaman. Or Megawoman since you can pick one or the other. Amazon women will rejoice that option.

I might as well get two things out of the way. Megaman ZX contains violence. We use energy beams to shoot and destroy a plethora of robots. Unlike Sonic the Hedgehog, there are no cute little woodland creatures inside. Just the death of that robot. Until you leave and come back to that area and then they are all miracu-

lously alive again. Which means we have to kill them again.

The second problem is the suggestive content. Which was not needed in Megaman ZX at all. How is it artistic to treat women as sexual objects? How is that mature? How

does that encourage healthy relationships, and healthy marriages?

The story elements is what helps Megaman ZX stand out from the crowded shoot

everything that moves crowd. Going to town and completing quests gives Megaman ZX



a little bit of that role playing game feel. Unfortunately Megaman ZX is not always clear on how to complete quests/missions. I got stuck so many times in Megaman ZX.

I purchased Megaman ZX for under ten dollars. I am not out much money to play Megaman ZX. I would suggest you pass on this hand held video game. Unless you really want to devote all kinds of time to figuring out how to do things. You will probably end up reading walkthroughs and guides just to get through. I warned you ahead of time.

- Mark

Publisher: Capcom
System: Nintendo DS
Rating: 'E' - Everyone
{Cartoon Violence}

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





Xbox Fitness

SCORE: 76



I love fitness games. I love getting exercise while gaming. It is one of the good sides of video games. There is plenty of competition when it comes to exercise video games. Xbox Fitness gets some things right, and some things drastically wrong.

Xbox Fitness is free to download and start to exercise with the free work outs. As long as you have Xbox Live Gold. So you have to be using a short term free card or pay \$60.00 a year. Not exactly my definition of free. If you do not have Xbox Live Gold you can pay an insane amount of money for specific work outs. For example I saw one for \$29.99. The same kind of a work out DVD can be purchased for



between \$5.00 and \$10.00 at a store. The tracking is not going to be worth that much to families. The work outs in Xbox Fitness range. Most of them are intense, tough, and will help you lose weight. The trainers are encouraging, and very positive. The game uses the Kinect sensor to help you improve your form, and get the best work out you can. I



was sweating and out of breath after almost every work out. Xbox Fitness streams the data into your home over the Internet. Our modem rebooted, and I lost connection during one work out. The game stopped and would not let me continue playing. Which is really lame in my opinion. I prefer to have a game on a disc or cartridge where I can continue playing. The men and women wear exercise apparel in Xbox Fitness. Many of the women are wearing very little. In fact there are images of women in bikinis in Xbox Fitness. Somehow the ESRB was unable to find the words enticement to lust, or partial nudity to describe Xbox Fitness. Not even their weak Suggestive Themes descriptor. It should not surprise me since finding the mistakes of the ESRB is becoming common place here at Family Friendly Gaming. They lost all credibility with us. - Paul


Publisher: Microsoft
System: Xbox One
Rating: 'E' - Everyone

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




TRAVEL GAMES

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Wii Fit U

SCORE: 72



Nintendo 2DS

SCORE: 79



Many years ago Wii Fit was a revolutionary video game. It improved the images of gamers, and helped families get healthier. That was back in 2008. Here we



are five years later, and exercise video games have improved and progressed. Families have numerous choices to exercise with video games. Games like Nike+ Kinect Training is leaps and bounds better than any Wii Fit game. Which is why Wii Fit U is such a disappointment. Nintendo made minor upgrades to a franchise that is years behind its competition.

Wii Fit U looks better than Wii Fit, but not at the level of other exercise games. The Mii characters feel really outdated compared to training with real looking people. The sounds are also marginally better. The island used in past games have been brought back

in Wii Fit U.

Here lies the biggest problem with Wii Fit U - re-hash. Too much of this home console light exercise game has been seen and played before. There are some new exercises and activities (dancing comes to mind), but the vast majority families have paid for before. And most likely played these exercises to death. So its a



hard sell to expect families to repay for the same content on the Wii U. Especially when you can play your Wii Fit on the Wii U without paying any more money.

