

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #85

August 2014

Zelda, Splatoon,
Adventure Time,
Yu-Gi-Oh, ANNE,
and more in this
issue!!

Is your club ready to
drive on the Playstation
4? Driveclub hopes
you are.

When will the
ESRB receive
some much
needed reform?



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ISSUE #85

August 2014

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STAFF:	
Editor in Chief:	Paul Bury
Art Director:	Yolanda Bury
Sports:	Frank
Hunting:	Kimp
Music	Shirley
History	Patricia
Gaming Journalist:	Mark
Gaming Journalist:	Roger
Gaming Journalist:	Luke
Gaming Journalist:	Sam
Working Man Gamer:	Secret
Kid Gamer:	Secret

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Family Friendly Gaming
7910 Autumn Creek Drive
Cordova, TN 38018
Pbury@familyfriendlygaming.com

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Exhaustion

There is a good reason God rested on the seventh day during Creation. He gave us the example we all need to follow. I do my best to follow. It can be difficult at times for me. I have such a heart for helping and serving others. God put Family Friendly Gaming on my heart. He put these different books on my heart. There are projects around the house that need to be done. There is spending time with my wife. There is spending time with our children. There is time needed in prayer and meditation. It can get overwhelming at times. Especially wherever I turn there is someone who wants something.

What kind of requests do I get? Things like: "publish this story and make my dreams come true." Or: "here is a video, screenshots, and information on a game your audience needs to hear about." Or: "help us make even more money for our product." Or: "I know my product is sub-standard but could you just say nice things about it to help me out?" I will admit dealing with so many selfish people gets exhausting. There are ones that want you to do something for them every day. Others want something every week. Others want three things in a day. There seems to be no limit to the requests. No matter how many I help out, there are always more.

After helping them out once, I would think they are content. Maybe even want to reciprocate and do something nice for someone else. Maybe even do something nice for Family Friendly Gaming. Sadly I put too much faith in them. Instead of wanting to follow my fine example - they just want more. Some days that crushes me, and destroys my remaining energy. Here is a great example of an email I received: "since you published that story for me, I have five more for you to work on. I will send them right over."

If it wasn't for God giving me strength I have no idea how I would make it through some days. I know all of the silliness from E3 wears me down more than normal. I know the start of the Christmas march is coming soon. I also know I need to make sure to get enough rest. Exhaustion comes from all of the straws on the camels back. Which is something I am working on right now. I am certainly far from perfect. I have a long ways to go.

I also feel really blessed. God has placed me in a

position to teach others to stop being selfish. Think of others before yourself. Be thankful for your situation. Find places you can show your gratitude. Work diligently to make the world a better place. Use that wealth to help those who helped your company get there. Stop taking advantage. Focus on the positive as often as possible. Spread the joy and love of the Lord. Bring smiles to those around you. Have competitions in who can be more generous. Take a bold stand for God even if you are the only one. Take time to rest and relax. Show your thankfulness in meaningful ways.

God bless,
Paul Bury



Gatekeeper

One of the jobs we have at Family Friendly Gaming is being the gatekeepers of what we let through. I know most gaming sites are like a waterfall. They let everything fly off the edge. Whatever the companies have to say - no matter how much of an advertisement - they just copy and paste. That includes the errors in the press releases. I am shocked that people being paid to do this job are so lazy they can not even read the press releases. Let alone proof them. We are far from perfect at Family Friendly Gaming. We correct our mistakes when we find them. In the case of the e-magazine we publish something in the next issue referencing the mistake, and providing the correction. But the point is we at Family Friendly Gaming do a better job, and these companies are not paying us - like they are paying the sites that copy and paste. Maybe they want the mistakes out there - I don't know. This is one of the reasons we reference our work as publishing. We publish press releases. We publish videos. We publish e-magazine issues. We do not post. If any PR representative says we post something - they have proven they do not read our columns. Which would not be a first, since many issues we address in our columns keep happening from certain people.

We also ask certain questions whenever something comes our way. What kind of questions? Let me give you some examples. Is this product appropriate for our audience? How family friendly is this product? How many times have we already covered this product? Have we seen a return on our financial investment in covering this product? Does the company have a history of being selfish? Does the PR firm have a history of being selfish? Does the company respond to questions? Is the company open to feedback from families? Is there offensive material in their content? Are they sending information or a disguised advertisement? Is it full of propaganda? What is the excitement level of the product being referenced? Is our past history with them positive or negative? Have we caught them lying to us? Do they brag about making hundreds of millions of dollars, but can't find money to advertise? Are they seen as greedy? Is it a regional only event? How many times do they harass us to give them their way? What have they contributed to our continued existence? Do we see

value in their story? Does their story fit our clearly defined coverage parameters?

You may laugh at some of those questions. But it is sad we have to ask them. Why? Because we have people try to get us to give them their way on a variety of products. We have been nice at times about covering something we do not normally cover. Are they thankful? Nope. They just want us to give them their way on more stuff way outside the bounds of what we cover. Ultimately we decide what we let through the gates, and what we do not cover. We have standards here at Family Friendly Gaming.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN






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Interactive Bible Series for Windows by GraceWorks Interactive





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


14 DVD ROM titles
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Christmas	EAN 5060209840673
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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
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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)

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Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
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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

ESRB Propaganda not Reform

The WMG found himself shocked recently. According to Wikipedia, the ESRB has found a way to streamline their reviewing of downloadable video games. Read for yourself: "Rather than having raters review each product, publishers of these games complete a series of multiple-choice questions that address content across relevant categories." Now the ESRB may test the product after it has been released to the market. There is no guarantee. When did this happen? Back in 2011 according to Wikipedia. No wonder Family Friendly Gaming finds so many mistakes by the ESRB. The mountain of ESRB mistakes is growing.

So if the ESRB is not spending time actually rating the video games, what are they doing? Well they are running propaganda campaigns trying to garner respect for what they are doing. What is it exactly they are doing? Letting the video game developers and publishers decide what ratings and content descriptors they want. The WMG requested the ESRB provide a percentage number of those games they check in on. The ESRB refused to provide that information. Instead they just want Family Friendly Gaming to spew their lies and propaganda. The ESRB is not doing a good job. The ESRB is not being responsible. The ESRB is a laughable waste of time. They are broken, and need to be reformed and corrected immediately.

How would you think of a co-worker or employee who let others do their work, and took no responsibility for anything? That is how the ESRB is viewed. They are not even doing their jobs anymore.

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!

ESRB Reform

I noticed that on your website, you had multiple complaints about the ESRB system. You didn't like that they failed to answer your questions, and you stated that the M rating should stand for "Morbid" and/or "Macabre". So here's my question: If you took over the ESRB tomorrow, how would you improve it?

Here's a few changes that I would make if I was in charge of the ESRB:

Game box changes

I would move the content descriptors to the front of the box next to the rating symbol, like the Australian Classification Board does. That would make it easier for parents to read them without having to take the box off the shelf and flip it to

the back, and it would make it clear to parents that the ESRB ratings have nothing to do with the difficulty of the game.

I would also change the rating symbols themselves. For parents with less than ideal eyesight, the rating symbols probably look exactly identical, because although they contain different letters, they are each the same size, shape and color. The EC rating symbol would be a white circle. The E rating symbol would be a green circle. The E10+ rating symbol would be a yellow diamond. The T rating symbol would be an orange diamond. The M rating symbol would be a red octagon. And the AO rating symbol would be a black octagon with spikes on the edges. That's how the Canadian Home Video Rating system works.

Retail location changes

If a parent attempts to buy a M-rated game for their children, the person at the register will verbally warn them about the content in the game. That does not seem to be working. What the person at the register should do instead is make the parent stick his or her eyes into a virtual-reality style display with headphones (so as not to offend, frighten or disturb other people in the vicinity), and watch a 60-second video clip showing the game's most extreme content. A picture is worth a thousand words, so 60 seconds of video at 30 frames per second would be worth 1,800,000 words. This might seem extreme, but it's

also more likely to work.

Additions to M rated and AO rated games

I would attempt to make M rated and AO rated games childproof. Here's how I would do it. I know that in an earlier e-mail, I suggested using a vein scanner to detect the size of your hand. But the more I think about that idea, I think that it might work to stop kids under age 13, but that it might not be so effective for individuals between the ages of 13 and 17. I also wonder if it might be possible to make a fake hand with fake blood vessels that would fool the sensor. So in addition to or in place of a biometric test, I would utilize a cognitive test. This would involve displaying a procedurally generated 250-word page of text for 60 seconds (an adult's reading speed is 250 words per minute), taking the text passage away, and then instructing the user to answer one or more questions about the text. Perhaps the questions could be math problems based on the text passage. Obviously you would need to have an algorithm designed so that the same passage and question would never be given twice.

Rating process changes

Now, I know a lot of people are concerned about the ESRB missing content, because they assign ratings based on questionnaires and video footage, and only play the games after the rating has been assigned. Having the ESRB play every single game that they rate to completion

would make the rating process take much longer, and increase the cost of getting a rating dramatically, which would put a lot of indie game developers out of business. So here are my suggestions to improve the rating process without dramatically increases in time or cost:

-When a finished game is sent to the ESRB, scan the game disc or file using computer algorithms to detect objectionable content. We already have word processors that can be given macros to automatically detect certain words in text files, so I think that we could scan text files and audio files for words or phrases that would result in the addition of an "Alcohol Reference", "Drug Reference", "Tobacco Reference", "Mild Language", "Language", "Strong Language", "Mild Lyrics", "Lyrics", "Strong Lyrics", "Suggestive Themes" or "Violent References" content descriptor. The ESRB should also offer this software to game developers to avoid unpleasant surprises down the road, and ESRB website visitors could test it by uploading text or audio files, and see those files get assigned an ESRB age rating and content descriptors. Perhaps in the future, certain objectionable images could be detected as well.

-If a person not affiliated with the ESRB detects objectionable content in a game that the ESRB did not find, and the game developers are fined as a result, that person should get some of the money. (Don't worry, I won't give the person's

identity away.)

Website changes

-The ESRB website should give instructions on how to set parental controls using video clips that show each step of the process, showing which button on the controller to push and what you should be seeing on the screen.

-The ESRB website should have a chart showing which content descriptors are allowed and prohibited within each age rating category.

-The ESRB website rating search engine should allow you to filter your results in greater detail. For example, you should be able to search for each individual content descriptor instead of broad categories like "Violence" or "Substances". You should also be able to filter your results by console, including both current consoles and older consoles like the Sega Saturn, for example. The ESRB website used to have a more elaborate game search engine that let you do this, but they have now dumbed it down significantly. I would also enable users to search within the rating summaries, so it shows all games containing or not containing certain specific words or phrases within the rating summaries. For example, I would let users search for words like "gun" or "explode" within rating summaries.

Please let me know what you think of my ideas, as well as some of yours. God bless you, and have a wonderful day.

- David

{Paul}: Excellent question. :) I like many of your ideas. The one that I think would not work is the 250 words. Here is why - kids can use digital cameras, phones, tablets and more to take a picture. Which could allow them more time to read the question. The Xbox One already has voice recognition and facial recognition. That could be used. Something would be needed at set up to verify they are an adult like a drivers license. I love the idea about fining the companies and paying the person who found the content descriptors the ESRB missed. I also like the ratings on the front, and changes to the boxes to make them stand out. I love the idea of showing people what they are buying before they do so. Software that could read the text would be awesome, and add some fairness to ratings in terms of language. I also like the idea of the ESRB opening up and sharing their process with the public.

Here are the ideas I have on improving the ESRB:

Transparency

The ESRB needs to become transparent. This means with gamers, families, and the public. They have to be open and honest about their mistakes and what they are doing to fix the problems. Their current head in the sand approach is not instilling confidence. They act like the emperor in 'The Emperor's New

SOUND OFF Continued

Clothes. I would immediately open them up with a list of past mistakes, and a road map to fixing them. They should have online sessions on like say Twitch to learn about the concerns families have with them.

Accountability

Go back to Hot Coffee, and the ESRB still refuses to accept any responsibility for their mistake. Yes it was the company that lied to them. Yes it was that company that did not disclose to them. No one was ever held accountable. No one was ever punished. No lessons were learned. No improvements were made. Heads went into the sand like ostriches. The ESRB needs to apologize for their lack of oversight. And they should fine that company. A clear message needs to be sent that over-communication by the companies is the order of the day. If these companies are so proud of what they put into these games, they need to be open about it, and with the ESRB. The ESRB should ask questions like: "Any hidden content that might be offensive?" The ESRB needs to own up to past mistakes and again go to a plan on what is being done to plug the hole.

Equality

Too many indie developers and Christian developers tell me they can't get in with the ESRB. Certain big companies are given first class treatment. I would initiate a rotational service of rating the games. Nintendo, Sony, Microsoft, EA, etc. have been given tons of reviews.

Make them wait an extra week to let in some first timers. Maybe once a quarter. That way some smaller companies can get in. Maybe encourage large companies to sponsor an indie developer once a month to teach them how the process works. That way it brings in more.

Equality also references the ratings. Too often games with cartoon violence do not reference it if they are a big donor to the ESRB. Equal treatment in ratings to all companies. Set the numbers out there in terms of how many bad words for a certain rating/descriptor. Reference the violence. This would probably mean more descriptors and more words are needed.

Words on Boxes

Yolanda and I notice something in the stores. The letters the ESRB uses are about worthless to non-gaming parents. You know what works? THIRTEEN and OLDER ONLY. Put those words above or below the rating in bold. Parents are now aware of what the rating actually means. I am unclear why the ESRB hides this currently. I would make it part of the rating descriptor's box.

Humility

Part of the problem for the ESRB right now is their bad image. They are trying to combat it by bragging themselves up. Everyone I talk to finds this to be arrogant of them. They need to start with humility. Admit they are human, and can make mistakes. Then talk about their goal of informing everyone of the negative content within these

games. Ask for ideas from others. The ESRB should be engaging their detractors instead of hiding from them. They should explore ideas for improvement. Or put them down as projects when they have the funding.

Ratings

'M' and 'AO' are too close. I would get rid of the 'M' rating. SEVENTEEN and OLDER ONLY and then EIGHTEEN and OLDER ONLY makes no sense. So the 'M' rating is gone. And that leaves us with ADULT ONLY. That sends the message. What was 'M' becomes 'AO'. I would then add a 21+ rating of PORN. Because you look at the current 'AO' rating and its pretty much digital pornography. That should be at TWENTY-ONE and OLDER ONLY. Maybe even add a 16+ like PEGI has. That could be between thirteen and eighteen.

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

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FUTURE

TECH

David has some interesting ideas for FFG Nation.

In addition to keeping up with your game and movie reviews, I also like to keep up to speed on technological advancements outside the world of gaming. Here are a few emerging technologies that I think could not only make gaming more interesting, but make family-friendly gaming more appealing as well:



Leap Motion Sensor

This PC/Mac motion controller can sense the movements of all 10 of your fingers with an accuracy of 0.01 millimeter at a frame rate of 200 frames per second. In games like SimCity, Roller Coaster Tycoon, and Trackmania, the Leap Motion Sensor could be used to sculpt terrain and construct custom

3-D objects. This would enable people to make personalized worlds with more of a personal touch and a higher level of detail in a shorter amount of time, providing greater user satisfaction and reducing the likelihood that games like SimCity, Roller Coaster Tycoon, and Trackmania would be perceived as “kiddie games”.

If you integrated the Leap Motion Sensor with LEGO games, you could enable users to build customized structures, people and vehicles just as easily in the virtual world as they could in the real world. Perhaps you could have competitions where you would be given all the parts needed to build a LEGO structure, and the game would time you and evaluate your performance based on how quickly you could build a structure. We already have speed painting tournaments, why not have speed building tournaments with LEGOs?

