

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #87

October 2014

Are you more
Hasbro Game
Channel or WWE
2K15?

Project Cars Races
Around the Corner
As it enjoys the Front
Cover!!

Largest Family
Friendly Gaming
EVER!!



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EDITOR'S DESK

FEMALE SIDE

Numbers

We are on the verge of passing an important milestone here at Family Friendly Gaming. We are so close to having one million hits in a month it is amazing. For all of us here at Family Friendly Gaming that is an amazing number to hit. Lord willing it will happen in the next month or two. We are closing in on a quarter of a million views on our YouTube channel. In fact that number may be reached by the time this issue is published. I can barely believe how God continues to bless that. We appreciate the feedback all ya'll give us on what you like to see, and what you want more of. Keep that feedback coming. We also pay attention to what ya'll watch. There was such a positive feedback to Zumba Kids we did multiple other videos of that game. The same goes for Mario Kart 8, and Larryboy and the Bad Apple. The positive feedback led to additional videos of those games.

Negative feedback is also producing results. We have tested some videos for some companies and no one watches them. The company comes back and wants us to give them space for another video. We have turned them away when the feedback has been negative, or no one watches their video. The one exception to this is advertisers. Companies that are paying for specific family friendly coverage will still get covered even when their videos are not producing results.

We purchased an adapter that allows us to convert the red, yellow, and white cables to the HDMI format. That allows us to do videos of retro games, and retro systems. We are testing these out, and seeing which games ya'll want to see, and which ones do not interest you. The first real retro system we are investing in (in terms of videos) is the Nintendo 64. We plan on moving on to other retro systems in the coming months. There are plenty of family friendly video games published before Family Friendly Gaming was rolled out. We keep investing the money God provides us into making things better here at Family Friendly Gaming. We put the money towards devices that allow us to expand and grow in meaningful ways.

In the background we are working on projects to allow for amazing improvements in the future. Many of these are years out. We are constantly planning, improving,

and working on future growth.

The Christmas Buying Guide has been started. Companies that want to be included must follow the guidelines. We have to review the game, and it has to score high enough to be one of the best on that system in the time frame of December 2013 to Thanksgiving 2014. A reviewable product must be received by Thanksgiving 2014 for potential inclusion. Continue to pray for us for wisdom, discernment, and strength. The Christmas Buying Guides are a ton of work on top of an already increased work load.

God bless,
Paul Bury



Words Mean Something

I feel like I am writing a lesson plan this issue. Words mean something. The people out there trying to redefine things know this. Which is why they try and move everyone away from using certain words. Too many people out there do not take the time to notice they are being flung around like puppets on a string. Take the word holiday for example. It is used in place of Thanksgiving and Christmas. What is wrong with being thankful? What is wrong with Christ? They will say that a small percentage of the population finds it offensive. Well a much larger percent of the population finds using holiday in its place just as offensive. So they will decide to offend the super majority of Americans to avoid offending a very small percentage. Their lack of logic makes no sense. I don't think it is logic. I believe they are trying to force everyone into their fanatical viewpoint. They want to hide and bury anything to do with Jesus Christ. They hate God. They hate Jesus, and they are trying to brainwash all of us into their psychotic mindset. I won't do it. Nor will anyone in our family. We take a bold stand for God in their face.

We had an instance here where one company complained about how we changed the word holiday in their press release to Christmas. It was obvious they were brainwashed into trying to hide and ban Christ. We did not give them their way. In fact ultimately their press release was pulled from coverage because they were being so mean, nasty, rude, selfish, inconsiderate, intolerant of diversity, and hateful. Our decision shocked them. They thought we would do whatever they wanted. That we would do their brainwashing work for them. That we are not capable of thinking for ourselves. They expected we would deny God. Their expectations were wrong. This is also a sign to all other companies. Family Friendly Gaming does not redefine holidays. You want people's money around Labor Day - then you mention the name of the celebration. You want people to spend money on your product on Thanksgiving - then say Thanksgiving. It is not that difficult. If you want their money in the Christmas season - then you say Christmas. Not holiday, not X-Mas - CHRISTMAS! And that reminds me it is not Turkey Day, it is Thanksgiving. We have turkey on Christmas, and Easter as well.

Look you can reference the name of the holiday without bringing up the religious significance. I see plenty of press releases praddling on about Santa, or some bunny. I get they do not want to talk about the birth of Jesus Christ, and his sacrifice for our sins on the cross. That is a completely different discussion for another issue. Right now I am focusing on using the right words for the right days. I find it interesting that Halloween is not called holiday by these people trying to hide thanks and Christ. Why is that? Why can they say that day but not Christmas and Thanksgiving?

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

Children are shown sitting on a couch, reading the comic books.

This catalog features 1500+ 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

Exercise

Gluttonous gamers get Hulk green with anger when the word exercise is used. Some joke they get exercise with their fingers on their game controllers. Time to be serious. Time to wise up. Time to take the bull by horns and come clean. Most hardcore gamers could use a walk. House dogs get more walks than some gamers.

Why should you get some exercise? It will allow you to live longer. You will feel better. You will present a better image for gamers. That last one stings doesn't it? Gamers are looked down upon in society. Gamers are seen as selfish, slothful, lazy, and worthless. The industry tries all kinds of propaganda to change the image. You can dress up a turkey and take it to church. It will still be a turkey. No the WMG is not calling hardcore gamers a bunch of turkeys. A turkey can not change what it is. We gamers can. Taking walks is healthy. Then you may want to actually contribute to something physical like basketball, football, baseball, tennis, hockey, volleyball, swimming, Zumba, or aerobics.

The living longer is what should encourage more hardcore gamers. The less you live the less games you will be around to see. If you want to play more games then you should exercise your body. That way you will be around longer. Once you have a good grasp on exercising your body then you can move into exercising your spirit. Which is even more important than exercising your body. The WMG wants the hardcore gamers to start learning discipline, perseverance, and benefit from physical exercise. Then all of those lessons can be applied to the spiritual. Yes all of this will change you - for the better.

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!

Discouraging Violence

Dear Mr. Bury,

There are many games that require the player to commit violence in order to progress. There are also games that attempt to discourage violence. Let me give you a few examples:

Epic Mickey-This game gives you the option of either destroying enemies with paint thinner, or redeeming them using paint. When you get to the end of the game, there are multiple possible endings depending on how you played the game. The more enemies you destroyed, the sadder ending you will get.

Forza Motorsport series-

If you crash into the wall or into other cars, the amount of money to repair the car will be calculated and deducted from your winnings when the race is over. If you have the damage set to "Simulation", damage will not only be visible, it will degrade your car's performance, making it go slower and/or become harder to steer. When I played this game at its hardest settings back in 2005, any desire I had to become a professional race car was demolished forever.