Wii Fit U annoyed me with the constant control shifting. Use the Gamepad for this activity, put it down and get on the balance board. Use two Wii Remotes, get on and off the balance board while using the Gamepad. The control schemes in Wii Fit U are all over the board. It never felt natural. It is still too easy to do exercises wrong in this franchise and be rewarded for it.

Families can sweat thanks to Wii Fit U. There is a free thirty day demo in case your family is interested in trying it before you buy it. Nintendo is also providing multiple packages at different price points which can help families out.

- Paul



Publisher: Nintendo
System: Wii U
Rating: 'E' - Everyone
{Mild Cartoon Violence}

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

There can be a lot of frustration in a lot of corners of the video game industry because we want different things. Companies target specific audiences with certain products. There has been hate out there by some concerning the Nintendo 2DS. Why? Because the haters do not comprehend perspectives beyond their own. Whereas I can see the good in the Nintendo 2DS. I can see how this can reach an audience.

Families tell me all the time they are concerned about the damage the Nintendo 3DS does to the eyes. My wife Yolanda has problems with migraines and the 3D in the Nintendo 3DS can trigger them. Nintendo has never once bothered to pay



for the pain and suffering their Nintendo 3DS device causes. The Nintendo 2DS is the perfect solution. Everyone who wants to play Nintendo 3DS hand held games without the 3D damage causing effects can now do so.

This wedged shaped unit feels strange at first. As does the lack of being able to swivel it shut. We had to purchase a cover to protect the screen since it is exposed. Nintendo missed something with that little problem. Once you get used to how it feels, it works great. A nice long battery charge allows kids to play longer than they can on the



Nintendo 3DS. The games look and sounds great on the Nintendo 2DS. Kids have no issues using the Nintendo 2DS.

Nintendo made a bit of a blunder with the instructions in apps like Mii Universe on the Nintendo 2DS. The instructions are obviously written for the Nintendo 3DS. How do I know? It shows a 3DS and tells me to close it. Well the Nintendo 2DS has no hinges and can not close. Since this app came pre-installed I had expected it to comprehend the differences between the two hand helds.

- Paul



Publisher: Nintendo
System: Hardware
Rating: " - Not Rated

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



X-Men Volume 1

SCORE: 70



Without A Trace

SCORE: 67



We never mind going back and reviewing older movies and shows here at Family Friendly Gaming. With reviews of X-Men Volume 3, and X-Men Volume 4 already on the books I decided it might be fun to complete off this series. The best place to start is the beginning - X-Men Volume 1. Viewers are introduced to the mutants and the world they live in.

The older technology used in X-Men Volume 1 can be laughable at times. Especially when there is talk of VCRs. The whole violence against mutants seems a bit overdone to me. Christians can relate since there has been centuries of hatred, and violence against them. Sadly X-Men Volume 1 gets it backwards and makes



people of faith to be the bad guys. But then the X-Men franchise has been co-opted by redefiners in recent years. The religious belief of evolution runs rampant in X-Men Volume 1. Another sad



testament to the era in history this show comes from. As well as how far the evolution zealots will go to spread their message and their attempts to destroy any diversity from their viewpoint.

The sixteen episodes in X-Men Volume 1 are a good value if you can get these DVDs for ten dollars or less. The volume reads as one long story line. There are story arcs here and there. I like how one bad guy steps aside for another one for a few episodes. Numerous villains are shown in X-Men Volume 1.

There is cartoon violence in X-Men Volume 1. Characters use their various powers to attack and hurt one another. Rarely do they try to kill each other though. The writing is fantastic as multiple groups will interact to achieve different goals during different campaigns. This kept the outcome up in the air, and kept the viewer interested. - Paul



Publisher: Disney
System: DVD
Rating: 'TV-Y7' for Directed to children 7 and older

Graphics: 68%
Sound: 70%
Replay: 63%
Gameplay: 80%
Family Friendly Factor: 70%

I enjoy watching detective shows. Without A Trace Season One is a different kind of a cop show. People go missing and this FBI team tracks the missing people down. The show takes many twist and turns. Some leads pan out, and others end in dead ends. Different agents will have different theories on what happens. They explore all of the viable options until they get to the truth. That is if they ever track down the truth.