There could even be a game where you play as a deaf person and have to interact with the other characters in the game using sign language. Such a game would not only increase empathy for deaf people, it could also teach a very useful skill. It would also save development money in two ways. First, there would be no need to record sound effects, dialogue or music. Secondly, it could start a trend in game development where instead of large, massive worlds with limited interaction (such as Batman: Arkham City), there would be more games with smaller worlds that have more natural interaction, the gaming equivalent of Alfred Hitchcock's classic Rear Window. Nancy Drew games could be dramatically improved by the Leap Motion Sensor.

IBM Watson

When this supercomputer beat Ken Jennings



and Brad Rutter at Jeopardy back in February 2011, it was the size of a master bedroom. Three years later, it's the size of three pizza boxes, it runs 24 times faster, and it's been used to come up with recipes. In games like Jeopardy, the IBM Watson software could be used to create original categories, clues and answers with a pre-existing knowledge base, extending Jeopardy's replay value. In games like SimCity, the IBM Watson technology could be used to write new laws or policies from scratch. The most recent version of SimCity that I played only let you toggle laws on and off, and adjust taxes for wealth levels and zoning by numerical percentages. For example, if I was playing SimCity, I would like to be able to update the tax code by providing parents with a tax refund if their children get high enough grades in school by just typing my new law into a text field. I wonder if it would be possible for IBM Watson's algorithms to be adapted for the process of designing virtual structures or worlds...



Graphene

This new super-material is simply amazing when it comes to building computers and electronic circuits. It can transmit data at 12.5 terabytes per second, and it can be manufactured in layers one atom thick. Perhaps one day we'll have computers that we can roll up when we're not using them, and when we are using them, they'll be large enough to cover the surface of a kitchen table,

allowing for group collaboration. This could allow for a version of SimCity where multiple people could build a city simultaneously, as well as enable users to design custom board games for family interaction.

Please let me know what you think of my ideas. God bless you, and have a wonderful day.

Sincerely,
David

DEVOTIONAL Video Games 101

Integrity

You know what I miss most in American culture? Integrity. Allegedly heroes lie and deceive the bad guy to beat them. People stab one another in the back with their words on reality television shows. In fact most of those reality TV shows teach us to be dishonest to win. You do not hear the judges say: “you win because of your honesty and integrity.” No sir or ma’am. They say the opposite. They reward the snakes. **Proverbs 10:9** *Whoever walks in integrity walks securely, but whoever takes crooked paths will be found out.* It shocks me how backwards American culture has become. What happened to doing the right thing? What happened to taking the moral high ground? Why do so many want to do the wrong thing all of the time? **Psalms 7:8** *Let the Lord judge the peoples. Vindicate me, Lord, according to my righteousness, according to my integrity, O Most High.* Could the answer be a lack of God in their lives? Do some think they can get away with it? **Proverbs 13:6** *Righteousness guards the person of integrity, but wickedness overthrows the sinner.* King Solomon begs to differ. Who was

wiser?

So much fighting and fussing over who can be more selfish. Which is the wrong competition to have. It should be a competition of who can have more integrity. Who can take the highest moral ground. There should be steps taken to see who can give more. Who can help more. Who can serve more. Who can make their own communities the best. Instead we are left with a country that wants to pretend God does not exist. They fight Him in schools and government. Work diligently to redefine words, reality, and the past. Why? Because they can’t handle the truth. They want the opposite. **Proverbs 29:10** *The bloodthirsty hate a person of integrity and seek to kill the upright.* No wonder there is such uprising hatred against Christians in America. No wonder they are viciously attacked by the evil doers. Our very existence reminds them there is a better way to live. We do not need even speak, and they want us dead. Our acts and deeds expose them. As we serve others we shine the light of truth on their black hearts. They lash out in anger because they want to embrace their chains. They want others in bondage just like them. They

want misery spread not joy.

Matthew 22:16 *They sent their disciples to him along with the Herodians. “Teacher,” they said, “we know that you are a man of integrity and that you teach the way of God in accordance with the truth. You aren’t swayed by others, because you pay no attention to who they are.* I find it interesting those trying to butter up Jesus pointed out his integrity. Does that happen with you? Do others speak well of you in terms of integrity? Are you known for that?

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.

EXERCISE

Back in the day gamers got absolutely no exercise from playing video games. Unless you count fingers and thumbs. Which most fitness experts would not count. That reality changed thanks to the Wii. Gamers got up off the couch, and moved around thanks to the Wii Motion controller.

A variety of exercise games cropped up with a variety of different ideas. EA Sports Active 2 was one of the most memorable. It came with a sensor that would read your heart rate while you were working on with the video game. The Biggest Loser included recipes to help gamers lose weight. There

were also exercises tailored to your specific needs. Your Shape Fitness Evolved came along also trying to merge the exercise with eating. Nintendo showed the world with Wii Fit and the balance board that exercise could be fun. The image of the gamer improved thanks to these exercise video games. The biggest improvement was coming up thanks to Microsoft.

The Kinect sensor on the Xbox 360 is capable of reading your skeleton. That means the game can tell when your hips are too high, or your arm is at the wrong angle. This innovation improved exercise games tremendously. Especially when gamers were getting tired, and not performing exercises perfectly. Numerous exercise games appeared on the market. Families had a variety of exercise games to choose from. Nike+ Kinect Training climbed that mountain to reach the top of the exercise games. Not only on the Xbox 360, but also for the entire genre of exercise video games.

Zumba games mix dancing, and music with exercise. Families can participate in a Zumba like class in their own home. But Zumba did not start the dance video games. Just Dance games are generally given

that credit. However they did not start that craze either. Dance Dance games from Konami is the true innovator. The one problem with the Dance Dance games is they are done on a dance pad. Which can slip and slide along the floor. Just Dance and Zumba allow families to dance in their own living rooms with no fear of slipping on a dance pad. Various other games have tried to copy the dance video game formula. Right now Just Dance and Zumba stand at the top.

The Xbox One has a Kinect sensor that improves upon the previous sensor in every single way possible. This allows families even better exercise experiences. Xbox Fitness is a decent exercise game that has not reached its full potential. Mainly because it is only accessible to Xbox Live Gold members, and is a download only title. Hopefully additional exercise games will make it to the Xbox One. The Playstation 4 could also use some exercise games. The Wii U has a few, but they are a step down from the Kinect sensor. Hopefully the future for exercise video games stays bright. Families enjoy them, and it improves the health of the gamers. A win all around.

IN THE NEWS

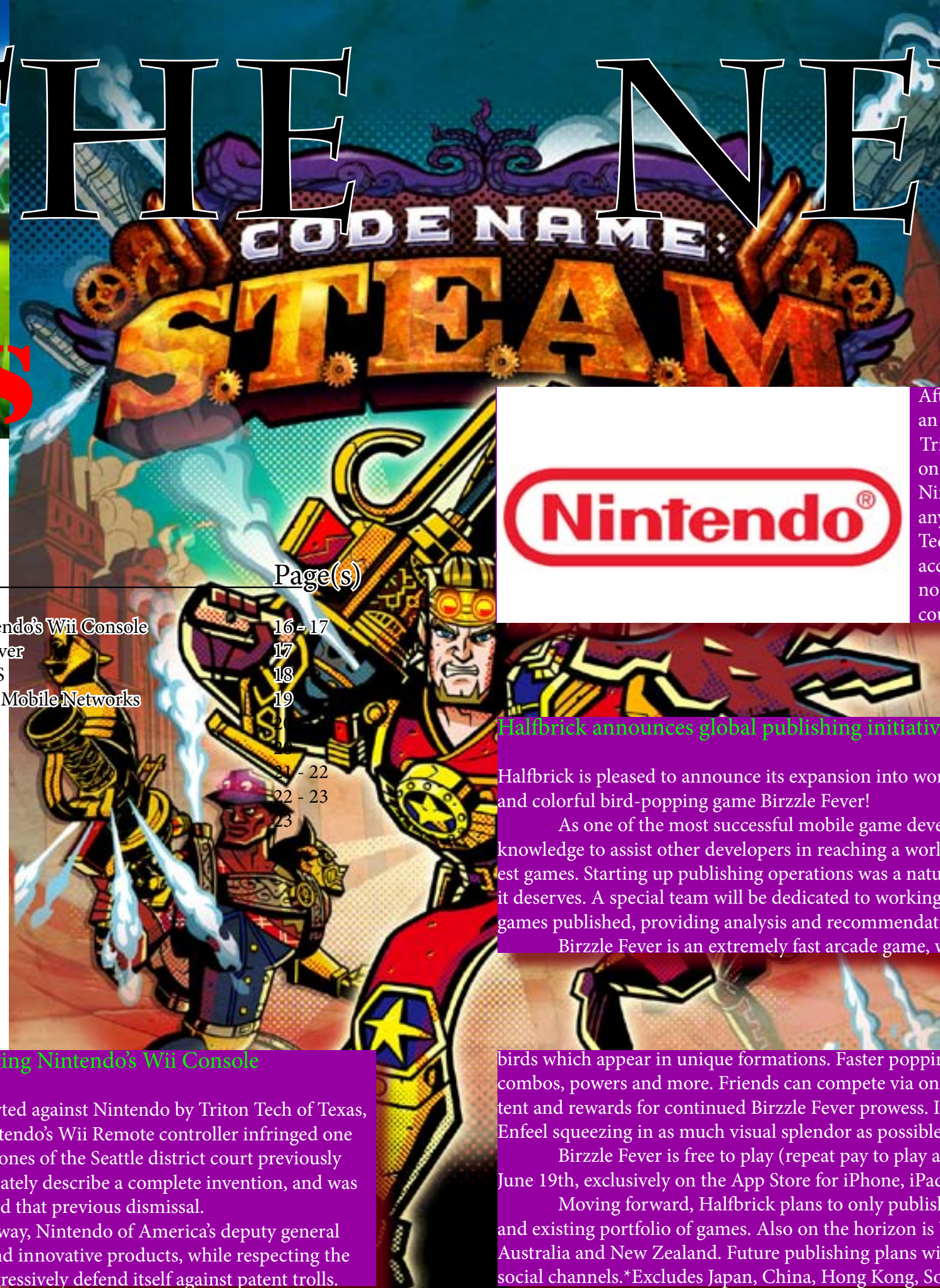
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After many years of litigation, the decision today reflects an appropriate resolution of this case.” Triton Tech of Texas, LLC did not provide any comment on this case, and its potential ongoing litigation against Nintendo. Family Friendly Gaming was unable to unearth any evidence to support Nintendo’s accusation that Triton Tech of Texas, LLC is a patent troll. Which is a strong accusation to make borderline on slander. There is also no evidence that this case is resolved. There are higher courts.

Halfbrick announces global publishing initiative with Birzzle Fever

Halfbrick is pleased to announce its expansion into worldwide mobile publishing, spearheaded by the fast, fun and colorful bird-popping game Birzzle Fever!

As one of the most successful mobile game developers in the world, Halfbrick has the resources and knowledge to assist other developers in reaching a world full of players eager to check out the latest and greatest games. Starting up publishing operations was a natural move to ensure that great content gets the attention it deserves. A special team will be dedicated to working with developers who are interested in having their games published, providing analysis and recommendations during all stages of development.

Birzzle Fever is an extremely fast arcade game, where players tap to pop groups of different colored

Federal Appeals Court Confirms Nintendo Win Involving Nintendo's Wii Console

A federal appeals court on June 13 confirmed that a patent asserted against Nintendo by Triton Tech of Texas, LLC is invalid. In a lawsuit filed in 2010, Triton alleged that Nintendo’s Wii Remote controller infringed one of Triton’s patents: U.S. Patent No. 5,181,181. Judge Richard A. Jones of the Seattle district court previously dismissed the lawsuit after finding that the patent did not adequately describe a complete invention, and was therefore invalid. The June 13 federal appeals court ruling upheld that previous dismissal.

“We are very pleased with this result,” said Richard Medway, Nintendo of America’s deputy general counsel. “Nintendo has a long tradition of developing unique and innovative products, while respecting the intellectual property rights of others. Nintendo continues to aggressively defend itself against patent trolls.

birds which appear in unique formations. Faster popping and larger groups results in bigger and better scores, combos, powers and more. Friends can compete via online leaderboards, and unlock a huge amount of content and rewards for continued Birzzle Fever prowess. It’s instant fun and extremely satisfying, with developer Enfeel squeezing in as much visual splendor as possible.

Birzzle Fever is free to play (repeat pay to play app), and will be available worldwide* this Thursday, June 19th, exclusively on the App Store for iPhone, iPad and iPod touch.

Moving forward, Halfbrick plans to only publish the highest quality titles that fit well with its culture and existing portfolio of games. Also on the horizon is Yes Chef, a puzzle game currently in soft launch in Australia and New Zealand. Future publishing plans will be announced via the official Halfbrick website and social channels.*Excludes Japan, China, Hong Kong, South Korea, Taiwan and Macau.



Nintendo Announces Code Name: S.T.E.A.M. for Nintendo 3DS

A new adventure unlike anything Nintendo has done before will join the ever-expanding Nintendo universe in 2015. At a developer roundtable event during the E3 video game conference, Nintendo announced Code Name: S.T.E.A.M. exclusively for the Nintendo 3DS family of systems. The new turn-based action strategy game comes from Intelligent Systems, the developer of the Fire Emblem and Advance Wars series.

Code Name: S.T.E.A.M. is a new take on strategy games inspired by third-person shooters. Like the Fire Emblem and Advance Wars games before it, Code Name S.T.E.A.M. tasks players with planning out strategic moves using a team of soldiers to do battle with enemy forces. But this game throws a wrench into many of the conventions familiar to the genre.

For starters, the game takes place in a vibrant steampunk world, weaving its globe-spanning tale in the art style of a classic comic book. The title refers to an elite team

of steam-powered special-forces soldiers composed of absolutely wild and wholly unexpected characters who must battle an extraterrestrial menace. To establish a connection to the main playable characters and to emphasize the verticality and depth of the level design, the perspective of Code Name: S.T.E.A.M. uses a behind-the-shoulder perspective at the level of the players' squad. Players outflank and outshoot the enemy in a fully 3D battlefield with a customizable four-member team. To defeat aliens, they have to take cover, set up ambushes and unleash crossfires and counter-attacks. For every move taken or action performed, a steam gauge is slowly depleted, forcing players to use strategy to achieve their objectives. Along the way, players will acquire new items and weapons that give them more strategic options and firepower.

Code Name: S.T.E.A.M. will launch exclusively for the Nintendo 3DS family of systems in 2015.



Fingerprint Secures Financing to Expand and Create New Kids' Mobile Networks

Fingerprint, a mobile technology company and creator of kids' mobile play-and-learn networks, has secured a Series B round, totaling \$10.85M, led by new and existing investors. This funding will fast track new development and ensure a steady array of new and quality games, apps, videos and ebooks for partner networks around the world.

"Mobile has changed children's viewing and playing habits, and as a result, the growth in the mobile kids' entertainment and edutainment industry is taking off," says Fingerprint's CEO and Co-Founder Nancy MacIntyre. "Kids from ages 1-8 log nearly two hours per day according to Common Sense Media. And the Kaiser Family Foundation says that kids ages 8-18 spend on average nearly eight hours daily on devices. By taking advantage of the way children interact with technology, we are creating safe and trusted experiences with partners who are already well-respected by families."

In less than two years, Fingerprint revenues have grown ten-fold. By the end of 2014, Fingerprint expects to have launched seven new networks with a global footprint that will span the US, Canada, SE Asia, Australia and Europe. Additionally, by December, the company will have introduced more than 600 new apps, 50 ebooks and numerous video services for kids. With today's investment announcement from top media and entertainment companies, Fingerprint will have access to even more highly coveted branded properties for its family networks.