SimCity-Of all the games out there, this is the one that I feel sends the most effective anti-violence message. Your city can be damaged by disasters such as fires, floods, earthquakes, tornadoes, riots, and UFO invasions. When disasters happen, it's up to you to extinguish any fires, and then rebuild once the disaster is over. This process can take several minutes to complete, because you have to demolish wrecked buildings and restore roads and utility connections.

In racing simulations like Forza Motorsport, in addition to calculating the amount of money required to repair the damage to the car, the game should also calculate the amount of time required to fix the car. If you come into the pits in the middle of a race, that would mean a longer pit stop. If you complete the race without coming into the pits, the car you completed the race would be off-limits to you until the damage is repaired. You would not be allowed to drive the car,

paint the car, or upgrade the car's parts. If you attempt to look at the car before it is fixed, you would be greeted with a screen stating "This car is currently being repaired. Repair time remaining: 11 minutes 12 seconds."

Here's another example. One racing game I remember playing was "Need For Speed: Hot Pursuit 2" for the original Xbox. It allowed you to choose between being a police officer or a illegal road racer. When I figured out how to be a police officer, that was my preferred method of play. If you got arrested while playing as an illegal road racer, you were treated to a short video clip (30 seconds or less) showing you being led away in handcuffs, and taken back to the main menu. If I was designing this game, I would design the game to deter contact between other vehicles using a life bar. If you are playing as a racer, going off the road or hitting other cars or obstacles would lower this life bar, and when it ran out, the car would come to a stop and the police would swoop in and apprehend you. When you get apprehended, money would be deducted from your bank account, and your car might even be impounded. But before you go back to the main menu, you would have to watch a driving safety video at least 30 minutes long, but no longer than 99 minutes. Turning off the console won't help, because as soon as you turn it on again and start the game, the video restarts from

the beginning. This video would feature:

- Statistics showing how many people die in car accidents each year
- A demonstration of car stopping distance using actual real-world footage from real-world cars. I would show how long it takes to stop a car going at 20 miles per hour, 40 miles per hour, 60 miles per hour, 80 miles per hour, 100 miles per hour, 120 miles per hour, 140 miles per hour, and 160 miles per hour. You would see this distance illustrated in a wide variety of ways. First, you would see how long it took the car to stop from inside the cockpit. Second, you would see how long it took to stop the car from the perspective of a pedestrian on the road. Last but not least, you would get an aerial perspective of how stopping distance increases with speed.
- I would have an interview with an actual prison inmate who got someone killed driving recklessly, followed by an interview of the family of the person who was killed.
- I would do a time-lapse video sequence showing a roadway with a sign displaying the current speed of drivers, just to show that not everyone speeds.

If you are playing as a police officer, and you take too much damage, you would be taken back to the main menu, but you would not have to watch this video, you would not lose any money, and you would not lose your police car. When stopping reckless drivers, the less

damage you do to the offender's car, the higher your reward. If enough infractions have been committed with the car for it to be impounded, you get that car free of charge. If you're not into apprehending reckless drivers, there would also be missions where you are playing as a police officer and your goal is to get an organ to point A to point B as fast as possible without crashing, so that it can be transplanted. (In Italy, they use Lamborghinis as police cars to do this on a regular basis.) There would also be several race tracks where you can improve your skills without interference from outside traffic. I hope this difference in gameplay would make people decide to choose enforcing the law instead of breaking it.

Sincerely,
David

{Paul}: You make excellent points. We all know that video games are teaching something. You are definitely on the right track in terms of moving these games towards better lessons. These games could definitely be used to show the down side to decisions being made.

One of my complaints over the years has been too many video games are not realistic in terms of punishment for bad decisions. You can not go on a killing spree in the real world for very long. The police surround, and will capture anyone who does that. In games they throw

a few people at us at a time. That is not realistic. The same with cop chases in Need for Speed games. They would quickly surround and capture a vehicle. Spikes would be put out to deflate the tires. The real world tools are not accurately represented in video games.

I like the idea of using games as a good teaching tool for those who make bad decisions in games.

Wrestling

First off, I'm trying to do this as nice as possible, I cannot guarantee anything, but I'm doing my best. Also, if you see any rare spelling/grammar mistakes, English isn't my first language (Dutch is).

I have played the WWE franchise since SmackDown Vs Raw 2008 (It's how I became a wrestling fan), and cause of boredom, I read up on some Christian reviews of games, and about yours on WWE 2k14, I just... There are many things that you overlooked and/or I have a different opinion about.

First off, it's sports entertainment, fighting is a sport in a way, I agree that wins are predetermined, but the stunts the wrestlers pull off, it has to be choreographed or else serious injury occur. The sexual content is how you see it yourself, I can see the diva's without much sexual thoughts in their wrestling attire, maybe cause I'm used to

SOUND OFF Continued

it, but that depends on the person. Disrespect for authority is a wrestling storyline in most, if not all cases. Profanity is not much done in WWE (The highest they can go is saying 'bitch', and in my opinion, that's pretty mild.) and blood, first off, blood is turned off by default in recent games and in the real thing, there is a non-blading policy, so blood is also rare. (Only counting WWE and other mainstream wrestling promotions)

I facepalmed at that. (Could just be me as an experienced WWE player) Contrary to your statement, it's not a glitch, you overlooked something fairly crucial. At the last tab before you enter the name, there is an edit entrance/cinematic attire option, and if you click that, it gives you the option to copy the in-ring attire for the entrance/cinematic. (Cinematic is for story designer cutscenes) Crucial mistake...

I get that Christian reviews help Christian parents decide what game to buy, but to be honest, you need reviewers who have more experience with games/the thing itself, especially the sports games (Cause people can overlook a lot of features/options). I get that the moral things are also a fair point in your reviews, but don't over-analyze it cause in my opinion, it ruins the review.

If I was a bit too harsh, I sincerely apologize, although it was me just being plain honest. So yeah, it's more constructive criticism.

Maybe I'll hear/read from you,
- Jordi

{Paul}: First off thank you for emailing us. Let me start off by stating the obvious. We are far from perfect. We are human and prone to make mistakes. This link explains our Re-review policy.

I know most gaming sites won't even consider looking at a review they published in the past. We leave that door open. Due to abuses from some in the past, we set down specific guidelines. They stopped the companies who tried to use us as their free quality control. It also stopped those who wanted to change our reviews to fit their opinions. Most of the time those were fanboys/fangirls. :) Not accusing you of that.