Like most cop shows there are a plethora of adult only issues addressed. Without A Trace Season One is not a show for children. A variety of adult only concepts are talked about, debated, and discussed in Without A Trace Season



Publisher: Warner Bros
System: DVD
Rating: 'NR' - Not Rated

One. Kids can be molested, abused, and even murdered in Without A Trace Season One. There are many disturbing images in Without A Trace Season One. There is also a high degree of bad language, and attitudes portrayed by the characters in Without A Trace Season One. Abuses of power are not punished, and there are multiple inappropriate relationships - even among the agents.

Without A Trace Season One makes me feel like we are under a police state in the United States of America. The Constitution is trampled upon too often in this show. In certain episodes Without A Trace Season One tries to teach the Constitution is in



the way of the right thing. This show teaches the government should be trusted over the people.

Without A Trace Season One is a different take on a police show. Tracking down where someone was, and when they were there is interesting to me. It is amazing how they find out someone was in some place. I also enjoy the discussions the agents have when they are campaigning for their particular opinion on what happened.

What I find sad about Without A Trace Season One is how the agents break the law and get away with it. It reminds me of NCIS. - Yolanda



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



Soccer Mania

SCORE: 75



Bonaza Bros

SCORE: 50

Kirby Super Star

SCORE: 71

For months I have been playing Soccer Mania on the Playstation 2. It has been off and on as I could work this Lego game in. Soccer Mania is a Lego game. Lego characters are playing soccer. There are different teams with different themes. Knights, Indians, Pirates, and more. Know which publisher distributed Soccer Mania? Electronic Arts. You know EA.



Numerous power ups can be found on the fields of Soccer Mania. These power ups can be offensive or defensive. They are almost always violent to the other Lego characters on the field. They look good. In fact they remind me of the Mario sports games.

The graphics in Soccer Mania are bland. The Lego characters look okay. The fields

could look much better. Yes I am aware of the fact that Soccer Mania is an older game. I still expected graphics that looked less washed out. I felt bad when I knocked another Lego character down thanks to



an explosive item.

Soccer Mania contains limited voice acting in parts of this home console game. The storyline is predictable if you are familiar with Lego video games. In fact it seems stretched out just to make sure you see all the different teams. Unlocking characters can be important in building a super team that can stand up to anyone.

Thanks to the Multitap up to four family members can play Soccer Mania at the same time. Your family will probably only play two at a time, and the Multitap device is not needed for that. Families can have fun competing in soccer with Lego characters thanks to Soccer Mania.

The AI in Soccer Mania is not very bright, and can be easily fooled. This PS2 game does get tougher as players progress through the story.

- Frank



Publisher: Electronic Arts
System: PS2
Rating: 'E' - Everyone

Graphics: 70%
Sound: 80%
Replay: 80%
Gameplay: 65%
Family Friendly Factor: 80%

Bonaza Bros on the Sega Genesis lets you take on the role of one of the brothers. Or you and a friend can both play at the same time thanks to split screen technology. These two brothers are criminals. The goal of the levels is to go in there and steal stuff. Long before Grand Theft Auto gave the video game industry a bad image, and a black eye there was Bonaza Bros. Playing evil characters is nothing new to video games. Bonaza Bros is not the first example either.

Players can avoid the police who will sound alarms, or they can shoot them. Which will make them sit down for a bit. The stunning of the police wears off quickly. Which is one of the many things that makes Bonaza Bros little fun to play.

The graphics are not very good compared to other Genesis games. The sounds are okay. The game play works but there are plenty of places to get stuck, irritated, and aggravated. It is easy to get hit in Bonaza Bros too. One hit and you lose that life. There are multiple lives, but you will be stuck with police nearby.



Bonaza Bros is a difficult and challenging game to play. It is set up to be hard. The moral issues make me not even want to play games like Bonaza Bros in the future.

- Sam

Publisher: Sega
System: Genesis
Rating: 'NR' - Not Rated

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

Kirby Super Star is a Super NES (SNES) 16-bit home console video game. Technically it is a compilation of smaller games. Some of which are just ports of portions of previous Kirby games. There is Spring Breeze, Dyna Blade, Gourmet Race, The Great Cave Offensive, Revenge of Meta Knight, Milky Way Wishes, The Arena, Samurai Kirby, and Megaton Punch. The last two are just mini games.