Michael Pachter, Wedbush Securities analyst and industry expert, says, "Curated networks that are designed for families lend credibility and a sense of additional trust with consumers. Fingerprint has cornered

the market on making this turnkey for major brands wanting to enter the market."

"As consumers spend their lives on mobile devices, businesses that put mobile first will drive up their brand value and see increased monetization across all channels," Pachter adds. "In a world with hundreds of thousands of apps, this kind of service from Fingerprint gives businesses a direct way to reach and influence their customers."

Since launching its global content initiative in December, the company has received more than 400 submissions from developers in 30 countries. The new crop of developer partners comes from far-flung locales like Finland, Israel, Japan and Poland. Key developer partners include Smart Education, Ducky Deck, BabyBus, TinyTap, Speakaboos and BabyFirst, all known products.

Fingerprint currently operates its own network, Fingerprint Play, as well as networks for Samsung (KidsTime™), Sylvan Learning (SylvanPlay) and Astro (AstroPlay). The company has also announced plans to build a new network with Cricket Media (award-winning educational media), and expects to be partnering with new investors for additional kids networks.

Family Friendly Gaming hopes they use some of this money to financially thank media outlets that have helped them make all of this money. Family Friendly Gaming is also hopeful they will make an app related to the Video Game Lies book. An educational read that is important for children. Time will tell if Fingerprint just continues to grow its empire, or if it will be a responsible corporate citizen. Will they be selfless and think of others before themselves? Will they be selfish and concern themselves only with their own wealth and growth? Will thanking those who made this all this money become a part of their corporate culture? Or will they take all our hard work for granted?



Marvelous Inc Corporate Name Change

Marvelous Inc. announced that it has changed its corporate name from MarvelousAQL Inc. to Marvelous Inc., effective July 1, in the year of our Lord 2014. Chairman and CEO, Haruki Nakayama, stated the change is to strengthen the “Marvelous” brand with consumers already familiar with its trade name. The change was the latest measure since the corporate merger almost three years ago in October 2011 to fully realize the unification. The companies have now been fully integrated, and the foundation is primed for great advancements ahead to enhance their corporate value as Marvelous Inc. They might even start to advertise with Family Friendly Gaming.

PGA Tour King of the Course Launches

Electronic Arts Inc. (NASDAQ: EA) officially launched EA SPORTS™ PGA TOUR® King of the Course for mobile devices. The free-to-play game offers a fresh and unique blend of arcade-style gameplay with real PGA TOUR pros and courses, as players strive to become the King of the Course. EA SPORTS PGA TOUR King of the Course is available for download now on the App Store and Google Play.

EA SPORTS PGA TOUR King of the Course offers up extremely fun swipe-swing and swipe shot-shaping controls that brings an intuitive feel to golf on your mobile device. The game offers lightning-fast, enjoyable challenges that allow players to get a quick golf fix whenever they like. In one level you may be attempting to precisely place a shot on the famous and tricky island green at the 17th hole of TPC Sawgrass, while in the next you could be facing off against a PGA TOUR pro such as Bubba Watson or Ian Poulter in a boss battle at St. Andrews. Players have a chance to even the odds on tough challenges, as you can utilize boosts like a magnet that pulls the ball toward the pin or increase the size of the hole to make it easier to drain putts or hole-out from the fairway. All this is wrapped in a fully-integrated social experience that allows friends to compete with one another to win crowns and become the true King of the Course.

EA SPORTS PGA TOUR King of the Course is available now for iPhone®, iPad®, iPod touch® and Android devices.



Playstation TV Coming This Fall

PlayStation TV offers consumers access to the world of PlayStation at an affordable price. With PlayStation TV, users can download select PS Vita games and classic PS one® and PSP® titles through PlayStation Store, stream select PlayStation 3 games through PlayStation™Now*, and use the Remote Play function on their PlayStation 4 system to stream their PS4™

games over local Wi-Fi.

PlayStation TV also offers entertainment content, with movies, TV shows, and music available to buy, rent, or stream from PlayStation Store. This incredibly small device fits perfectly with compatible living room TVs, while also being portable enough to let gamers move it easily to other TVs in their home. This small, sleek and incredibly simple-to-use device makes it easy for consumers to stream and download a universe of fun games and entertainment content to play together with the entire family.

*Service may not be available in all areas. For details, see <http://us.playstation.com/playstationnow>.



stationnow.

PRICING AND AVAILABILITY
PlayStation TV is available for \$99.99 (MSRP) in the U.S.

PlayStation TV is also available through the PlayStation TV bundle for \$139.99 (MSRP), which includes the PlayStation TV system, DUALSHOCK®3 controller, 8GB memory card and a game voucher for The LEGO Movie Videogame. PlayStation TV will be available in Fall 2014.

SPECIFICATIONS / KEY FEATURES** Product name

PlayStation®TV Color Black
External dimensions Approx. 65.0 × 105.0 × 13.6 mm (length × height × thickness) Mass Approx. 110g CPU ARM® Cortex™-A9 core (4core) GPU IMG SGX543MP4+ Main slots and connectors



PlayStation®Vita card slot
Memory card slot
USB connector (USB 2.0 Type A)
HDMI output port (HDMI-CEC)
LAN port (10BASE-T, 100BASE-TX) Wire-
less communication
IEEE 802.11b/g/n (n=1×1) (Wi-Fi)
Bluetooth® 2.1
EDR (A2DP,AVRCP,HSP,HID) Internal
memory card 1GB AV output 720p, 1080i,
480p Sound output LPCM 2ch Power AC
adaptor: DC 5V Maximum rated power con-
sumption Approx. 2.8W
** Design and specifications are subject to
change without notice.



MOMS' NIGHT OUT on DVD Sept. 2

A comedy for the whole family, a faith-film and a whole lot of fun—MOMS' NIGHT OUT debuts Sept. 2 on DVD and in an exclusive Blu-ray™/DVD combo pack at CBA retailers. Loads of bonus content—from blooper reels to special featurettes.

Churches and organizations also can license MOMS' NIGHT OUT for local showings with special Movie Event Kits, including license, DVD and promotional posters. Pre-sales launch July 15, and kits begin shipping Aug. 19 for immediate use.

Starring two-time Emmy Award® winner Patricia Heaton, Sarah Drew, Sean Astin and country music superstar Trace Adkins, MOMS' NIGHT OUT is a light-hearted film that follows the busy lives of three mothers as they attempt to have one celebratory night on the town, only to have it turn into complete chaos. From Sony Pictures Home Entertainment, AFFIRM Films and Provident Films, MOMS' NIGHT OUT co-stars David Hunt, Andrea Logan White, Alex Kendrick, Robert Amaya, Kevin Downes, Abbie Cobb, Harry Shum Jr. and Sammi Hanratty.

The Blu-ray™ and DVD are loaded with family-friendly bonus materials, including a blooper reel, deleted scenes and commentary with the Erwin Brothers and producer Kevin Downes. Fans can also enjoy special featurettes, including a discussion with filmmakers in The Heart of MOMS' NIGHT OUT, giving the back story that inspired the film as something their wives and mothers could relate to. The Art of Improv is an exploration into the film's experimental improvisation, and The Art of Action gives fans a deconstructed look at the film's car chase sequence.

Additional featurettes exclusively on the CBA Edition DVD include a devotional by Alex Kendrick, Inside With Sarah Drew,

Help Gamers Protect Their Eyes

With the fun of gaming can also come the problem of eye strain. To help make it safer for gamers to spend those long hours engulfed in their games, online prescription eyewear retailer Eyebuydirect (EBD) today introduced Blue Cut, a game-changing eye glass lens coating that will keep harmful “Blue Light” out of the eyes of users.

For anyone that spends long periods of time in front of a computer, tablet, smartphone or other back-lit device, Blue Cut can help prevent retina damage caused by exposure to the light emitted by a wide range of devices. From gaming to surfing, Blue Cut can be an important new option to help protect eyes.

Blue Light is a type of short wavelength UV light found in just about everything from sunshine to computer screens. A healthy amount of blue light from sunlight is good for the human body. However, concentrated amounts of Blue Light from backlit screens like computers, tablets, cellphones, and televisions can be dangerous to the eyes.

Prolonged exposure to Blue Light from interaction with florescent lights and screens causes more than just fatigue and trouble sleeping. Overexposure to Blue Light can cause blindness and macular degeneration, a deterioration of the part of the retina responsible for clear and sharp vision.

“We know that gamers will benefit from our new Blue Cut lenses as adding them to a pair of Eyebuydirect glasses is an easy way to help protect their eyes,” said Roy Hessel, Eyebuydirect Founder and CEO. “It is very important to Eyebuydirect to provide the widest range of frames and lenses that meet the varied needs of our customers and everyone can agree that protecting your eyes from harmful lights is becoming more of an issue as consumers spend more time than ever in front of their screens.”

Grief and Growing With Abbie Cobb, Testimony with Andrea Logan White and The Difference Between Moms and Dads.

SYNOPSIS:
All Allyson and her friends want is a peaceful, grown-up evening of dinner and conversation . . . a long-needed moms' night out. But in order to enjoy high heels, adult conversation and food not served in a paper bag, they need their husbands to watch the kids for three hours—what could go wrong?

MOMS' NIGHT OUT is a Kevin Downes Production of an Erwin Brothers Film. The film is directed by The Erwin Brothers, and produced by Kevin Downes in association with Four Boys Films and Pure Flix Entertainment. Written by Andrea Nasfell and Jon Erwin, MOMS' NIGHT OUT was filmed in Birmingham, Ala.

DVD DETAILS
CBA version of the DVD - \$24.99
Blu-ray™/CBA DVD combo - \$29.99

Bonus Features:
Commentary with Directors Andrew & Jon Erwin, as well as Producer Kevin Downes
Deleted Scenes
Blooper Reel

Special Featurettes:
The Heart of MOMS' NIGHT OUT
Casting MOMS' NIGHT OUT
The Art of Improv
The Art of Action

Exclusive CBA Edition DVD Also Includes:

Alex Kendrick's On-Set Devotional
The Difference Between Moms and Dads Inside with Sarah Drew
Testimony with Andrea Logan White
Grief and Growing with Abbie Cobb

MOMS' NIGHT OUT has a running time of approximately 98 minutes and is rated PG for mild thematic elements and some action.



State of Gaming



REVIEWS

Family Friendly Gaming has been watching the pendulum swing for some years now. Years of progress in the video game industry seems to have been lost. The video game industry is making as many if not more vile, evil, wicked, and hate filled video games. Hardcore haters are getting their way. And yet the hardcore haters are still not happy. They are not content, and not satisfied they get their way. As Family Friendly Gaming published years before - “when you have that kind of lust for just one more, it will never end.” Plenty of pundits have come out pointing out the massive amounts of negatives in the video game industry. The industry itself only points out a positive here and there. Yes it makes them look delusional. Yes it makes them look out of touch. Yes it makes them look self serving.

Let us look at another path.

The path of focusing on the positives, and challenging the negatives to be cleaned up. For close to a decade Family Friendly Gaming has done that. We continue to do that. We at Family Friendly Gaming believe there are better days ahead. There are reforms and clean ups that can happen. It takes courage, conviction, and desire. One person can impact change. It has happened in history. With some of the most contentious issues - like slavery. It was abolished in England and in the United States. Yet it still goes on in Africa, and Asia today. We can not rest on the successes of the past. We need to continue to improve the evils in our world. This goes for slavery going on all over the world. This goes for the hatred within the video game industry. We need to continue to make things better. There are so many easy and simple things you

can do to make things better. Pray, talk about, contact the companies, speak out at stores, and more.

The attempts by the industry to redefine itself while going an even darker direction has been an abysmal failure. The ESRB has gotten worse instead of better. They need to focus more on improvements and reform; and less on advertising propaganda and lies. Reforms that would improve the ESRB have been discussed in this very issue. Good men and women can not sit idly by and let evil flourish. Tell them you expect more and better from them. Tell them until you are blue in the face. Family Friendly Gaming has, and continues to do so. They may dodge the issues they need to address. Eventually they will realize their dodging and those issues are why they have such a horrible image.

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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Luke 11:27-28

27 As Jesus was saying these things, a woman in the crowd called out, “Blessed is the mother who gave you birth and nursed you.”

28 He replied, “Blessed rather are those who hear the word of God and obey it.”



Young Justice Legacy

SCORE: 36

I have been dreading this review for some time now. Young Justice Legacy on the Nintendo 3DS is one of the worst turn based strategy

video games I have ever played. We follow a mundane story of a scientist being kidnapped. Except she is being handed off from super villain to super villain. The only reason is so we can fight them along the way.

When our characters attack in Young Justice Legacy the game shows their attack animation. Then five seconds later it shows the effect on the character being attacked. Playing Young Justice Legacy feels like trudging through a swamp on foot. It is slow, painful, and anger inducing.

Young Justice Legacy does not allow us to move the camera around. Which means



obstacles will block your view. I could not see where to place characters in certain screens. So I had to go the long way around the obstacles (like boxes) to get to the enemies. The enemies use this to their advantage.

We play the same levels multiple times in each area.



Panzer Tactics DS

SCORE: 63



“War! What is it good for? Absolutely nothing.” So says the song from Edwin Starr. Of course if the Nazis had won World War II then Edwin Starr would have been dead most likely. He would have sung a different tune. Panzer Tactics DS gives families the chance to play different countries from World War II.

Panzer Tactics DS does not look that great on the Nintendo DS. This game comes from the Personal Computer game which is way more technically advanced than the little Nintendo DS hand held. It would be fantastic if this game would be upgraded on the Nintendo 3DS and/or Playsta-



tion Vita. Panzer Tactics DS is a turn based strategy game where fog of war is the order of the day. What is fog of war? You can only see so far from each of your vehicles. That means scouts are sent out to find enemy troops. Then the enemy can usually attack your scouts

first, and generally kill them off. Going slow and steady is the only way to play Panzer Tactics DS.

As vehicles and troops attack one another we see it happen on a cut scene. Explosions and death are what we see. Panzer Tactics DS lets us hear bad language, as well as



references to alcohol. The damages of alcohol are not shown in Panzer Tactics DS. Panzer Tactics DS makes me think of people who run into a bottle to hide from the problems in the real world. Instead of facing the problems and making things better.

Panzer Tactics DS can be confusing if you are not trained on how to do things. The little tiny icons for actions can be extremely confusing. Trying to drop paratroopers, or use landing crafts is not intuitive. Panzer Tactics DS contains a training that will help gamers learn how to play this hand held strategy video game.