So we disagree. And you are celebrating our diversity right? Did you know we have a large Muslim following? Do you know why? We document the games that have the women showing skin. Something their culture does not approve of. To my knowledge no other gaming site does that. And yet Wikipedia refuses to do a page on us. They said we are not unique enough. But failed gaming sites like What They Play do get a page. Makes one wonder if there is discrimination going on over there.

A little history on this game. We spent hundreds of dollars covering the game, and our contacts over at 2K Sports promised a reviewable copy. Talk about being

upside down on a mortgage eh? We spend hundreds of dollars making them thousands in sales, and they can't send over a 50-60 dollar game. So we were dealing with their broken promises, and lies. Thing is they also started doing that on Major League Baseball. Totally one sided - we were supposed to be their slaves or something. We do all the work, they get all the money. No one here was willing to actually pay for this game. Got a free rental, when they still had video games in our local Red Box, and played it quickly. Normally we spend more time on a game than that. But we were not giving them anymore money based on principal.

BTW I did not find anything hateful about your email. :) I think you did a great job. We have gotten death threats before. You were very tame. :)

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:

<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:
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FROM THE WEB

Physical Copy Movement Gaining Steam

Family Friendly Gaming, the industry leader in covering the family friendly video games is officially announcing their support behind the physical copy movement. This movement has been making steam, gaining ground, and getting massive support this year. Family Friendly Gaming is the latest company to put their full weight behind the physical copy movement. Video game developers, and video game publishers have been taking notice of this movement, and the intelligent people who support it.

Family Friendly Gaming has been writing about the advantages of the physical copy movement for some time now. Family Friendly Gaming has been working with a variety of other gaming outlets, video game developers, video game publishers, and the public to bring about awareness to this extremely important consumer rights issue. The physical copy movement has helped the economy, gamers, families, and companies. It has been a win-win-win for all sides involved. Family Friendly Gaming challenges the rest of the gaming media to follow our lead. Swallow your pride, and do the right thing - announce your official support for the physical copy movement.

Disney Infinity 2.0, Skylanders Trap Team, and now amiibo are all fine examples of the increase in physical interactive devices that are a part of the physical copy movement. Ultimate NES Remix and NES Remix Pack are excellent examples of games that were download only in the past. This Christmas they will be released in physical copy form. This shows that supporters of the physical copy movement are making an impact on the video game industry. These companies are listening when we all tell them we want to physical own a copy of the games we pay money for. There is still work to do in the coming months and years. There is still inequality in terms of download only games versus physical copy games. Have faith that we can make the video game industry better for all of us in the future.

Less Effort in Download Only Games

Family Friendly Gaming, the industry leader in covering the family friendly video games is recognizing the diminishing effort in download only video games. The sad reality in this day and age is too many video games are not being given the opportunity to be sold on physical media. These are what we call download only video games. The only way to purchase and play them is to have an Internet account, account with the company, and a device to download the game to. These games are getting smaller and shorter. They are becoming less and less cost efficient for families, gamers, and anyone interested in making a purchase.

Take a physical disc copy role playing game like Lightning Returns Final Fantasy XIII. Gamers can spend sixty hours or more playing this physical copy video game. Compare that to the download only role playing game Child of Light. Gamers might be able to get twelve hours out of Child of Light. That is a huge swing in game play time. Why is there such a diminished effort in games? One of those games makes it onto a physical copy, and the other is download only. Download only video games are smaller, shorter, and not worth as much. At the time of writing this Lightning Returns Final Fantasy XIII costs twice as much as Child of Light. And it gives five times as much gameplay. Video game developers are putting forth less effort. There are plenty of comparisons that can be made. Like the physical copy of the Journey collection gives families more games for a better price than downloading them directly to each video game system.

Look at the overwhelming majority of apps on the iOS and Android platforms. They are short, meaningless game play experiences. As Nintendo, Microsoft, and Sony allow these games on their systems they lower the value of the entire video game industry. The market is flooded with download only video games. Which lowers expectations. More gamers need to stand up and state: "we expect more out of these games." We all need to play physical copies of games. Spend our gaming time with games that give us a good bang for our buck. When download only video game sales tank, companies will rethink their strategy. You have the power to make change in the industry. You can move these companies back to physical copies of video games. Or you can accept that they are selling you shorter and smaller games for comparable prices. Sometimes the download only games wind up costing more money when compared to compilation packages of physical copies.

Please note there are always exceptions to the rule. Sandbox games can provide a reasonable value for the price. Minecraft started download only, and then published a physical copy. So download only games can enter the physical market.

DEVOTIONAL Video Games 101

Knowing Limits

I was outside doing hard labor in 100 degree weather. I am one of those men who tries to persevere through whatever project I am working on. Problem in this instance is my physical body has limits. I was dripping sweat for close to an hour. I finally decided to go take a break in the shade. My hope was - I would cool off, get some more liquids and be able to finish the project. My body had other plans. It passed out from heat stroke. My perseverance pushed my body beyond its limits. Problem is my body let me know it had to stop. I fell on my face on concrete. When I came to I was on my hands and knees dripping blood from multiple locations on my body. It was a painful reminder that we have limits in this world. Limits we are not meant to pass.

It made me think of the limits God puts on us. So often we talk about the freedom in Christ. There are also limits. The Ten Commandments are a perfect guideline for all of our lives. Notice anything about them? They offer limits to us. **Exodus 20: 3-17** *"You shall have no other gods before me.*

4 *"You shall not make for yourself*

an image in the form of anything in heaven above or on the earth beneath or in the waters below. 5 You shall not bow down to them or worship them; for I, the Lord your God, am a jealous God, punishing the children for the sin of the parents to the third and fourth generation of those who hate me, 6 but showing love to a thousand generations of those who love me and keep my commandments.

7 *"You shall not misuse the name of the Lord your God, for the Lord will not hold anyone guiltless who misuses his name.*

8 *"Remember the Sabbath day by keeping it holy. 9 Six days you shall labor and do all your work, 10 but the seventh day is a sabbath to the Lord your God. On it you shall not do any work, neither you, nor your son or daughter, nor your male or female servant, nor your animals, nor any foreigner residing in your towns. 11 For in six days the Lord made the heavens and the earth, the sea, and all that is in them, but he rested on the seventh day. Therefore the Lord blessed the Sabbath day and made it holy.*

12 *"Honor your father and your mother, so that you may live long in the land the Lord your God is giving you.*

13 *"You shall not murder.*

14 *"You shall not commit adultery.*

15 *"You shall not steal.*

16 *"You shall not give false testimony against your neighbor.*

17 *"You shall not covet your neighbor's house. You shall not covet your neighbor's wife, or his male or female servant, his ox or donkey, or anything that belongs to your neighbor."*

I have a painful reminder of limits. I hope you can keep this in mind to avoid a bloody mistake. We can push too far. We need to be aware of limits.