Long time Kirby fans will notice a great portion of Kirby Super Star is rehash. We have seen it, and played it before. There are some new things, and Nintendo tried some different things with Kirby. It feels like Nintendo had all these different ideas for a Kirby game, and could not decide which one to flesh out. Instead they lumped them together, and added color to smaller versions of previous games.

Kirby Super Star is bright and colorful. There is plenty of violence as family members will inhale enemies and spit them back out. Swallowing many of the enemies will grant Kirby some special ability. It always relates to the enemy that was eaten. There are multiple things for families to do in this retro game.

I had fun playing Kirby Super Star, even though much of it felt like rehash. If you can get it cheap it is worth checking out.

- Paul



Publisher: Nintendo
System: SNES
Rating: 'NR' - Not Rated

Graphics: 67%
Sound: 79%
Replay: 70%
Gameplay: 75%
Family Friendly Factor: 66%

SPORTS



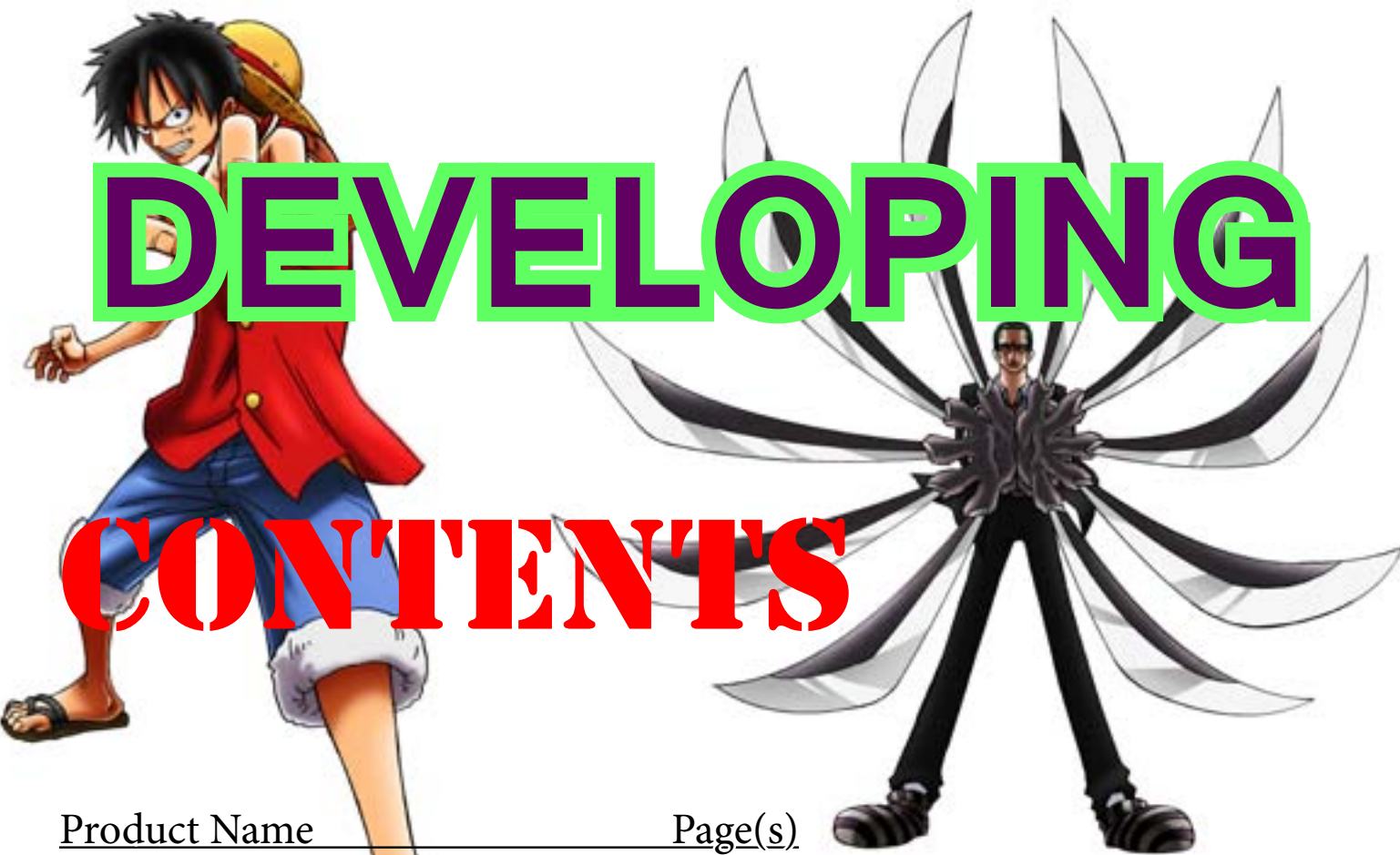
Product: DRIVECLUB
Company: Sony
System: PS4
Release Date: TBA 2014
Rating: 'RP' - Rating Pending