Panzer Tactics DS is based on war. So this is a game that is really for teenagers and older because of the subject matter. - WMG

Publisher: Little Orbit
Developer: Farsight Studio
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Mild Fantasy Violence}

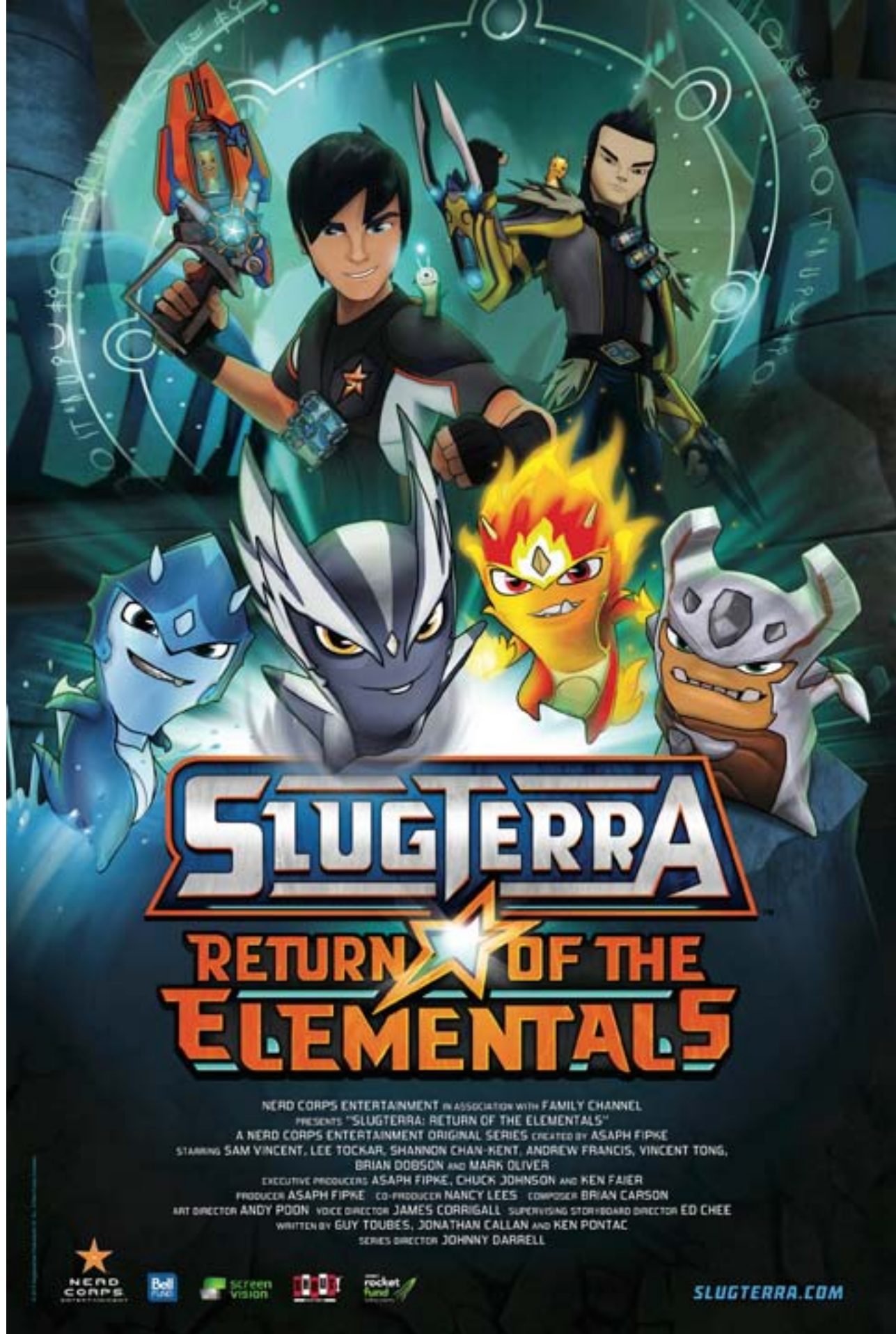
Graphics: 40%
Sound: 50%
Replay: 30%
Gameplay: 10%
Family Friendly Factor: 50%



Publisher: Conspiracy Entertainment
Developer: Sproing Interactive
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Alcohol Reference, Mild Language, Mild Violence}

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





ADVERTISEMENT



Busted



SCORE: 70

We have been really hard on the OUYA since its lackluster launch. In fact our OUYA has sat idly for months. The company is trying to do something to help their system out. They sent us a \$5.00 gift card to come back to it. There was no games of interest, so the OUYA sat for months again. Guess what? Here came another \$5.00 gift card. At that point we found Busted.

Busted costs \$2.99. Actually you can try it out for free. Once you hit a certain point the game will stop unless you purchase it. So we used part of the gift cards we received to buy Busted. This downloadable only title is an endless runner done with

cars. The police are trying to stop you - but they are driving in front of you.

Levels in Busted end when you hit something. Another car, a ramp, the wall, etc. If you hit it, then it is level over with. There is one exception - nitro. If you are using the nitro power up then you can bash your way through police cars, busses, other cars, and more. Just don't hit the side of a ramp. That is still deadly to your run.

Busted has some neat bright colors. The music is okay. I did get tired of hearing the police sirens. I wanted to pull over and obey the law. Which ended my run in



Busted. So it would not allow me to be an honest, faithful, and respectful citizen. I ran into a few glitches here and there - I suspect it was due to the OUYA controller.

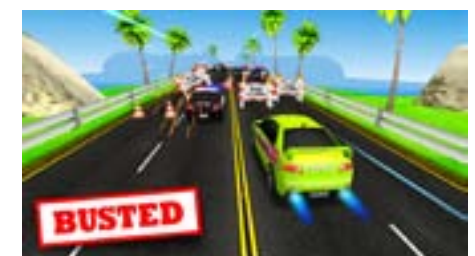
At a certain point in Busted you will run out of gas unless you pick up a yellow gas can. Jumping in Busted can be problematic since things in front of you randomly generate. I landed on top of other cars a couple of times.

Busted can be addicting especially when you want to purchase a different vehicle or some in game power up. You spend in game currency not real money. - Paul



Publisher: PIM Entertainment
Developer: PIM Entertainment
System: OUYA
Rating: 'NR' - Not Rated

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





Pirates vs Ninjas Dodgeball

SCORE: 41



Pirates vs Ninjas Dodgeball is one of the worst Wii games I have played in my life. We have pirates, and we have ninjas. They are playing dodgeball against one another. That is the method they are using to conquer one another. Let that sink in for a few seconds. If that premise was not lame enough, we also have robots, zombies, aliens, and other monsters. Horror elements were added to this dodgeball game.

The graphics in Pirates vs Ninjas Dodgeball are not that great. Not much thought or effort was put into the level design. Which is bad since there are not many different kinds of level designs in Pirates vs Ninjas Dodgeball on the Wii. We knock characters down with our aggressive dodgeball throwing. If we can get the ball again we can repeat the process until their health



bar is completely depleted. The enticement to lust, and off color remarks make me think

Pirates vs Ninjas Dodgeball should have earned the THIRTEEN and OLDER ONLY rating. Numerous characters in Pirates vs Ninjas Dodgeball teach us to have bad attitudes, and to be cynical. The music is a bit below average for this time frame, and this system.

Pirates vs Ninjas



Dodgeball is also glitchy. Every Wii Remote that is turned on must have a nunchuk plugged in, or the game will not work. Even if you are playing in one player modes. The controls are frustrating, and figuring out who you are playing can be confusing at the beginning of any match.

Many of you have already decided to avoid this train wreck. But wait, there is more. The game play is not much fun, and it gets boring really fast. Running around throwing balls at the backs of others is more entertaining in real life. You can catch the ball in Pirates vs Ninjas Dodgeball - unless they throw a powered up fire ball, and then you can forget about it.

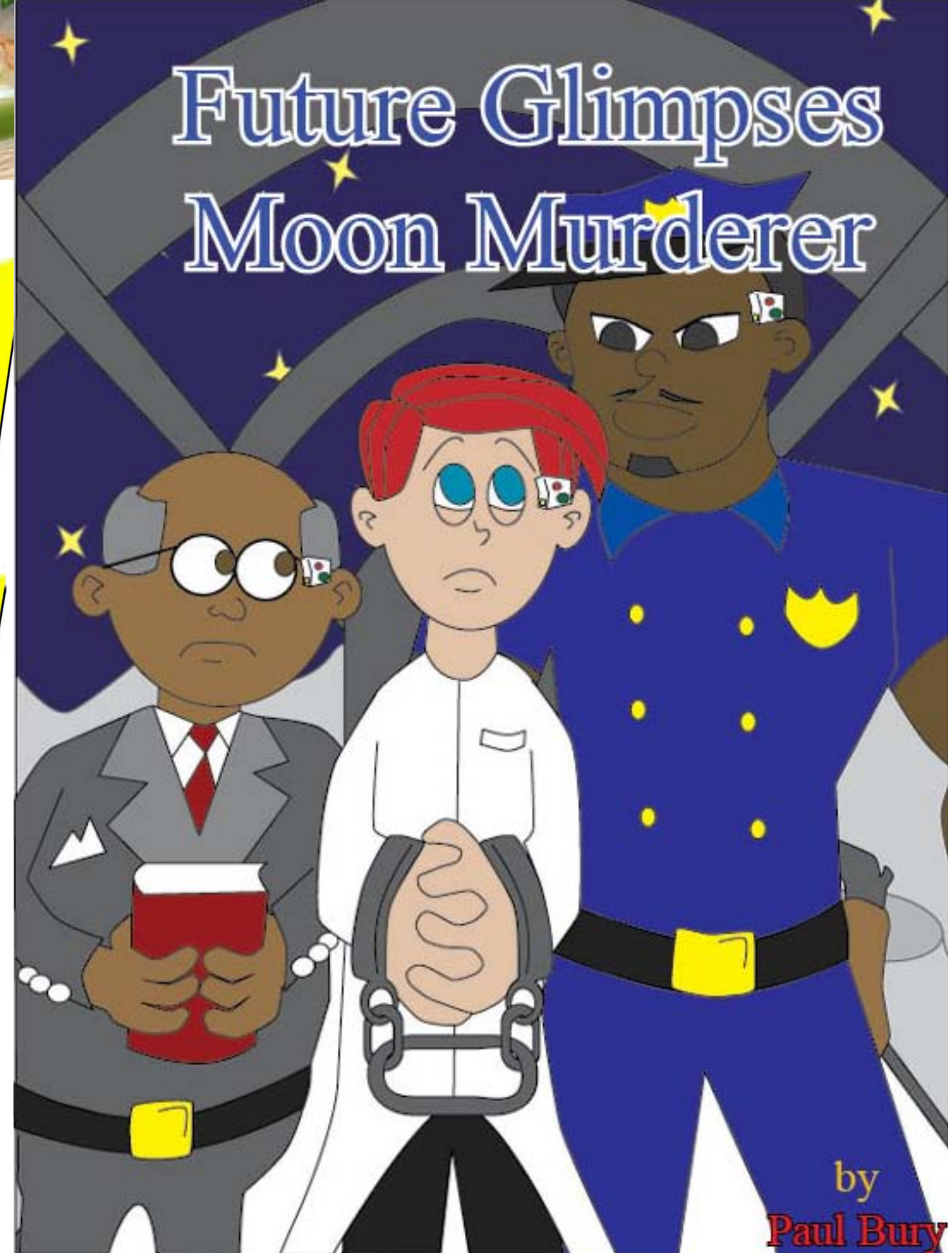
Pirates vs Ninjas Dodgeball is the classic example of a bunch of different things thrown together. It does not fit, and it does not work.

- Luke



Publisher: Southpeak Games
Developer: Blazing Lizard
System: Wii
Rating: 'E10+' - Everyone 10+
{Animated Blood, Carton Violence, Suggestive Themes, Use of Alcohol, Use of Tobacco}

Graphics: 40%
Sound: 50%
Replay: 60%
Gameplay: 10%
Family Friendly Factor: 45%



by
Paul Bury

BUY IT RIGHT NOW HERE



Mercury Meltdown Remix

SCORE: 79



Adventures of Lolo

SCORE: 95



How can I describe Mercury Meltdown Remix? This Playstation 2 (PS2) video game is like Marble Madness. One important distinction. In Mercury Meltdown Remix your round blob can lose pieces. So it is not an all or nothing proposition. This mechanic is also used to allow players the ability to merge colors.

The graphics in Mercury Meltdown Remix are cel-shaded. These look horrible to me. I suspect Mercury Meltdown Remix could even trigger migraines based on the graphical choice of Ignition Entertainment. Family Friendly Gaming has not heard much from Ignition Entertainment in some time. Maybe their choices in video games finally caught up with them. Or



maybe they will make a comeback soon.

Players are given a timer in Mercury Meltdown Remix. Don't freak out when

you can not make the timer. Even in the first world it can be difficult to meet that unrealistic timer. Don't you love it when a video game adds to your stress instead of taking away from it? Mercury Mel-



tdown Remix stressed me out in so many different levels.

The whole mercury component is pretty cool in Mercury Meltdown Remix. The separating and mixing colors is time consuming, frustrating, and anger inducing. The controls on the Playstation 2 controller are okay. There are definitely better control schemes for games like this one. With multiple attempts most gamers should be able to complete the majority of the levels in Mercury Meltdown Remix.

Families can skip levels within a world if they find them to be too difficult. Trust me, you will end up skipping certain levels. Mercury Meltdown Remix does not require much thought, which is a shame for a puzzle game. The Marble Madness concept is one our industry needs more of. - Mark



Publisher: Ignition Entertainment
Developer: Ignition Banbury
System: Playstation 2
Rating: 'E' - Everyone

Graphics: 65%
Sound: 80%
Replay: 80%
Gameplay: 80%
Family Friendly Factor: 90%

Going back and playing a retro game can be a disappointing experience. Things are not always as rosy as we remember them. That is not the case with Adventures of Lolo on the 8-bit Nintendo Entertainment System (NES). This cartridge based video game shows modern day video game developers what is needed to make a great game, a lasting franchise, and a lifetime legacy.

Adventures of Lolo is the first game that kicked off one of the best franchises of all time. The game is simple, and easy to learn. Collect all of the hearts, get the pearl in the treasure chest, and get to the exit. Adventures of Lolo is not a walk in the park though. There are certain ways things need to be done. Take the Medusa heads for ex-



ample - players have to block their straight on view with something. Or your cute little round character gets hit with a blast. Dragons will shoot fire at you when all of the hearts have been collected.

The most annoying enemy character in Adventures of Lolo is the hopping little green guy that falls asleep once he touches you. I had to properly plan where I wanted him to sleep so I could still get around him. Mistakes are easily corrected with the select button. That resets the level. In essence your blue guy dies and everything in the



level resets.

Passwords are provided for when you are out of lives. No worries though because you start that same level with a new series of five lives once you continue or use the password. Adventures of Lolo will make families think. We love looking at a screen and discussing possible strategies to defeat it. There is only one Adventures of Lolo video game left for me to purchase and review - Adventures of Lolo 2. - Paul



Publisher: Hal Laboratory
Developer: Hal Laboratory
System: NES(8-bit)
Rating: 'E' - Everyone

Graphics: 88%
Sound: 98%
Replay: 99%
Gameplay: 100%
Family Friendly Factor: 90%



The Hobbit The Desolation of Smaug

SCORE: 62



The Legend of Korra Book One Air

SCORE: 65



The Hobbit The Desolation of Smaug moves us through important plot points from the book.

We have the barrel riders, finding the secret door, and Bilbo meeting Smaug. Like the Lord of the Rings trilogy, this is the second movie in The Hobbit trilogy. Although we are so close to the end in The Hobbit The Desolation of Smaug.

We start out in The Hobbit The Desolation of Smaug with the orcs still hunting the party of dwarves (also a wizard and a hobbit). A shape shifter offers assistance. Elves are run into, and then eventually humans. Finally the party makes it to the lonely mountain. The giant spiders are one of the things that can scare



children. The orcs and the dragon are definitely scary.

The Hobbit The Desolation of Smaug contains quite a bit of blood, violence, gore, and death in it. In fact death a major part of The Hobbit



The Desolation of Smaug. The dwarf party is in peril almost all of the time. There are supernatural forces at work in The Hobbit The Desolation of Smaug as well. Gandalf runs across some of that in The Hobbit The Desolation of Smaug.

The Hobbit The Desolation of Smaug teaches to have faith, and hope. Strive towards the goal no matter how difficult. The Hobbit The Desolation of Smaug also teaches us to fight evil where ever we find it. The smallest person can become the biggest hero.

The Hobbit The Desolation of Smaug runs for 161 minutes. We purchased the 2-disc set which contains some nice bonus features. Most of them are rah, rah, look at me, we are all so amazing. But there are a few gems hidden here and there.