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.

Education

Every single video game teaches and trains. Educators have known the benefits of audio visual training for some time. Video games can enhance reflexes, increase awareness, improve cognitive skills and more. All of these are very useful in our world. Certain companies recruit gamers due to the specialized skillset they bring to the workforce.

With most things in our world there is a positive side to things and a negative side. Video games can be used for good, or for evil. They can teach good things, or bad things. Take a first person shooter for example - it teaches gamers to get them

before they get you. Revenge is an endless cycle, yet those games do not teach that. Instead they teach you can keep getting them over and over again. Jesus taught to turn the other cheek. So the first person shooter games teach the exact opposite as what Jesus taught.

Plenty of video games teach women are objects for men to lust after. This teaching does not enhance healthy relationships between men and women. In fact it complicates, and in some cases destroy relationships. It is a real shame many of the gaming media outlets support the destruction of relationships with their support of women being shown as sexual objectification.

On the positive side of the image of women is Cooking Mama. Here is a female character that shows the entire industry a great way to portray women. She is upbeat, positive, helpful, kind, considerate, supportive, and happy. The Mama video games have shown the entire world that women can be portrayed in a positive light within video games. Cooking Mama, Gardening Mama, Crafting Mama, and more sell. Those games have been a major financial success for Majesco

Entertainment. So good lessons are profitable.

The dark side of video games is the ultra violent, poorly treating women, and foul mouthed games sell as well. They have a large support mechanism in the form of the majority of the gaming media. Who either fail to recognize the bad lessons, or fully support the bad lessons. Whatever the case may be, the companies see the sales and keep making them. The by-product is they make gamers and the video game industry look bad. Their greed blinds them to this. Their arrogance makes them ignore the damage they are doing. They have to be careful though. Why? Not all of the games teaching bad lessons sale. Numerous companies have gone out of business thanks to making bad games. That trend will continue in the future.

The best thing you can do is look at what a game is teaching. Ask questions about the games before purchasing them. What do I do in this game? What is the goal in this game? What does this game encourage me to do? Do I agree with the lessons it is putting into my head? Do I want more games teaching this lesson in the future?



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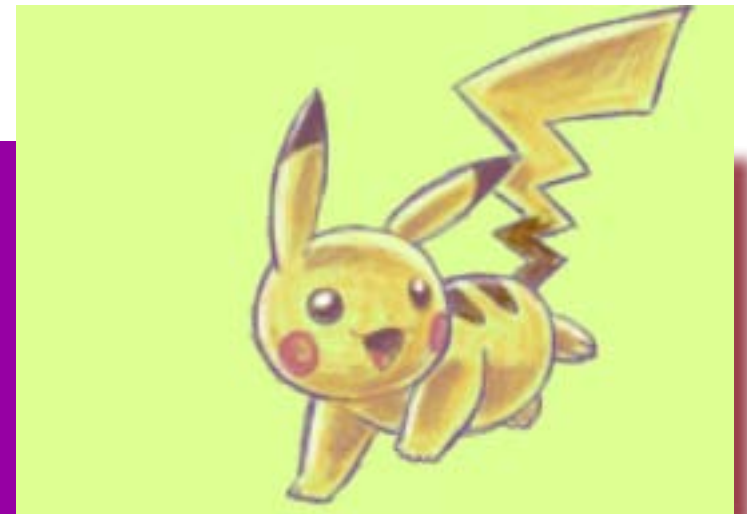
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NEWS

players can unlock special lessons featuring Mega-Evolved Pokémon.

On the road to becoming Pokémon artists, players can showcase their 2D artwork in Miiverse galleries or save their creations to SD cards and print their limited-edition artwork to share with friends and family.

Pokémon Art Academy will be available Oct. 24 in stores and in the Nintendo eShop for Nintendo 3DS.



Introducing BLOK DROP X TWISTED FUSION

The creators behind the upcoming Wii U exclusive, Twisted Fusion, are hard at work on a new BLOK DROP spin-off arriving this fall. The title, BLOK DROP X TWISTED FUSION, mixes the art of Leuvision's world with the exciting addictive gameplay of BLOK DROP from RCMADIAX.

Pokemon Art Academy Launches on October 24

This fall, Pokémon Art Academy will welcome students of all ages and skill levels to study the fun and fine art of drawing some of their favorite Pokémon. Starting Oct. 24, aspiring artists can hone their skills through a series of easy-to-follow lessons under the tutelage of esteemed Professor Andy in this new 2D art-instruction game for the Nintendo 3DS family of systems.

Pokémon Art Academy will be available Oct. 24 in stores and in the Nintendo eShop for Nintendo 3DS.

Drawing their way toward graduation – from the art basics of simple shapes and coloring, to exciting advanced techniques of shading and blending – players will wield a variety of tools, including markers, colored pencils, pastels and paints to illustrate popular Pokémon from all known regions. As they advance,

Final Fantasy V Launches on Amazon Appstore



SQUARE ENIX Ltd., announced the release of FINAL FANTASY® V for Kindle Fire and Android devices, now available to download from the Amazon App-store.

FINAL FANTASY V first debuted in 1992 as the fifth installment in the iconic FINAL FANTASY series. This wildly popular RPG was the first in the franchise's history to sell over two million copies, and

has been reworked to allow players to relive and enjoy the game on touch-screen devices.

This groundbreaking title allowed players to customize their characters with an unprecedented degree of freedom thanks to a new job and ability system which was previously added to the Gameboy Advance version. The title also saw the introduction of more detailed and expressive 2D character models, which helped further fuel the player's imagination, making the story even more immersive and fun to play.

Previously available from the App Store and Google Play Store, FINAL FANTASY V is available for download from the Amazon Appstore today, at the price of \$15.99.

About FINAL FANTASY V
Return to the classic medieval tale of magic, monsters and friendship. Embark on an epic adventure with four heroes driven together by fate: Bartz and his chocobo companion, Princess Lenna of Castle Tycoon, the mysterious Galuf, and the pirate captain Faris.

Title: FINAL FANTASY V
Platform: Kindle Fire series (2nd gen or later) / devices operating Android 4.0 or later
Genre: RPG
Language: English, French, Italian, German, Spanish, Korean & Chinese



Mario Kart 8 DLC Packs Add 16 New Courses, Plus New Drivers and Karts

Two new downloadable content packs will take the world of Mario Kart 8 in directions the franchise has never seen before, while significantly expanding game-play options. The packs, which launch this fall and in spring of 2015, and are available for advance purchase starting Aug. 27 at \$7.99 each (or \$11.99 for both), deliver a ton of new content, including first-time crossover characters like Link from The Legend of Zelda franchise and both Isabelle and the Villager from the Animal Crossing series.