Product: DRIVECLUB
Company: Sony
System: PS4
Release Date: TBA 2014
Rating: 'RP' - Rating Pending





DEVELOPING

CONTENTS

Product Name	Page(s)
Hatsune Miku Project DIVA f	43 - 47
Lego The Hobbit	48 - 51
The Elder Scrolls Online	52 - 55
Ultra Street Fighter IV	56 - 57
One Piece Romance Dawn	58 - 59
FINAL FANTASY X/X-2 HD Remaster	60 - 63
Wargame Red Dragon	64 - 65



GAMES









Product: LEGO The Hobbit
Company: Warner Bros
System: Xbox One/Xbox 360/PS3/
PS4/Wii U/3DS/PC/MAC/Vita
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: LEGO The Hobbit
 Company: Warner Bros
 System: Xbox One/Xbox 360/PS3/
 PS4/Wii U/3DS/PC/MAC/Vita
 Release Date: 2014
 Rating: 'RP' - Rating Pending



Product: The Elder Scrolls Online
Company: Bethesda
System: PC/PS4/Xbox One
Release Date: 2014
Rating: 'RP' - Rating Pending



Product: The Elder Scrolls Online
Company: Bethesda
System: PC/PS4/Xbox One
Release Date: 2014
Rating: 'RP' - Rating Pending





Product: Ultra Street Fighter IV
 Company: Capcom
 System: PS3/PC/Xbox 360
 Release Date: 2014
 Rating: 'RP' - Rating Pending





DEVELOPING GAMES



Product: One Piece Romance Dawn
Company: Namco Bandai Games
System: Nintendo 3DS
Release Date: February 11, 2014
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: FINAL FANTASY X/X-2
HD Remaster
Company: Square Enix
System: PS3/PS Vita
Release Date: March 18, 2014
Rating: 'RP' - Rating Pending





DEVELOPING GAMES



Product: FINAL FANTASY X/X-2
HD Remaster
Company: Square Enix
System: PS3/PS Vita
Release Date: March 18, 2014
Rating: 'RP' - Rating Pending





Product: Wargame Red Dragon
 Company: Focus Home Interactive
 System: Personal Computer
 Release Date: March 2014
 Rating: 'RP' - Rating Pending





RECENT RELEASES



Product: Rise of Venice Beyond the Sea
 Company: Kalypso Media
 System: Personal Computer
 Release Date: Out Now
 Rating: 'RP' - Rating Pending

RECENT RELEASES



Product: Racing Manager 2014
Company: Comport Interactive
System: PC
Release Date: December 5, 2013
Rating: 'RP' - Rating Pending



RECENT RELEASES



Product: Farming Simulator 14
 Company: GIANTS Software
 System: iPhone/iPad/Android/Windows 8/Microsoft Surface/Kindle
 Release Date: Out Now
 Rating: '4+' - 4+





Product: Farming Simulator 2013
Titanium
Company: Focus Home Interactive
System: Personal Computer
Release Date: Out Now
Rating: 'E' - Everyone





Product Name

Page(s)

The Crew	77 - 79
Doki Doki Universe	80 - 81
Go Dance	82 - 83
Puzzle Coaster	84 - 85
Final Fantasy IV The After Years	86 - 87
Conception II	88 - 89