- Paul



Publisher: Warner Bros
Developer: New Line Cinemas
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned (for extended sequences of intense fantasy action violence, and frightening images)

Graphics: 40%
Sound: 65%
Replay: 85%
Gameplay: 70%
Family Friendly Factor: 50%

I was really happy to finally finish off the Avatar books on DVD. At the same time I kind of missed a few aspects of the show. So I decided to start into the next show in the series - The Legend of Korra. This starts in The Legend of Korra Book One Air. Korra starts out knowing water, earth, and fire bending. So all she needs to learn is the air bending. I thought maybe this series would only have one book since there is only one element to learn. I was wrong as it continues in additional books on DVD.

The Legend of Korra Book One Air shows us a world after Aang lived a long and full life. Republic City



becomes a beacon of hope for the world. Unfortunately things fall apart after the Avatar dies. Korra comes to see all of the things that changed, and to learn air bending. Technology in The Legend of Korra

Book One Air has progressed to where America was in say the 1930s. Maybe 1940s. Bending has become a pro sport, and there are metal benders now as well.

Families will need to be aware of action adventure cartoon violence. There is also scary things like blood bending, and someone who wants to take away bending powers from all benders. Amon is the leader of the Equalists who wants to destroy all benders. Amon reminds me of a Hitler kind of character. His background is most



interesting.

The Legend of Korra Book One Air runs for 289 minutes and is on two DVD discs. There is a Blu-ray version of The Legend of Korra Book One Air as well. I decided to watch and review this show on DVD. I love how the spiritual aspect of The Legend of Korra Book One Air is very limited. Part of that has to do with Korra not being in touch with her religious side. That will change in book two.

Some people love The Legend of Korra Book One Air, and some hate it. I think it is an interesting continuation of the Avatar show.- Paul



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

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



The Lego Movie

SCORE: 65

The Lego Movie is an interesting film that can spark all kinds of debate on multiple topics. In some ways this movie can be very divisive. Before I get to that, let us embark on an exploration of Emmet - a completely normal construction worker. Emmet is so normal in fact he is pretty much invisible.

Emmet winds up embarking on an adventure across the different Lego lands. He was not even aware they existed. Emmet grows and develops until he eventually becomes a master builder. But The Lego Movie has a few unexpected twists and turns. I am not going to share them with Family Friendly Gaming since they fall under spoilers.

The voice actors do a really good job in The Lego Movie. The humor in this movie is high. Many times at the expense of certain char-



acters and/or vehicles. The different attitudes are relayed quite nicely in The Lego Movie. Especially Batman and Superman. Shaq even has a moment.

The violence in The Lego Movie is strange. These are Legos so I get being knocked into pieces. What I do not get is the explosions and fire. Where is that coming



Streets of Rage

SCORE: 53

Now that I finished the Golden Axe games on the Sega Genesis I felt like going into the Streets of Rage games. Where should I start? How about with the first Streets of Rage game. We have the choice of three characters who punch and kick their way through numerous characters. There are only a few types of characters so we smash our way through the same characters over and over again.

The AI in Streets of Rage is pretty lame, with one exception. Pick up a weapon and the enemies will quickly cheap shot you. And yes Streets of Rage has cheap shots in it. Like getting hit from things you can not see since they are off screen. The screen only moves once all of the enemies in that area are killed. And Streets of Rage gives us a timer too. So players have to be fast.

On top of the violence in Streets of Rage, there is also enticement to lust. I hate having to hit women in this game. Not doing

so stops my progress in the game. Streets of Rage teaches us to be aggressive. To get them before they get you. Keep getting them until they can no longer get you back. Not teachings we need more of in our world.

- Mark



Samurai Shodown 2

SCORE: 36

We are getting close to finishing off the Neo Geo Pocket games we own. Next up for review is Samurai Shodown 2. This is another SNK fighting game. Another one that has a bad image, and lack of diversity within the Neo Geo Pocket library. Like other Neo Geo Pocket games, Samurai Shodown 2 is hard to see. I had a full lamp behind it just to get a decent view of the violent action. When I moved the little hand held device too much I lost visual. The 3DS has a similar problem when using the 3D. So this is nothing new in our industry.

Samurai Shodown 2 has poor controls, and it moves from boringly easy to nearly impossible. I love how I could decimate the first five characters, and then unable to ever hit the sixth one. He would block and then combo me to death. No strategy, and no chance. I eventually gave up with a headache from the graphics.

This 16 meg game has lame sounds, and comments from the characters. Eastern religious content is

also within this aggressive hand held video game. The modes are 1P Play, Survival, VS Play, Collection, and Game Options. Samurai Shodown 2 is one of the reasons this hand held device failed.

- Paul



Publisher: Warner Bros
Developer: Village Roadshow Pictures
System: DVD
Rating: 'PG' - Parental Guidance Suggested
{Mild Action and Rude Humor}

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



Publisher: Sega
Developer: Sega, MNM
Software, Biox
System: Genesis
Rating: 'NR' - Not Rated

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

Publisher: SNK Corporation
Developer: SNK
System: Neo Geo Pocket
Rating: 'E' - Everyone
{Animated Violence}

Graphics: 30%
Sound: 50%
Replay: 50%
Gameplay: 30%
Family Friendly Factor: 20%

SPORTS



#DRIVECLUB

PS4



#DRIVECLUB

PS4



PS4



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PS4



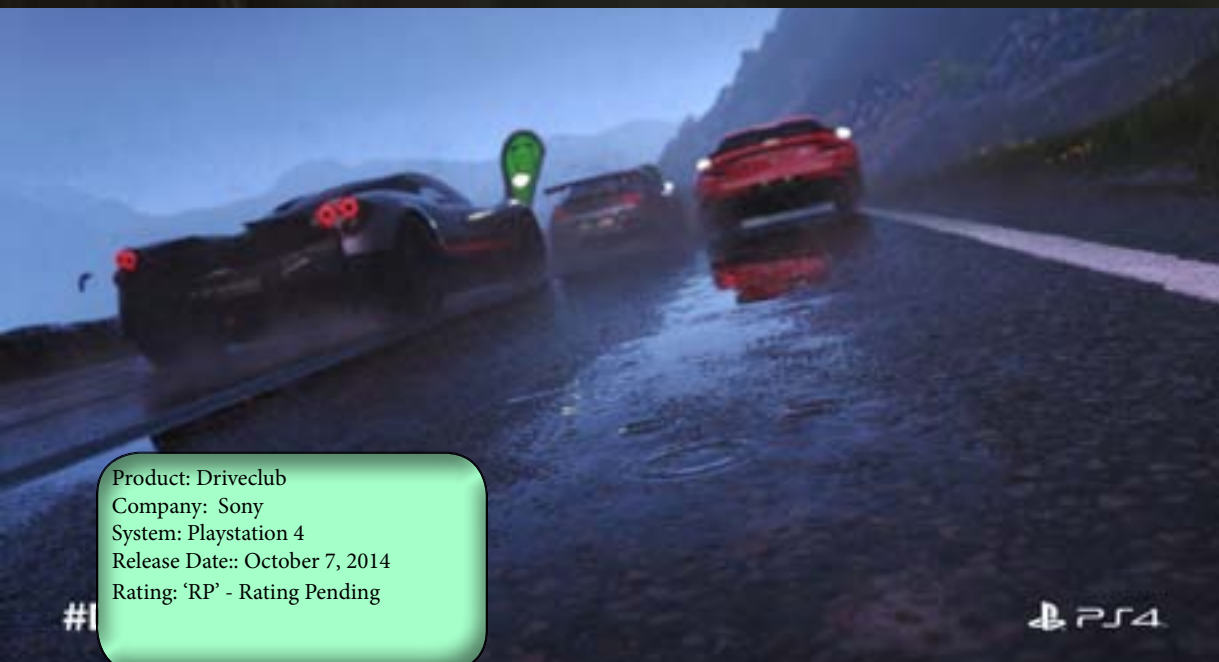
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PS4



IVECLUB

Product: Driveclub
Company: Sony
System: Playstation 4
Release Date:: October 7, 2014
Rating: 'RP' - Rating Pending



Product: Driveclub
 Company: Sony
 System: Playstation 4
 Release Date: October 7, 2014
 Rating: 'RP' - Rating Pending



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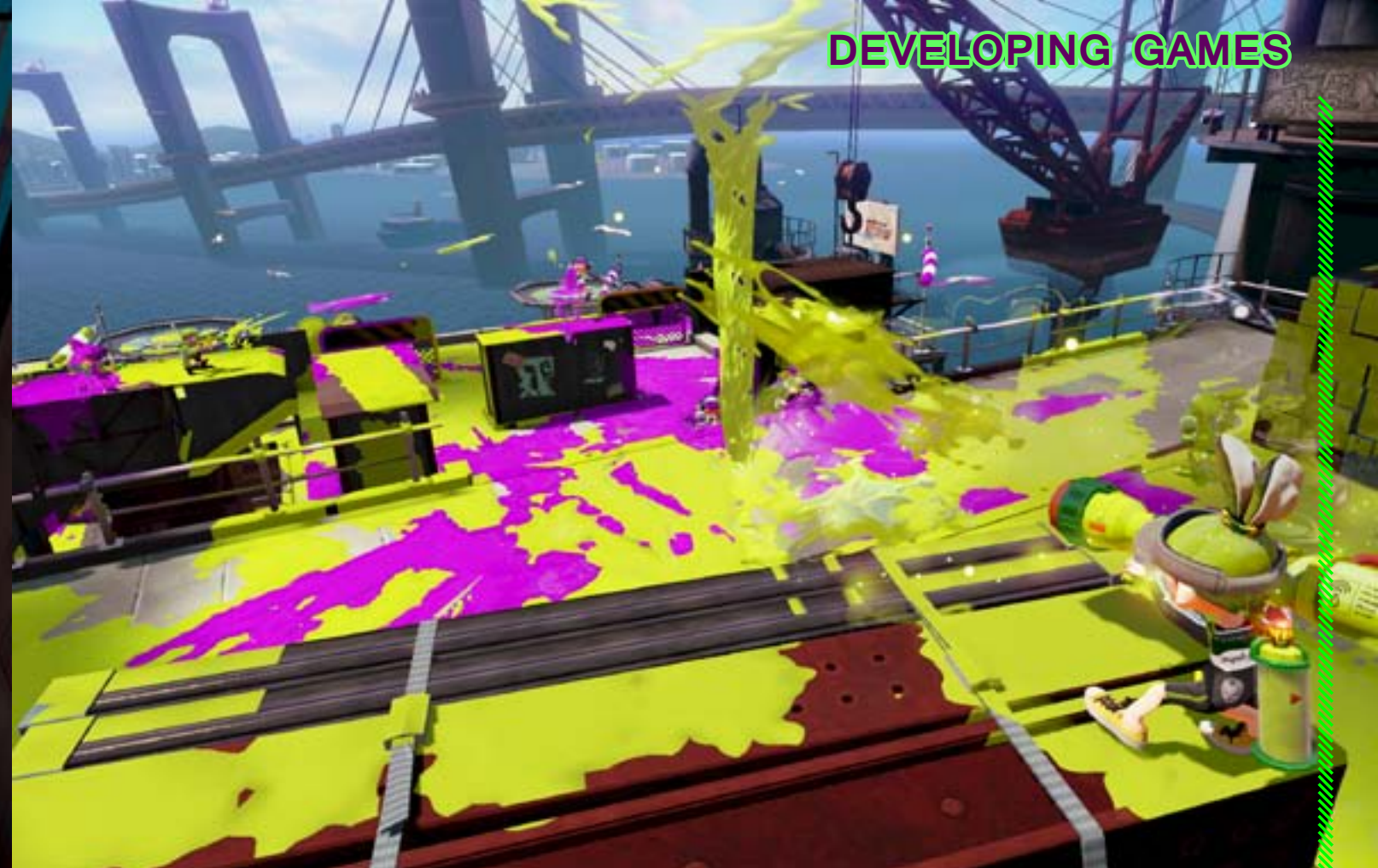
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Product: Splatoon
Company: Nintendo
System: Wii U
Release Date: 2015
Rating: 'RP' - Rating Pending



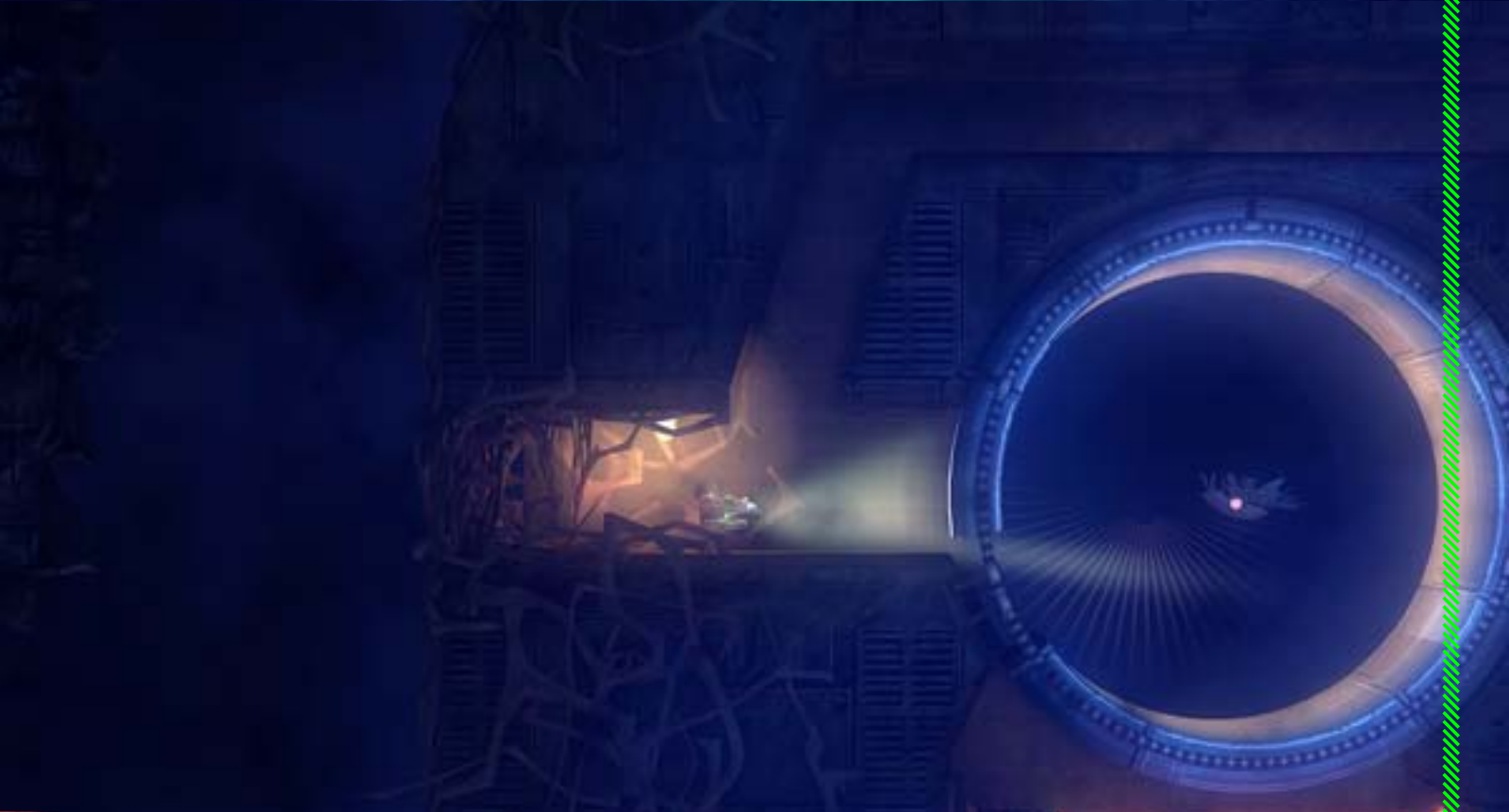
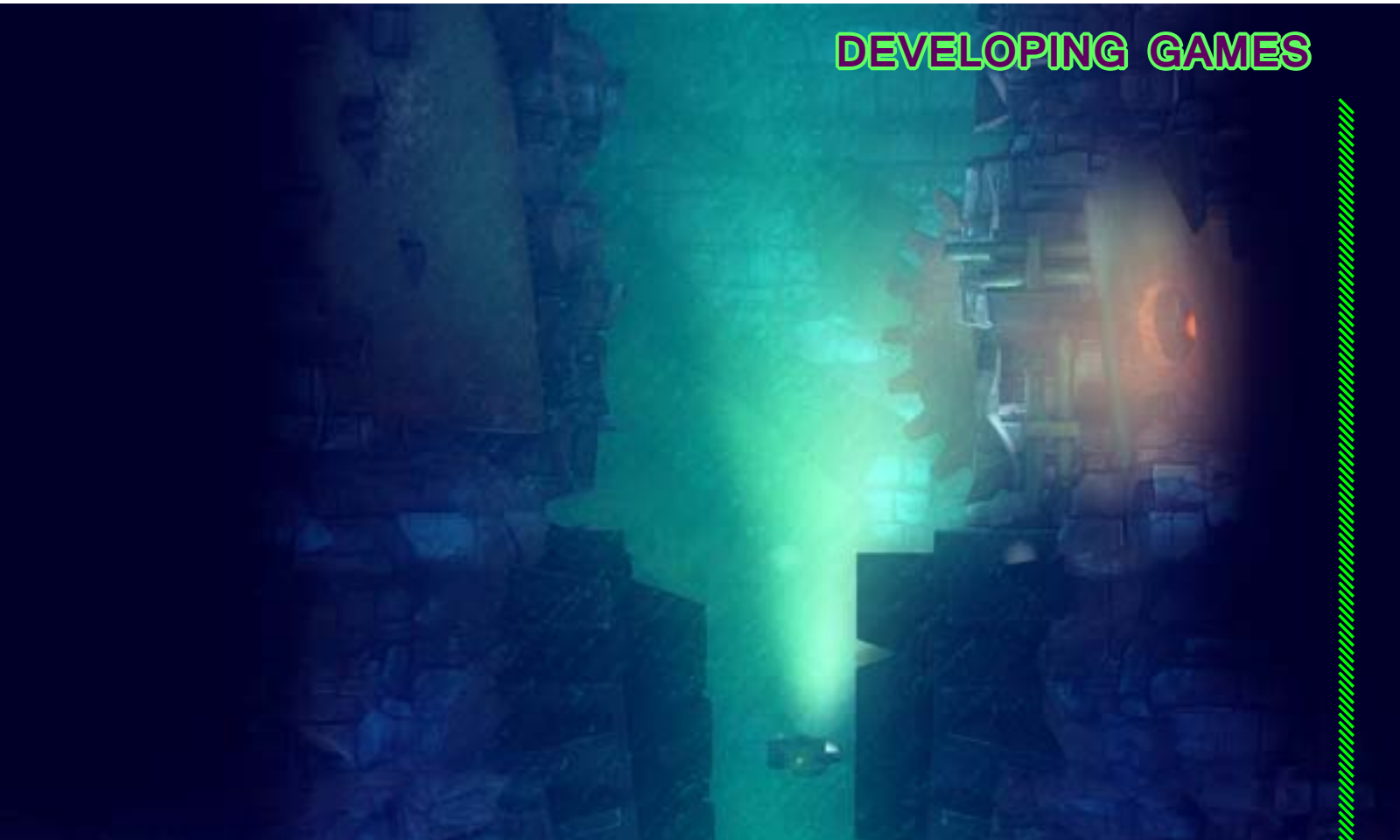
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 System: Wii U
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 Rating: 'RP' - Rating Pending