"More than 1 million Wii U owners in the United States alone are already enjoying the fun of Mario Kart 8," said Scott Moffitt, Nintendo of America's executive vice president of Sales & Marketing. "Mario Kart 8 already includes the largest number of characters, karts and options of any Mario Kart game to date, and these amazing expansion packs give players even more choices."

Each pack will contain two new cups, each with four courses, which, in total, increases the number of currently available courses by 50 percent. The DLC packs include classic courses like Wario's Gold Mine from Mario Kart Wii, as well as new courses, some taking place in the worlds of The Legend of Zelda and Animal Crossing. New vehicles will also arrive with each pack, including the Blue Falcon kart representing the F-Zero franchise in the first DLC pack.

Mario Kart 8 owners who purchase both packs starting Aug. 27 will get access to eight new colors of Yoshi and eight new colors of Shy Guy to race with immediately. To purchase the packs in advance, users with a broadband Internet connection can click the new "Shop" icon in the game or visit the Nintendo eShop on Wii U.

The DLC packs are scheduled to



include the following:

Pack 1: The Legend of Zelda X Mario Kart 8 (Release Date: November 2014) - \$7.99

3 Characters: Tanooki Mario, Cat Peach, Link

4 Vehicles

8 Courses

Pack 2: Animal Crossing X Mario Kart 8 (Release Date: May 2015) - \$7.99

3 Characters: Villager, Isabelle, Dry Bowser

4 Vehicles

8 Courses

Pack 1 + Pack 2 Bundle - \$11.99

6 Characters: Tanooki Mario, Cat Peach, Link, Villager, Isabelle and Dry Bowser

8 Vehicles

16 Courses

As a bonus for purchasing both packs bundled or individually, buyers receive eight new colors for Yoshi and Shy Guy. Those who advance purchase both packs can begin using the Yoshi and Shy Guy characters immediately.



Sofia the First: Holiday in Enchancia on DVD 11/4

Synopsis: When a snowstorm prevents King Roland from returning home in time for the Christmas, Sofia leads her family on a brave expedition to find him. Princess Aurora from Disney's "Sleeping Beauty" makes a special appearance to help Sofia and her animal friends reunite the royal family.

Background: Created for kids age 2-7 and their parents, Disney Junior's Emmy Award-winning "Sofia the First" follows the adventures of Princess Sofia, a young girl who is learning how to adjust to royal life after her mom marries the king. Along the way, she discovers that the inner character of kindness, generosity, loyalty, honesty and grace is what makes a real princess. "Sofia the First" is the #1 TV series year to date with Girls 2-5 and holds the all-time record for the top two cable TV telecasts for kids 2-5.

Talent: Ariel Winter as Sofia; Sara Ramirez as Queen Miranda; Wayne Brady as Clover; Tim Gunn as Baileywick; Eric Stonestreet as Minimus; and Kate Higgins as Princess Aurora.

Executive Producers: Jamie Mitchell Craig Gerber

Street Date: November 4, 2014 (Direct Prebook: 9/9; Distributor Prebook: 9/23)

Packaging: 1-Disc DVD + FREE Light Up Holiday Ornament packed inside!

Episodes: Holiday in Enchancia, Baileywick's Day Off, The Little Witch, The Baker King, Four's A Crowd

Run Time: Approx. 118 minutes

Rated: TV-Y (US)

Aspect ratio: 1.78:1 Widescreen (Enhanced for 16x9 Televisions)

Sound: 2.0 Dolby Digital

Languages/Subtitles: English, French & Spanish

Virtual City Playground Prolongs Summer with Latest Update

Virtual City Playground is a sim-social that lets your imagination run wild so that you can look down at your wonderful metropolis and marvel at the wonders you’ve created. Please your inhabitants by providing them with tons of business opportunities and true-to-life neighborhoods, and entertainment facilities, among other amenities. Master trade, resources and balance between the booming development and the traffic that is a subsequent effect of the former.

G5 continues to enhance the gaming experience by launching regular free updates to this hit city-builder - always giving gamers something new to dig into, solve and create.

What’s New in Version 1.15:

Everyone wishes the carefree feeling of summer could last forever. But now it actually can with this brand new update of your favorite city builder!

WELCOME TO THE FUN FACTORY! Buckle up for your most high-octane construction project yet. Build an amusement park and provide unforgettable thrills for everyone!

WHERE ADVENTURES AWAIT – Reel in the crowds by adding a shooting gallery, comic book shop, remote-controlled car race track and much more!

TEAM WORK – Hire your friends as part of the top-notch crew you need to pull your project off. Construction workers, engineers, entertainers and retailers are all essential!

SHARE YOUR SUCCESS – Take a picture of your awesome theme park and post it on Facebook. Now everybody knows what you’ve accomplished!

XSEED Games Launches Ragnarok Odyssey ACE Expansion Pack Upgrade

XSEED Games, the independent-minded console publishing brand of Marvelous USA, Inc., announced that an upgraded expansion pack launched for Ragnarok Odyssey ACE, the action RPG title for the PlayStation®3 computer entertainment system and PlayStation®Vita handheld entertainment system. Expansion Pack 1.10 Content Listing:

- New “boss rush” mode— Named Prison of the Gods, this mode offers a gauntlet of epic (and customizable) battles with rare rewards going out to the victors
- New Rotating Quests— Available through the Quest Counter, these quests offer new challenges and rewards geared toward players of different classes
- Norn Exchange— New items and random rare monster cards are now available, plus players can also purchase even rarer cards with the new Emperium Fragments
- Daily Login Bonuses— Speak with the NPC Norn each day and get a little something nice just for stopping by
- Rankings Board— Players can compare their exploits and vie for the title of “World’s Strongest Mercenary” via the Quest Counter
- Three new DLC Sets— Exclusive to expansion players: The Absolute Destroyer Zero set is a suit of frozen armor with icy crown, the Crimson Menace set is a full suit of molten lava with two horned helmets to choose from, and the Gods and Pirates set features two majestic helmets and a classic pirate captain hat
- Minor bug fixes— Various updates enhance gameplay

Rise of Venice Gold Edition - Out Now

Begin your journey towards fame, wealth and power, as the award-winning trading strategy game, Rise of Venice, is now available for purchase at North American retail as a comprehensive boxed Gold Edition that includes all previously released additional content. Become an intrepid explorer and establish trade with foreign lands, or embrace your inner-Machiavelli and take power over Venice through intrigue and political favor. Establish yourself as one of the most powerful traders of Renaissance Venice in the main game and then expand your empire as far as Gibraltar in the major add-on ‘Beyond The Sea.’ Plus, the Gold Edition also includes both the ‘Steamship’ and ‘Sea Monsters’ DLC.