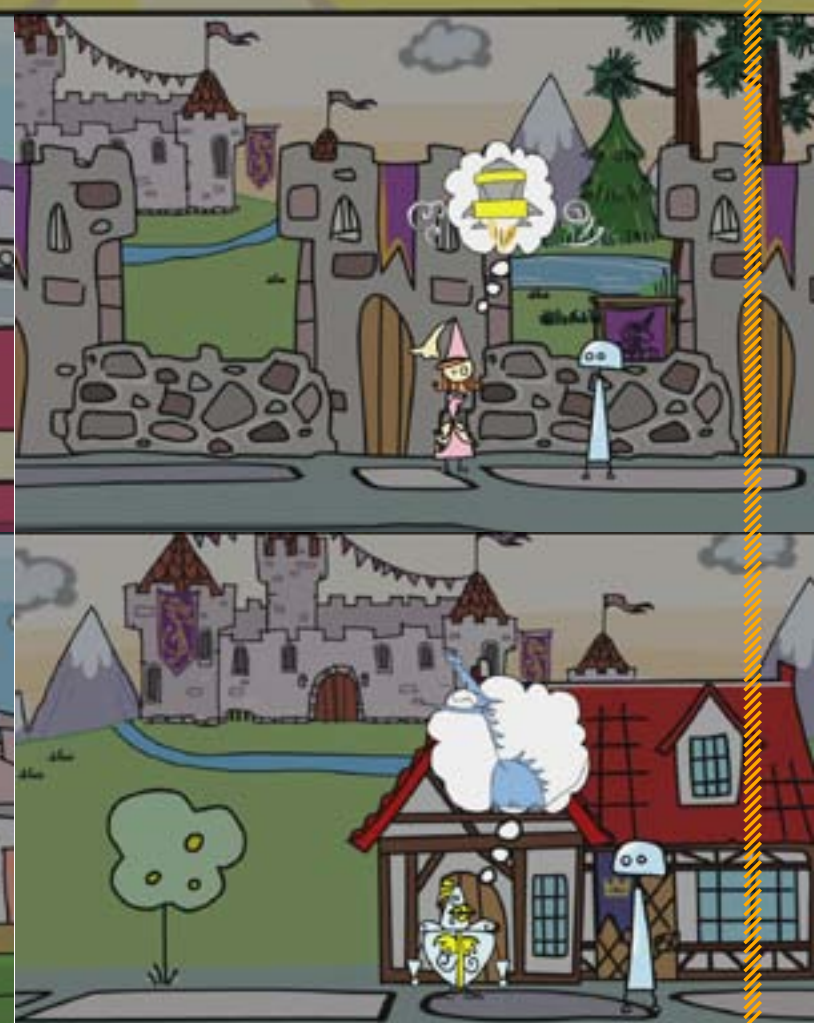
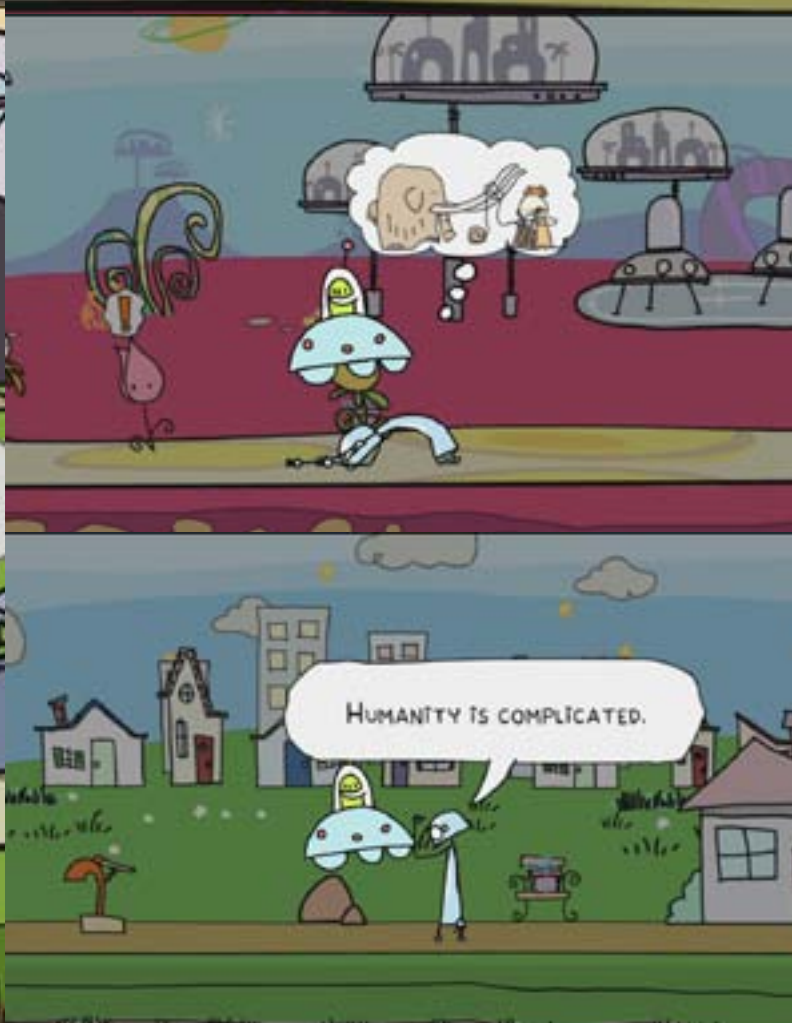
Tidbits