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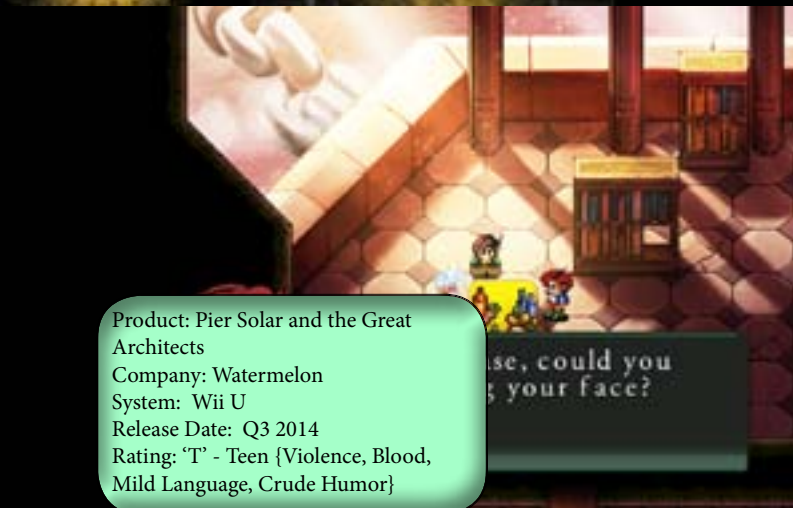


Product: Adventure Time The Secret of the Nameless Kingdom
 Company: Little Orbit
 System: PC/PS3/Xbox 360/3DS
 Release Date: November 2014
 Rating: 'RP' - Rating Pending



Product: Affordable Space Adventures
 Company: KnapNok Games
 System: Wii U
 Release Date: Fall 2014
 Rating: 'RP' - Rating Pending





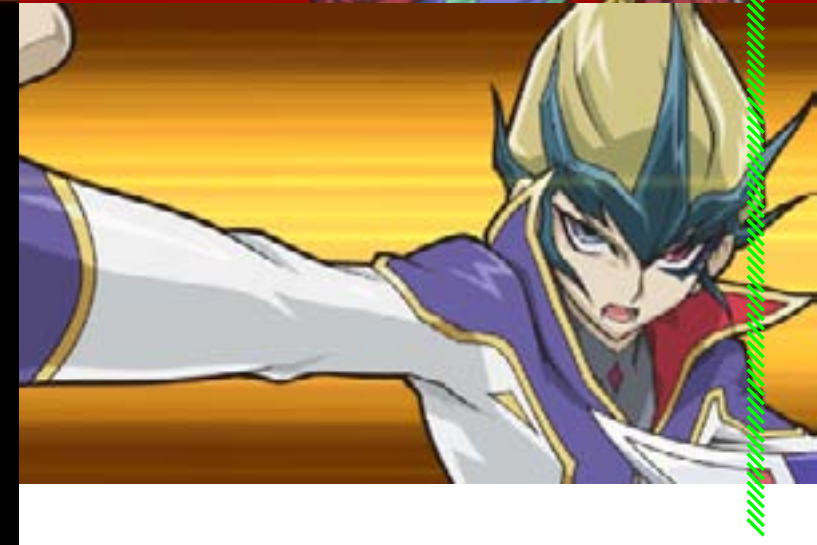
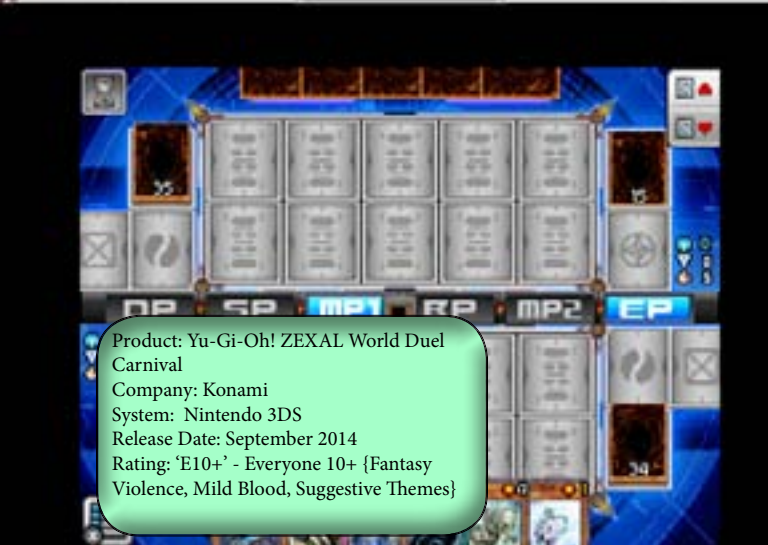
Product: Pier Solar and the Great Architects
Company: Watermelon
System: Wii U
Release Date: Q3 2014
Rating: 'T' - Teen {Violence, Blood, Mild Language, Crude Humor}



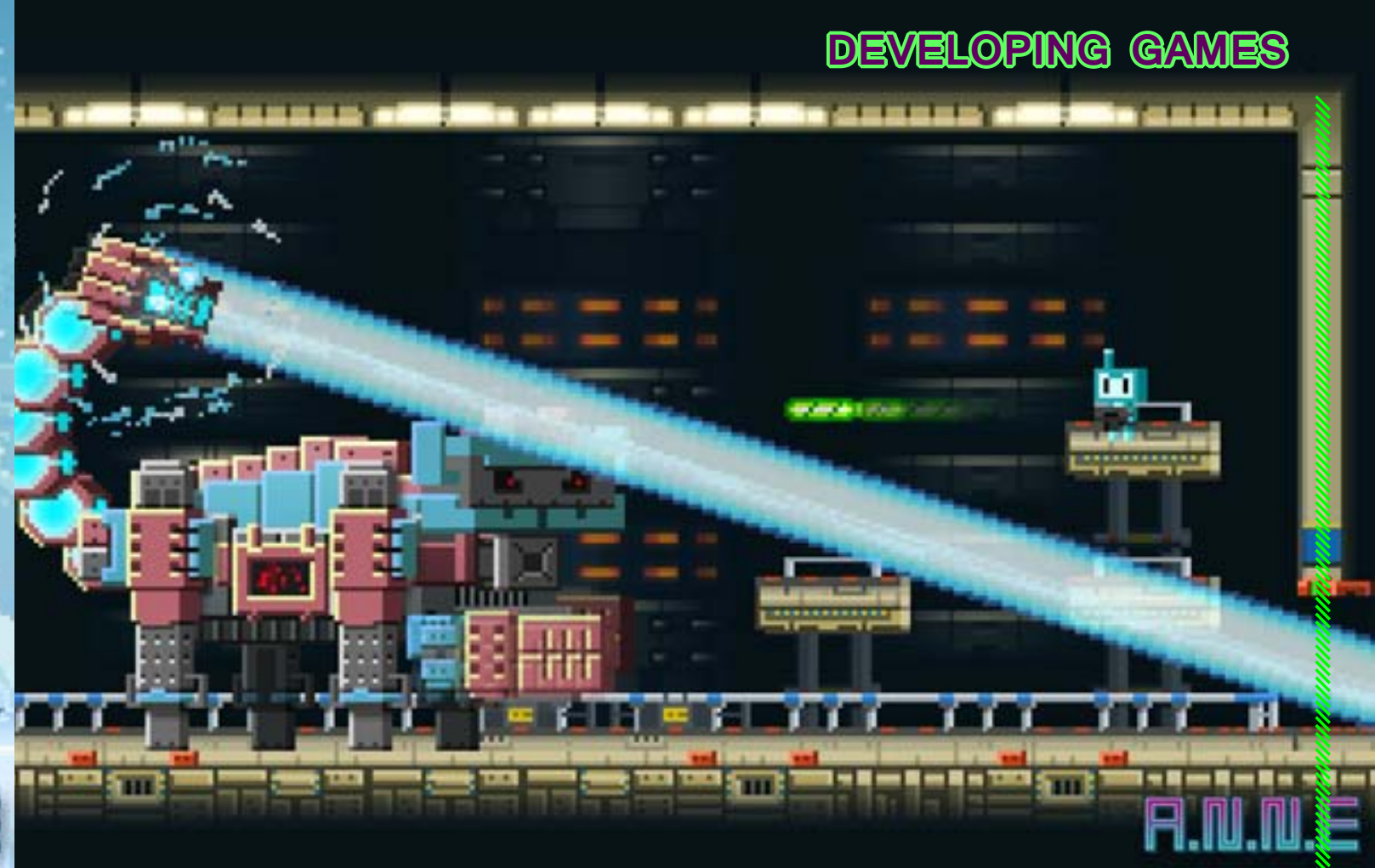
Product: Fossil Fighters Frontier
 Company: Red Entertainment Corporation, Spike Chunsoft Co
 System: Nintendo 3DS
 Release Date: 2015
 Rating: 'E10+' - Everyone 10+ {Crude Humor, Fantasy Violence}



DEVELOPING GAMES



Product: Yu-Gi-Oh! ZEXAL World Duel Carnival
 Company: Konami
 System: Nintendo 3DS
 Release Date: September 2014
 Rating: 'E10+' - Everyone 10+ {Fantasy Violence, Mild Blood, Suggestive Themes}



Product: A.N.N.E
Company: Gamesbymo Inc
System: Wii U
Release Date: End of 2014
Rating: 'RP' - Rating Pending



Product: The Legend of Zelda
Company: Nintendo
System: Wii U
Release Date: 2015
Rating: 'RP' - Rating Pending



Product: Sid Meier's Civilization
Beyond Earth
Company: Firaxis
System: Personal Computer
Release Date: Fall 2014
Rating: 'RP' - Rating Pending

DEVELOPING GAMES



Product: Silence The Whispered World 2
Company: Daedalic Entertainment
System: Personal Computer
Release Date: Q4 2014
Rating: 'RP' - Rating Pending



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RELEASES





Product: How to Train Your Dragon 2
 Company: Little Orbit
 System: Xbox 360/3DS/Wii/Wii U/PS3
 Release Date: Out Now
 Rating: 'E10+' - Everyone 10+
 {Comic Mischief, Mild Fantasy
 Violence}





RECENT RELEASES



Product: ONE PIECE Unlimited World Red
 Company: Bandai Namco
 System: PS3/PS Vita/Wii U/3DS
 Release Date: July 2014
 Rating: "T" - Teen {Cartoon Violence,
 Comic Mischief, Mild Language, Suggestive
 Themes, Use of Tobacco}







RECENT RELEASES



Product: Dynasty Warriors Gundam Reborn
Company: Namco Bandai
System: PS3
Release Date: Out Now
Rating: "T" for Teen {Violence, Blood, Sexual Themes, Mild Language}