Rise of Venice - Gold Edition challenges players to rise up through the ranks of Venetian society by crafting their own trading empire. Remove political opponents, apply merchant savvy and trade your way to becoming one of the most influential figures of the Renaissance.

About Rise of Venice - Gold Edition
In Rise of Venice, you play as a young man with ambitions of achieving success, power and wealth in Venice at the time of the Renaissance. With the support of your family, you must begin to build up a trading empire across Genua, Tripoli, Rome, Alexandria and Constantinople - in addition to many other significant merchant cities. Through entrepreneurial expertise and maybe even a little Machiavellian intrigue, you must choose between your friends and political allies in order to ascend through the ranks of Venetian society and increase your influence. Create your own fleet, establish production facilities and participate in the political life of Venice. Or venture into challenging battles against pirates, remove competing political rivals and eventually rule as

the powerful and illustrious Doge of Venice.

The major add-on ‘Beyond the Sea’ expands the game world of Rise of Venice by adding 13 new cities and numerous residence missions which are given to the player by his family. It also adds special Doge tasks and the NAO ship class: which Christopher Columbus sailed upon when he first arrived in the Americas in 1492.

- Features:
- In addition to the main game, Rise of Venice - Gold Edition features the official expansion ‘Beyond The Sea’ and all previously released additional content
 - Trade a variety of goods in the most important cities at the time of the Renaissance: such as Rome, Alexandria, Marseilles, Constantinople, Casablanca and Athens.
 - With your own family tree you can interact with other members, send them on missions and watch how the power of your family grows over time.
 - Meet other important families who are pulling the strings in Venice’s government and influence political decisions yourself.
 - Build your own production facilities and trading fleets
 - Take fate into your own hands and test your skills in exciting sea battles
 - Multiplayer mode for up to 4 players via LAN and Internet
 - Residence missions: family members contact the player with tasks to earn special benefits
- Rise of Venice - Gold Edition is out now for PC in North America via boxed retail and globally via digital distribution.

Football Manager Gets Real

Sports Interactive, the creator of the best-selling Football Manager series, has signed an agreement with Prozone Sports, the industry-leading provider of elite sports performance analysis, which will see its database used by some of the world's leading football clubs to support the player recruitment process.

The agreement sees Sports Interactive's extensive database of player information, collected and refined over two decades, incorporated into Prozone RECRUITER, an online analysis platform designed to support football clubs in the complex and competitive field of talent identification and player recruitment.

Combining biographical, contractual and positional information from the Football Manager database with Prozone's extensive suite of data analysis tools and archived video footage, Prozone RECRUITER allows for the indexing, benchmarking and comparison of tens of thousands of players from around the world, bringing a global scouting platform to the fingertips of its users.

"Prozone RECRUITER has been built to supplement the intuition of scouts and coaches by delivering detailed performance information on over 80,000 players worldwide," says Prozone CEO Thomas Schmider. "It's not a one-size-fits-all solution, instead it's been designed to empower clubs to tailor its functionality to suit their own unique recruitment requirements."

"The Sports Interactive database is a highly accurate and valuable resource that will further enhance the recruitment services that we provide. Complementing our exhaustive technical data



and video footage with excellent biographical, contractual and positional information, the integration of Sports Interactive data further establishes RECRUITER as the most comprehensive recruitment and asset management platform available."

"For years we've heard stories of real-life managers and scouts using our data to help with the recruitment process," says Sports Interactive Studio Director Miles Jacobson. "From now on, it's official...real managers around the world will be finding and comparing players using data and a search system that will be very familiar to players of Football Manager."

"The information gathered by our network of more than 1,300 scouts around the world, combined with Prozone's amazing performance data, makes this an invaluable tool for any football club that takes player recruitment seriously."

A fully integrated player recruitment and asset management system, Prozone RECRUITER facilitates the analysis of players in a way that accurately determines their value and ability to adapt to specific league and team contexts.

Over time, more players will be added to the system to take into account the hundreds of thousands of players around the world that are monitored by the Sports Interactive scouting team. Prozone will incorporate the resulting information into the RECRUITER platform as well as using it to

supplement bespoke consultancy services to many of its 300+ clients worldwide.

Football Manager 2015 will be released in November 2014.



Noah and Renie will solve puzzles together

Silence – The Whispered World 2, the upcoming point & click adventure from Dae-dalic Entertainment, will feature two playable main characters: For one thing, players will control Noah, the 16-year-old teenager, who once traveled the Whispered World as clown Sadwick. But they can also choose Renie, Noah's little sister. Noah and Renie both have their very own strengths and weaknesses when it comes to solving the games' puzzles: At some points during the game, the playable character will be determined by the story – but again and again players will switch freely between Noah and Renie. The solution of many of Silence' puzzles lies in the cooperation of Noah and Renie. Only when the two siblings work together and use their very specific strengths, they will be able to find their way through the Whispered World. Noah – the big brother – is strong and tall, at least compared to his little sister Renie. However, very often he's also overly cautious and easily scared. Therefore, he might refuse to explore creepy places – which is just the most exciting thing to do for Renie and her childlike, untameable curiosity. The six-year-old girl will explore the darkest caverns, cross the deepest chasms and taste basically every item, if she needs to find the right bitter ingredient. Very often she will find hints and new items, that her older brother would have missed out. But then – Renie is just a little girl, so sometimes she might not recognize the overall concept of things. For example, unlike Noah she can't play musical instruments and therefore needs to find her own way to master several passages of the game. However, side-kick Spot will turn out not only to be a good friend to Renie – but also a great support on her way through Silence.

SPACE ENGINEERS Receives Updates

In the continuing effort to deliver the best gameplay experience for nearly a million players on PC, independent developer Keen Software House has updated their Steam Early Access hit, Space Engineers, with several major new features, including support for dedicated servers, player factions, hacking, tools for driving, and more.

Major game updates added include:

Official Dedicated Servers/Hosts (commercial use): Dedicated servers allow players to connect to a third party host, rather than using a player-host, in a peer-to-peer set-up. This feature often results in faster connections and less lag.

Merge Blocks, Conversion of Station to Ship: Players can now permanently merge ships and stations of the same block size by using the 'Merge Block' feature. When a ship is merged with a station, the ship becomes the station. Stations can also be converted to ships.

Factions: Players may now create and join factions, determine ownership of blocks, and manage relations between them (hostile/ally); blocks can be shared within factions or with everyone.

Batteries: The Battery Block enables players to store the energy generated by solar panels or reactors at an efficiency rate of 80%. The time needed for charging depends on the amount of energy available.

Pistons: Pistons is a new type of block which allows players to build even more advanced machinery.