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





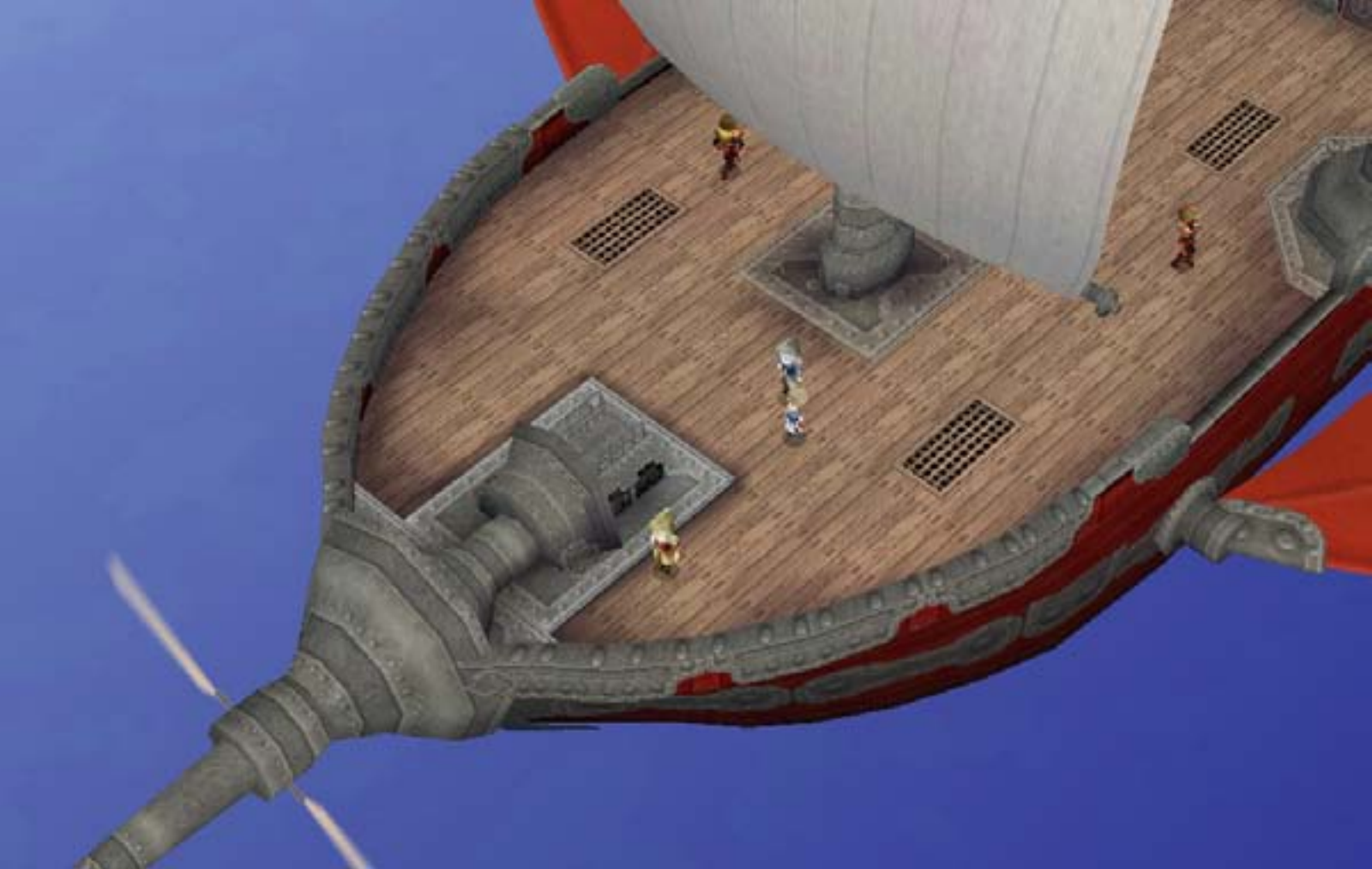


Product: Go Dance
 Company: Sega
 System: iPhone/iPad
 Release Date: TBA
 Rating: 'RP' - Rating Pending





Product: Puzzle Coaster
 Company: Marvelous Games
 System: iPhone/iPod Touch/iPad
 Release Date: Out Now
 Rating: '4+' - 4+



Rosa

I'm glad to see you safe, Cid.



Big Throw

Luca

542 / 656

45

Rydia

425 / 425

131

Calca

190 / 272

22

Brina

165 / 183

0

Product: Final Fantasy IV The After Years
Company: Square Enix
System: Android, iOS
Release Date: Out Now
Rating: '9+' - 9+ {Infrequent/Mild Cartoon or Fantasy Violence}



Fusoya

Something is happening here. Something that is beyond all of our understanding.



Hooded Man

I don't have a name. No...I abandoned it long ago.

Edge

I've yet to decide whether any of you are ready for such a mission.



Product: Conception II
Company: Atlus
System: PS Vita/3DS
Release Date: Spring 2014