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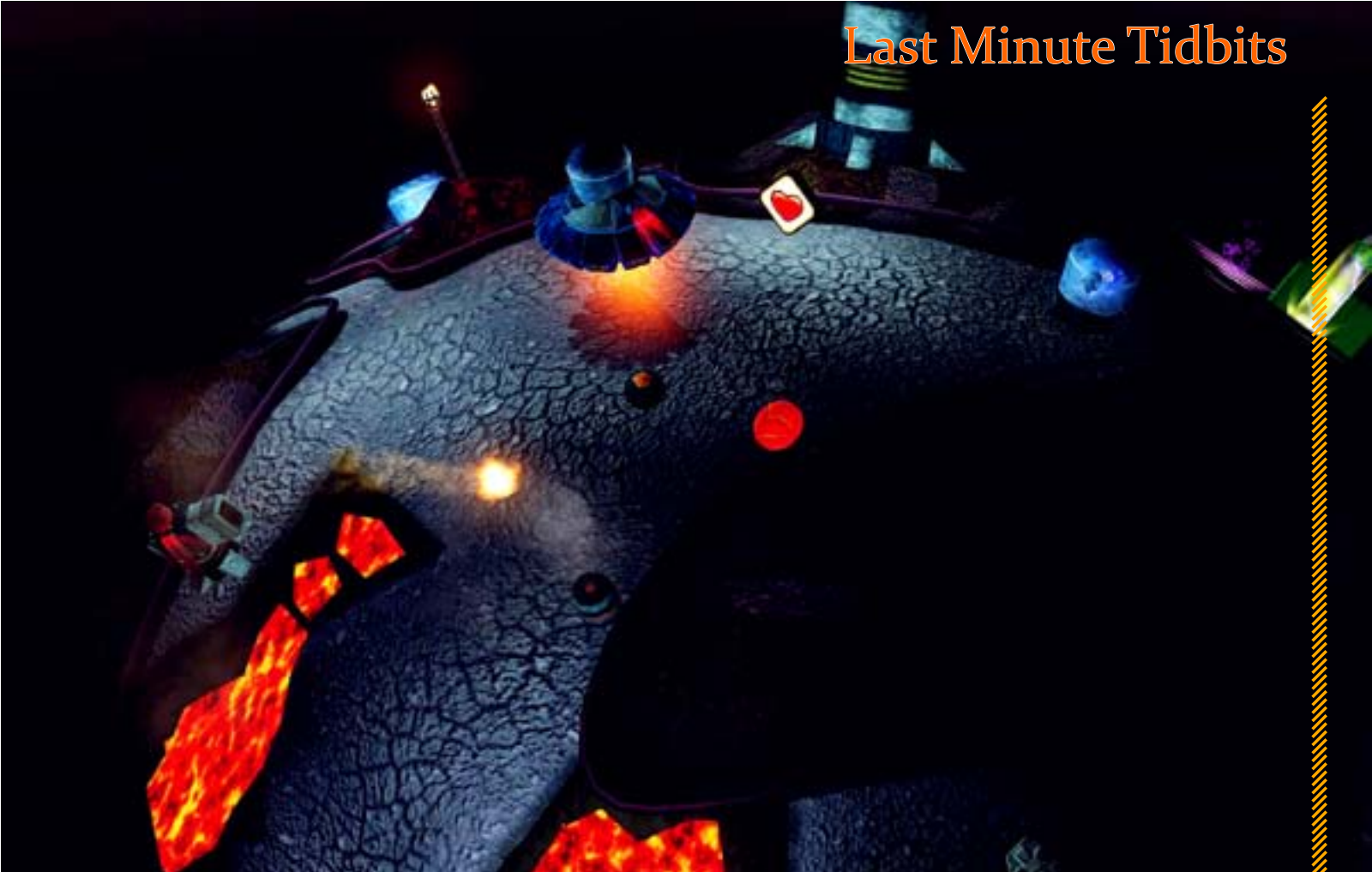
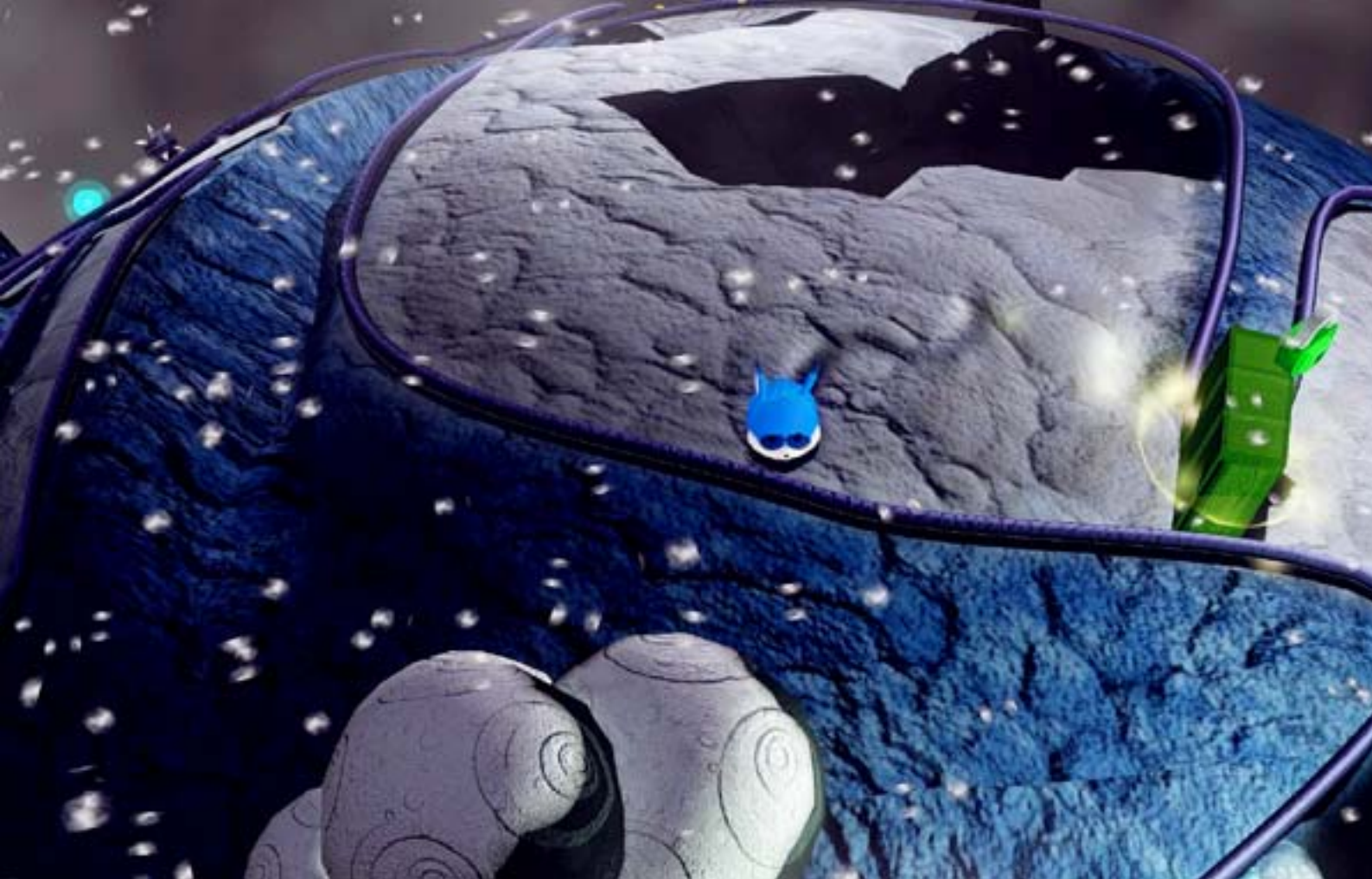
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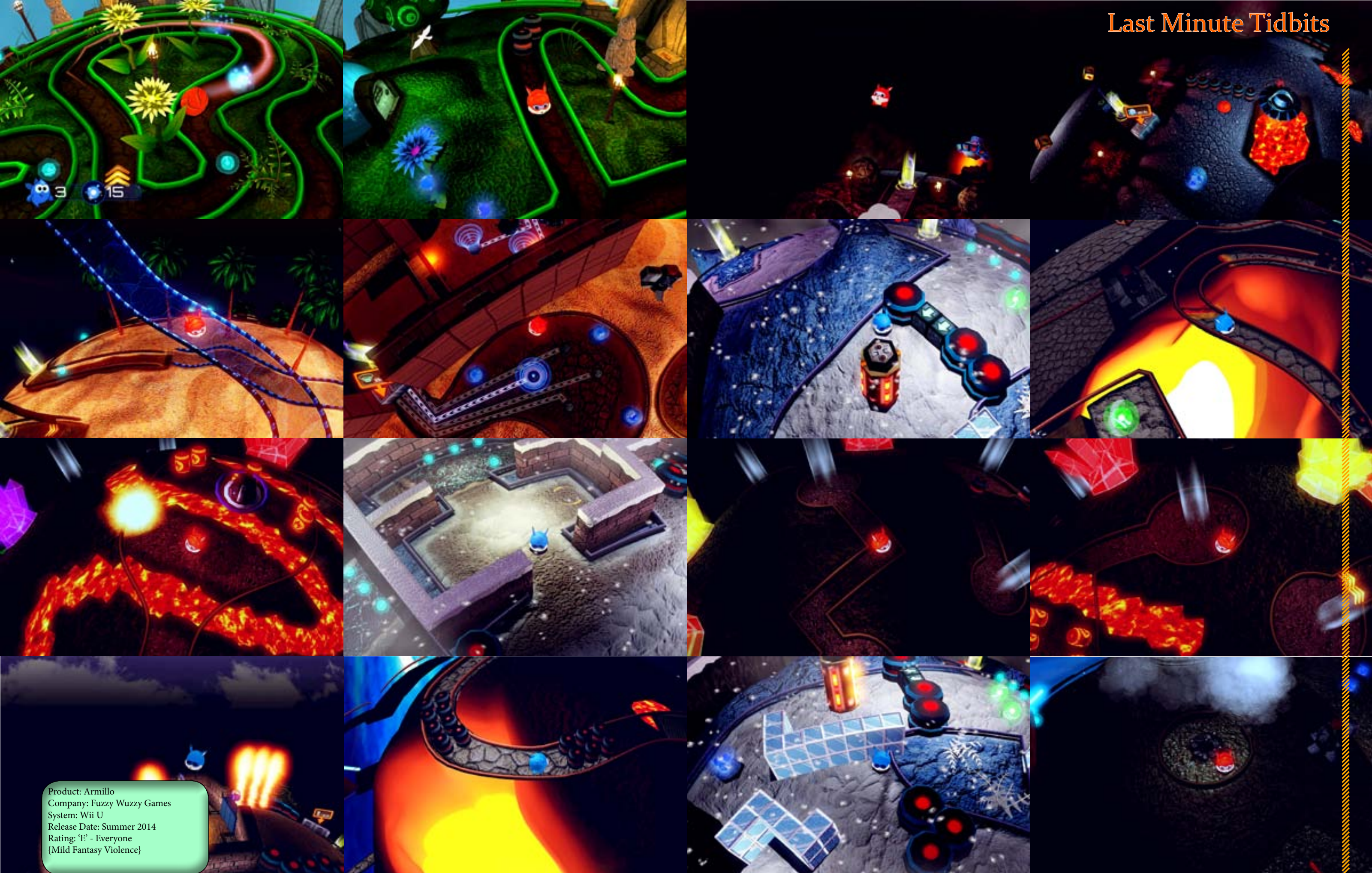


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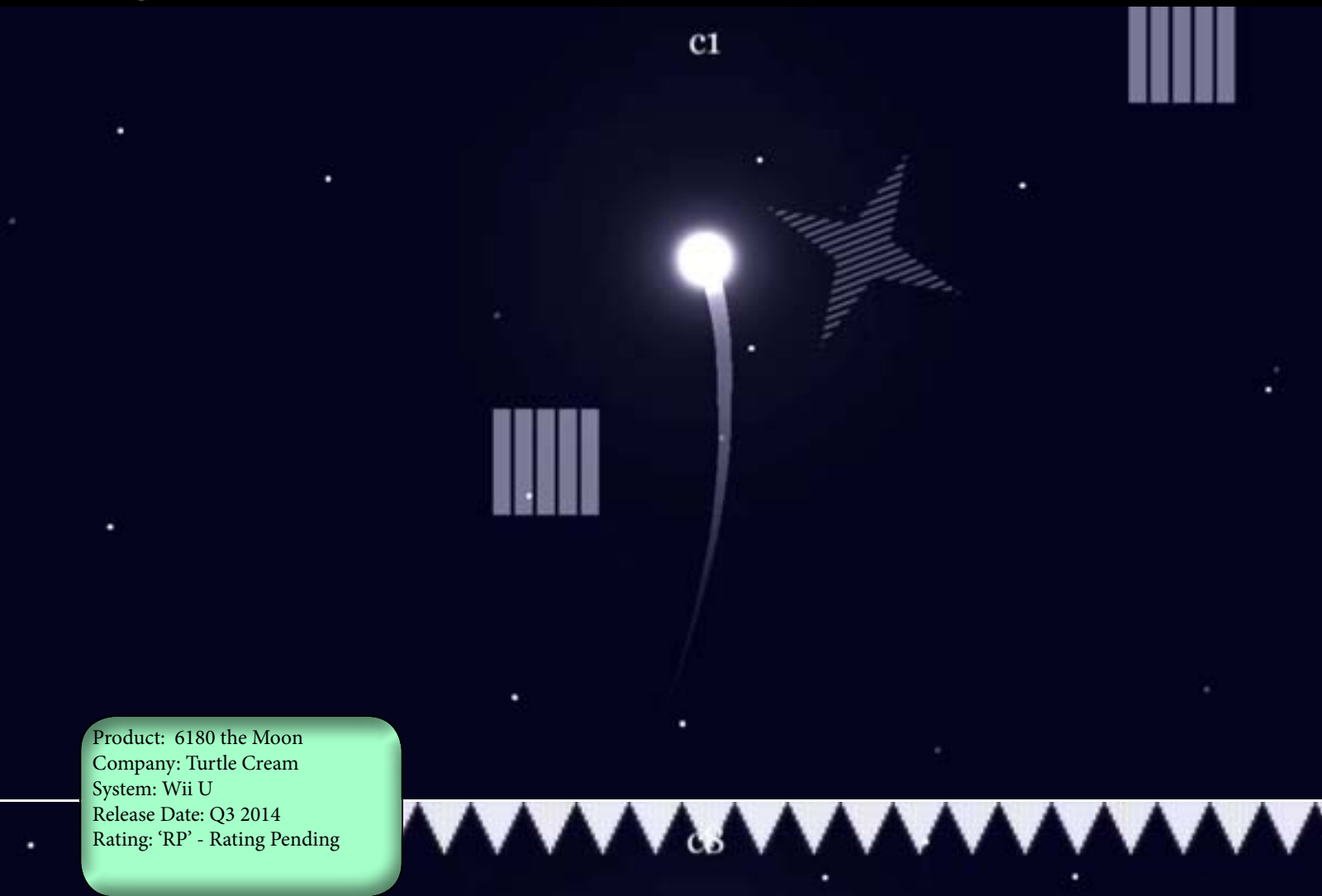
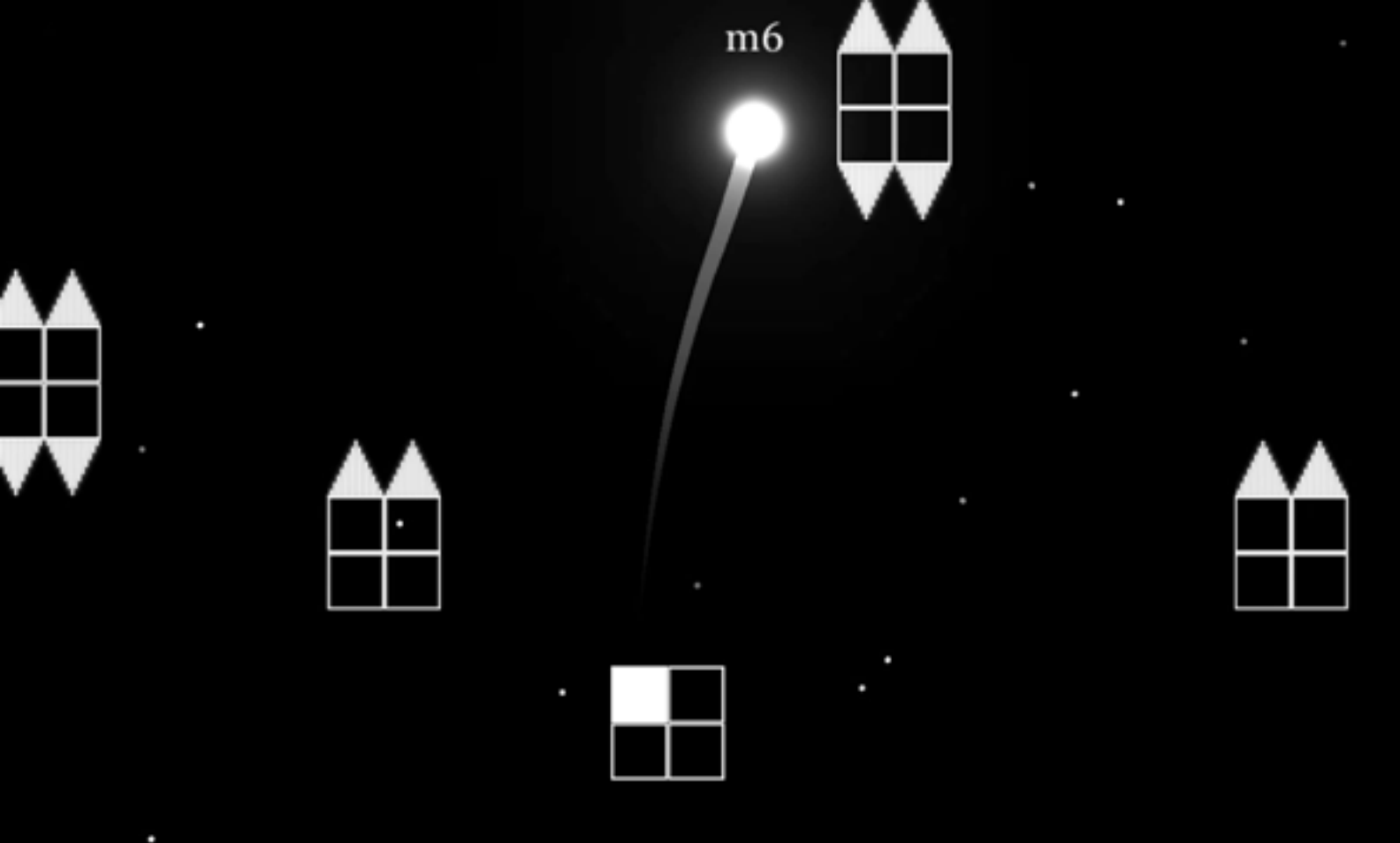