Antenna Communication: Signals can travel through multiple antennas so players can receive a signal from any distance.

Spectator mode: players can now learn from the community's best by spectating their work.



State of Gaming



REVIEWS

Sony heads into the Christmas buying season in the number one position in terms of home console games of the current generation. The Playstation 4 is ahead of the Wii U slightly in sales, and it has a commanding lead over the Xbox One. Most everyone is asking how and why. What did Sony do this time that propelled them from a submissive position to the current dominate position. The answer is two fold. First off their competition made blunders. Both Nintendo and Microsoft tripped over themselves with the launches of the Wii U, and Xbox One. The second issue is families are leaving gaming.

Families that came into gaming thanks to the Wii see no reason to upgrade - at least at this time. Family Friendly Gaming talks to a variety of families all the time. Many of them are still happy

and content with what they have on the Wii. The Playstation 4 is seen as very deceptive. The Xbox One is seen as too expensive. The Wii U is seen as a pointless upgrade. Many families tell us they have a tablet and do not need one with their gaming machine. Plenty of families have told Family Friendly Gaming they are waiting on games that appeal to them.

Other families have told Family Friendly Gaming they are waiting to see what the next big thing is going to be. A few families are waiting on price drops before entering the current generation. There are also families that have decided to go back to older games and become retro gamers.

Sony has an opportunity to dominate this console generation if they start to provide for families. They need to also implement better security, offline modes, and

embrace physical copies of games. Microsoft needs to bring prices down. They have done a decent job of providing some games for families. Too many families are baulking at the prices. Nintendo needs to come up with a new design and distance themselves from the Wii U. The name is too close to the Wii, and created confusion. The tablet idea is not working - besides families can use existing tablets to do the same thing on the other systems.

Providing for families is what will sustain growth for the video game industry. Right now the entire industry is contracting since families are not being provided for appropriately. Hopefully Sony, Nintendo, and Microsoft learn from their mistakes and learn from them. Otherwise we could face another video game industry crash.

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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2 Timothy 3:10-12

10 You, however, know all about my teaching, my way of life, my purpose, faith, patience, love, endurance,

11 persecutions, sufferings—what kinds of things happened to me in Antioch, Iconium and Lystra, the persecutions I endured. Yet the Lord rescued me from all of them.

12 In fact, everyone who wants to live a godly life in Christ Jesus will be persecuted,



Steel Diver Sub Wars

SCORE: 42



Professor Layton and the Miracle Mask

SCORE: 65



Nintendo is up to some old tricks with Steel Diver Sub Wars on the Nintendo 2DS and Nintendo 3DS. They shove this game onto your system against your wishes. A gift box appears that never goes away until you download the game. Then you can actually delete it. After using your bandwidth you will probably want to check it out. Don't!!!

Steel Diver Sub Wars is one of the biggest wastes of time ever. I am only writing this review to help our readers out. And because Steel Diver Sub Wars has caused a firestorm of complaints. Nintendo should not be shoving this down people's throats. They should offer it in the eShop,



but not force it onto our systems. Especially when I had to delete another game just to make room for this disposable download-only video game. Like the name implies we go around shooting other submarines. Steel

Diver Sub Wars is slow, boring, tedious, and inaccurate.

I would get the lock on, and shoot my torpedoes. Guess what happened? I missed. Since there is a time limit on levels it meant I wasted ten or fifteen minutes. I forget how long lev-



els are in Steel Diver Sub Wars.

There is online in Steel Diver Sub Wars. Like most online games from the past, the person willing to spend the most money is the winner. Steel Diver Sub Wars teaches us to buy victory. I refused to invest any of my money in Steel Diver Sub Wars. What would I get in the long run? A few wins in a meaningless game. Sorry Nintendo I purchase things I can touch and feel. I purchase things that I pay for one time and never have to pay for it again.

Get rid of Steel Diver Sub Wars as soon as you can. That will send a message to Nintendo that you do not want games like this in the future. Complain to Nintendo about Steel Diver Sub Wars. Family Friendly Gaming has now done our part.

- Kid Gamer

Publisher: Nintendo
Developer: Nintendo
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Fantasy Violence}

Graphics: 50%
Sound: 60%
Replay: 20%
Gameplay: 30%
Family Friendly Factor: 50%



We have a confusing relationship with the Professor Layton video games here at Family Friendly Gaming. We love the puzzle elements of these games. We are not thrilled about how confusing many of the puzzles are. Professor Layton and the Miracle Mask is a Nintendo 3DS video that I played on my Nintendo 2DS. No one else here at Family Friendly Gaming wanted to play this hand held video game - even though we had purchased it.

Many of the known elements are found in Professor Layton and the Miracle Mask. We watch cut scenes, read conversations, solve mysteries and



solve puzzles. The biggest part of Professor Layton and the Miracle Mask is those puzzles. Too often the game leaves out important information in the description. Or it purposely misleads the player. I do not expect a perfect score on every puzzle. I should not constantly be thinking what trick is this game trying to pull when puzzle after puzzle fails.

There is some scary content, and violence in Professor Layton and the Miracle Mask. In some ways Professor Layton and the Miracle Mask reminds me of a Sherlock Holmes mystery. I appreciate how things are wrapped up nicely in the ending. I wish I had some clue as to the things Professor Layton was talking about while playing the game.



The voices in Professor Layton and the Miracle Mask are nice and generally respectful. There is plenty of different content found within this hand held video game. I am not big on how Professor Layton and the Miracle Mask has us search around for clues on screens. If you can handle frustration then you can handle Professor Layton and the Miracle Mask on the Nintendo 3DS/Nintendo 2DS.

- Yolanda

Publisher: Nintendo
Developer: Level-5
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Mild Violence}

Graphics: 65%
Sound: 80%
Replay: 85%
Gameplay: 20%
Family Friendly Factor: 75%





ADVERTISEMENT



GEOM



SCORE: 74

I saw the pictures of GEOM when my hubby first approved coverage of this game on the Family Friendly Gaming website. It looked like a match three game to me. Ya'll know how much I enjoy playing match three video games. GEOM is selling for \$0.99 on the Wii U. It is a download only title. I need to thank the wonderful reader who donated Nintendo points to Family Friendly Gaming. I was able to use them to purchase GEOM on the Wii U.

I was wrong about GEOM. It is not a match three video game. GEOM has three modes. The first is to swap any tile with any other tile. The object is to get long lines of the same tile. So something

like seven 'X' tiles that can be touched in succession. Then they will go away. Sun and moon characters are very special in any mode.

The second mode in GEOM is find the matching tile. On the left hand side of the screen this downloadable only video game will show a shape. Players must tap that shape on the screen. Clear a screen and even more tiles show up, and the process repeats. I liked this mode.