Rating: 'RP' - Rating Pending

Disney · PIXAR

MONSTERS UNIVERSITY



Professor Knight's

TOP TIPS

FOR SURVIVING SCHOOL

Professor Knight is an expert at surviving school. Follow his top tips below and you will be well on your way!

DON'T BE INVISIBLE



- Unless that's your thing.
- Stand out and let your talents show!
- Be the best four-headed, six-toed, three-lipped monster you can be.

MAKE NEW FRIENDS



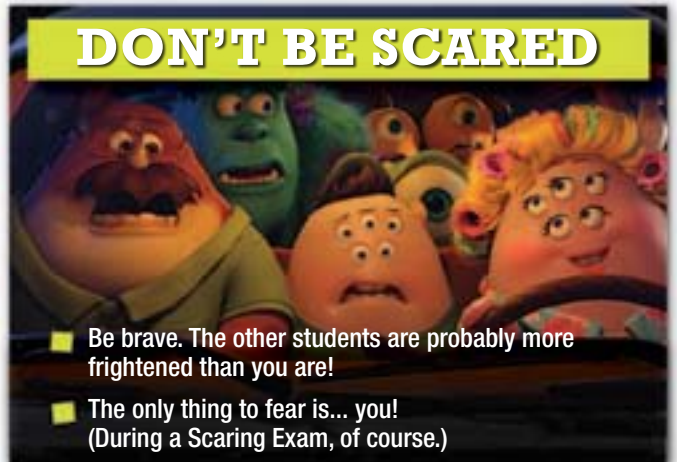
- Hairy, slimy, squishy, smelly... everyone needs a friend.
- Monsters travel better in packs.

TRY NEW THINGS



- Try something that scares you. You might like it!
- Go ahead, put your best claw forward.

DON'T BE SCARED



- Be brave. The other students are probably more frightened than you are!
- The only thing to fear is... you! (During a Scaring Exam, of course.)



Before you walk out the door:

- ☒ Positive Attitude!
- ☒ Books and Homework!
- ☒ A Big Smile!



ON DIGITAL HD OCTOBER 8TH
AND BLU-RAY COMBO PACK
OCTOBER 29TH