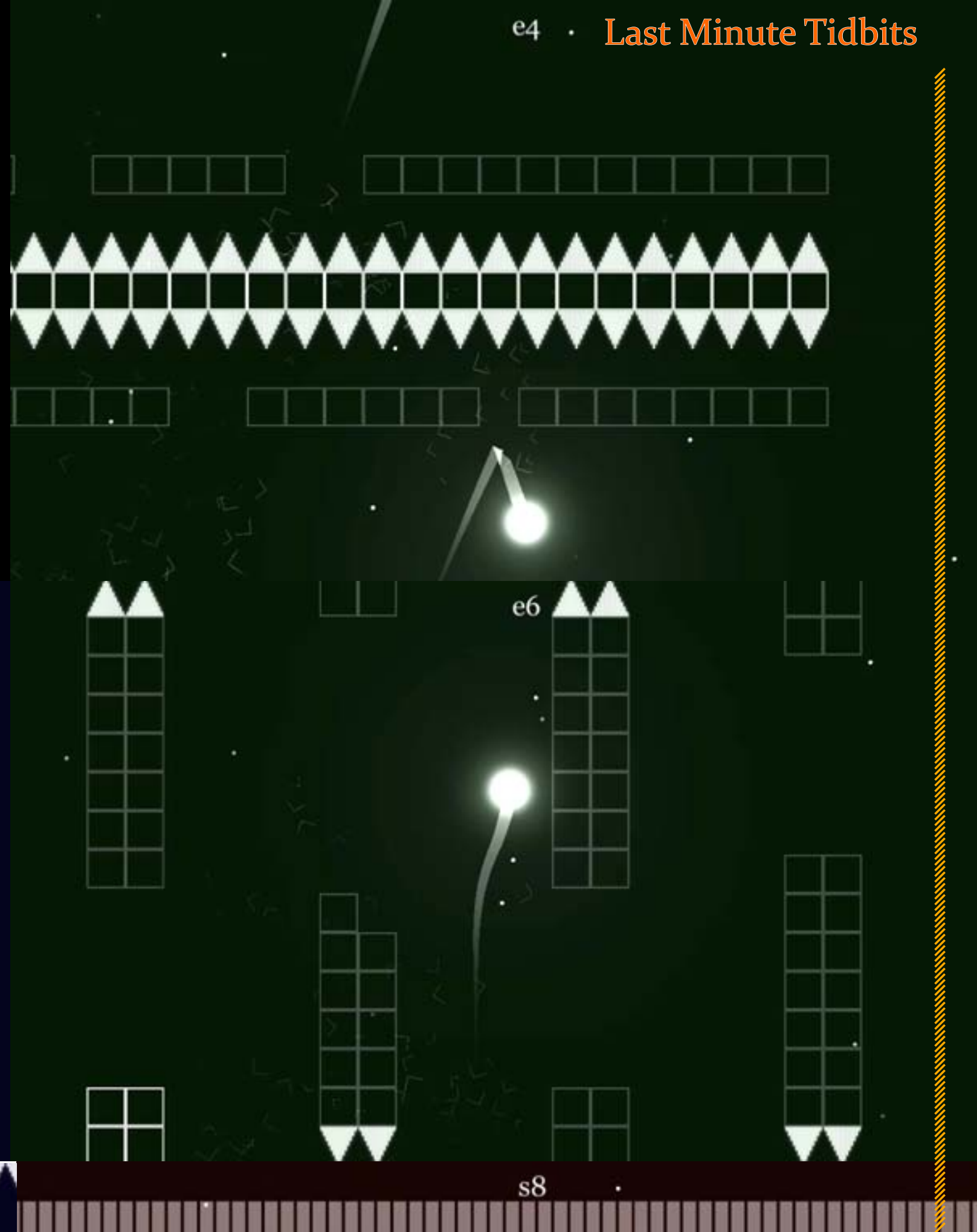
Product: Armillo
 Company: Fuzzy Wuzzy Games
 System: Wii U
 Release Date: Summer 2014
 Rating: 'E' - Everyone
 {Mild Fantasy Violence}



Product: Armillo
 Company: Fuzzy Wuzzy Games
 System: Wii U
 Release Date: Summer 2014
 Rating: 'E' - Everyone
 {Mild Fantasy Violence}



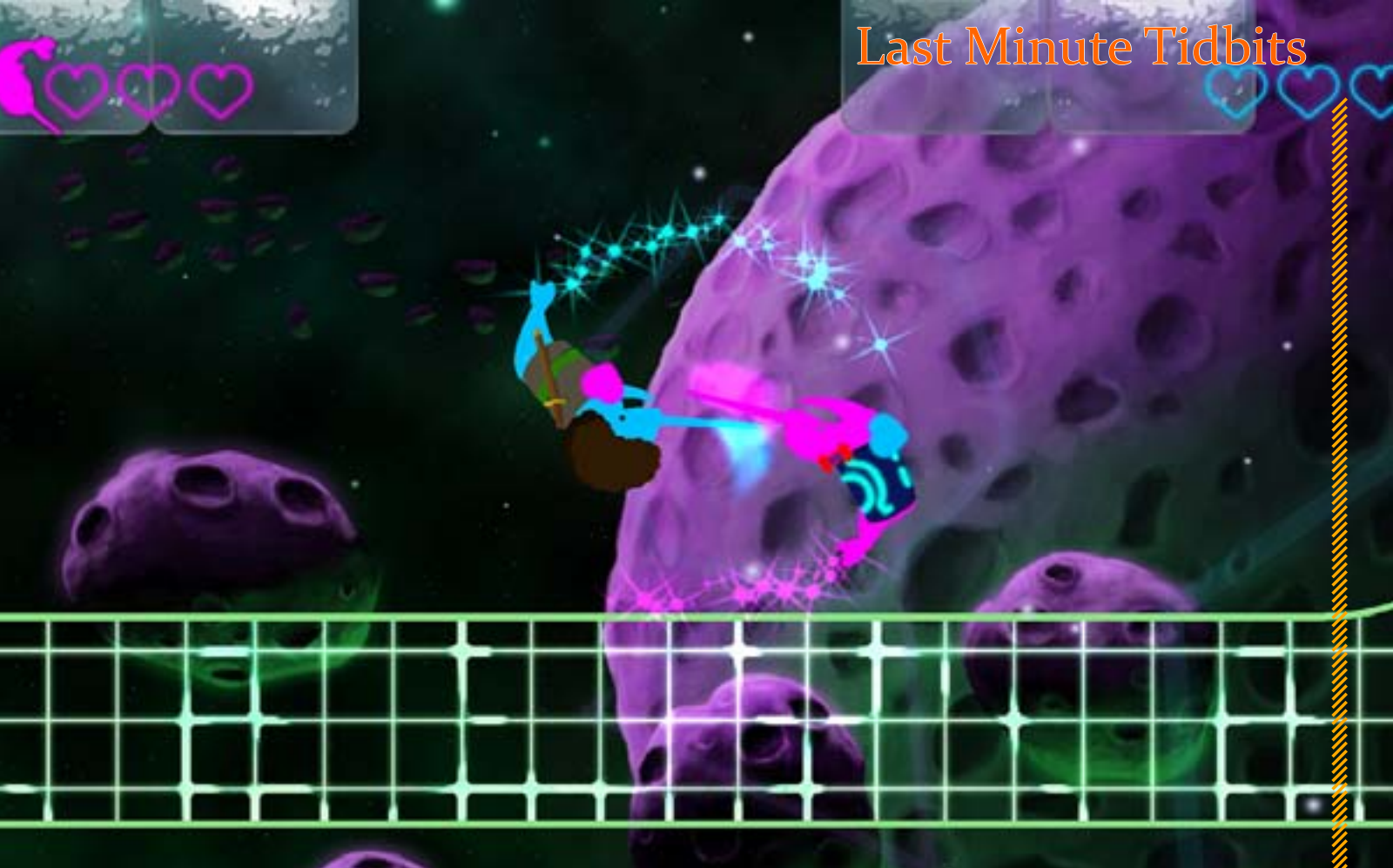
Product: 6180 the Moon
 Company: Turtle Cream
 System: Wii U
 Release Date: Q3 2014
 Rating: 'RP' - Rating Pending



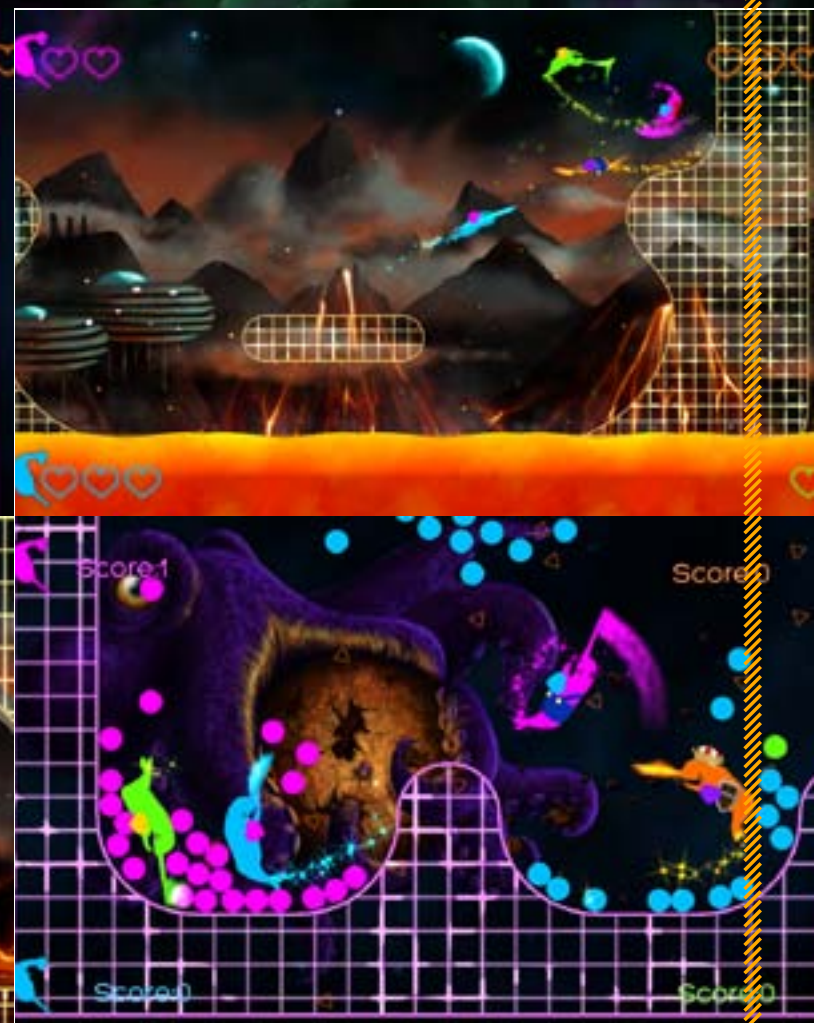
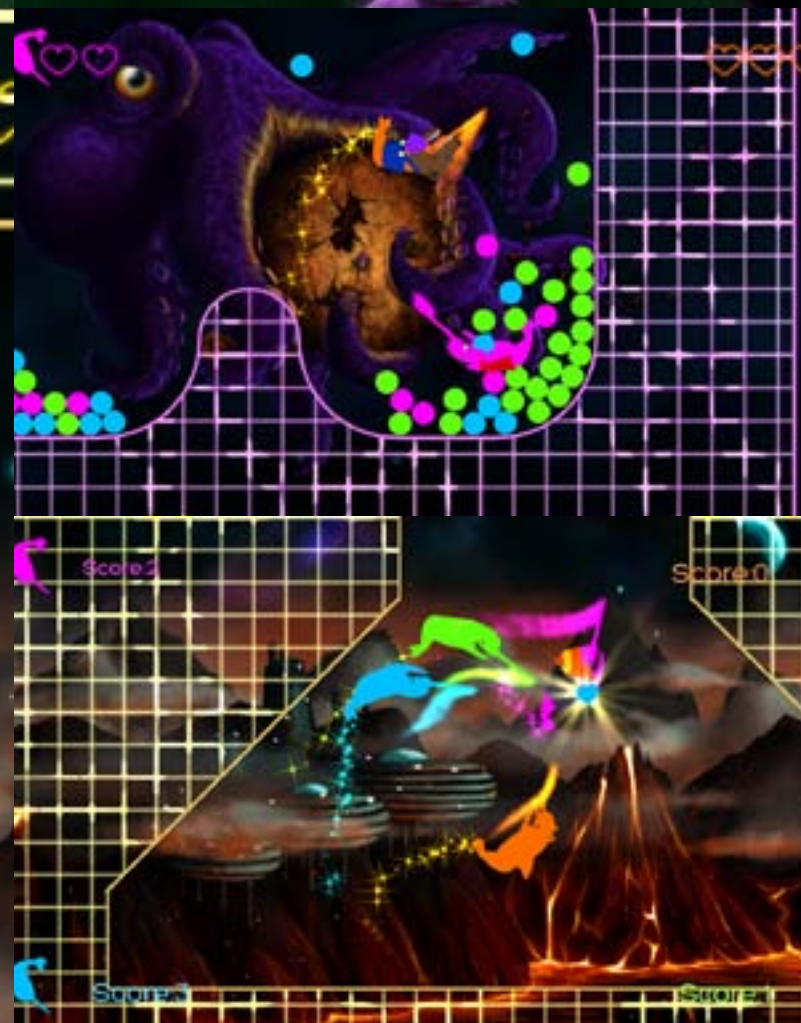


Product: Siesta Fiesta
Company: Mojo Bones Ltd
System: Wii U
Release Date: Q2 2014
Rating: 'E' - Everyone





Product: Starwhal
Company: Breakfall
System: Wii U
Release Date: Q3 2014
Rating: 'RP' - Rating Pending





Product: Dungeon of the Endless
Company: Reverb Publishing
System: Personal Computer
Release Date: 2014
Rating: 'RP' - Rating Pending

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by
Paul Bury

Version 2

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