I also like the third mode in GEOM. This is where tiles come from the bottom of the screen to the top. The tiles are worth different points. So keep an eye out for the higher scoring tiles. There is also a match feature in mode three. The difference is players can tap on any tile and



get points in mode three. It is not that way in mode two.

Families decide how long they want to play each mode in GEOM. I recommend starting at two minutes before moving into five minutes. I had fun with two of the three modes in GEOM. I like how the developer of GEOM put in three different modes. Most smaller developers would one and be done.

The music in GEOM is great. The graphics are very minimalist. Graphically this game could have come out a few console generations ago. Maybe even on something like the Nintendo DS. GEOM is an all around solid showing.
- Yolanda



Publisher: Andraconus
Developer: Pablo R. Millan
System: Wii U
Rating: 'E' - Everyone

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





Taito Legends

SCORE: 58



Taito Legends is a retro arcade compilation. The games in Taito Legends are Space Invaders, Jungle Hunt, Bubble Bobble, Operation Wolf, Elevator Action, Phoenix, Zoo Keeper, Battle Shark, Colony 7, Continental Circus, Electric Yo-Yo, Volfied, Gladiator, The New Zealand Story, The Ninja Kids, Operation Thunderbolt, Return of the Invaders, Tokio, Plump Pop, Rainbow Islands, Tube It, Great Swordsman, Space Gun, Space Invaders part 2, Super Qix, Exzisus, Plotting, Thunderfox, and Rastan.

There are some violent games in there. There is also blood, gore, dismemberment, and other really gross things. Parts of Taito Legends would earn a 'R' for Restricted rating if it were a movie. I guess it is rated at a lower standard



because it is a video game. I am not sure how this game avoided the 'M' for seventeen and older rating. There is some really gross stuff in Taito Legends.

There is also enticement to lust images on top of



all the violent content. The sounds in many of the games is annoying. Like headache creating annoying. Which is a shame because there are a few stand out stars in Taito Legends too.

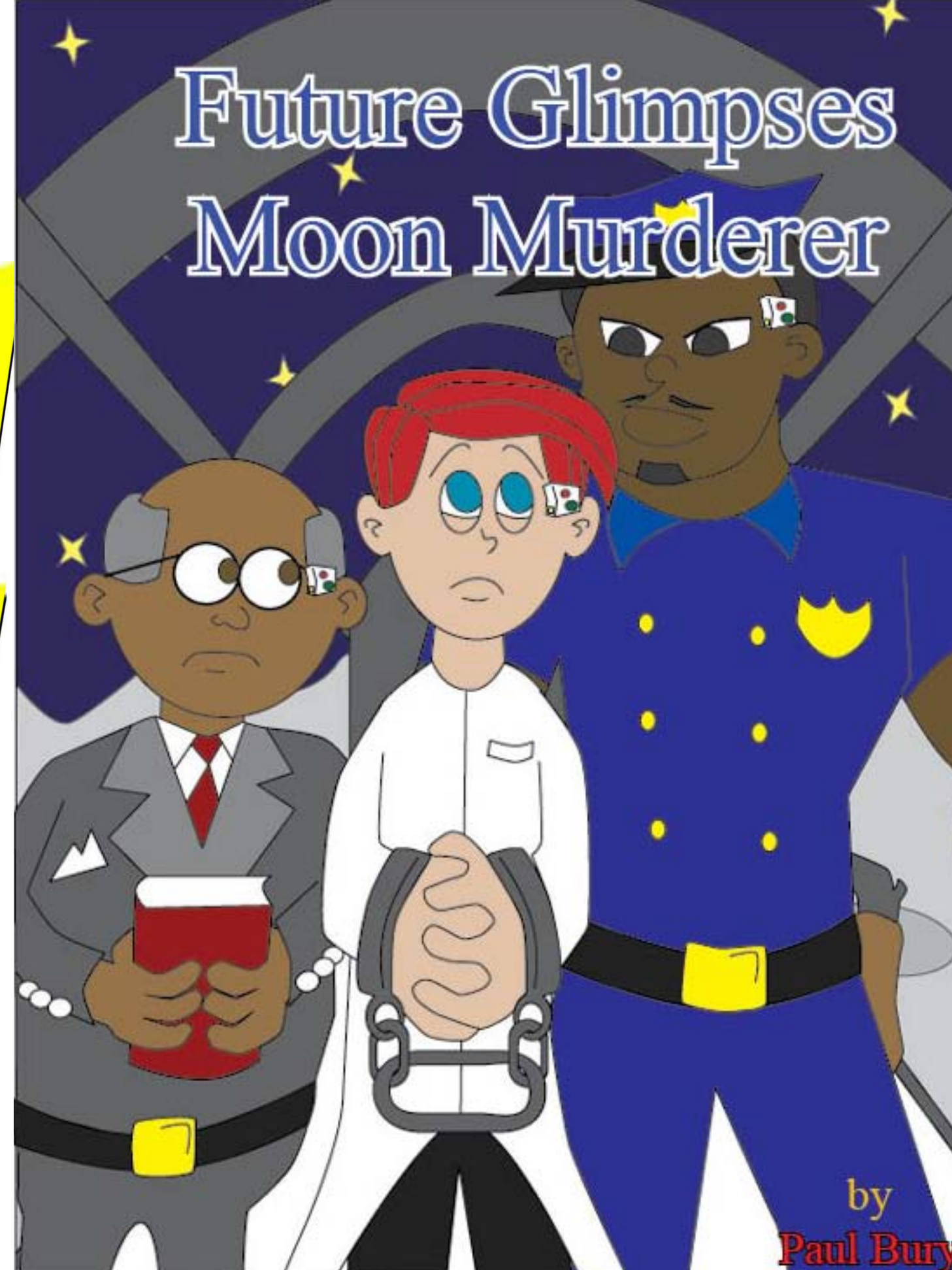
The good games in Taito Legends are Continental Circus, Plotting, Plump Pop, Rainbow Islands, Tube It, Volfied, and Zoo Keeper. Super Qix is an okay game. Taito Legends is really heavy on the Space Invaders theme. How many ways can we play the same concept? I know there is a sequel to Taito Legends so I do not need to comment on that.

Retro game compilations like Taito Legends allow us to see what was done in the past. The good, the bad, and the ugly. Taito Legends has fantastic arcade emulation. Hit a button to add another credit (coin). That means you can beat each game in one sitting - if they are beatable.

- Sam

Publisher: Sega
Developer: Empire Interactive
System: PS2/Xbox(tested)
Rating: 'T' - Teen
{Mild Violence}

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



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Gravity Badgers

SCORE: 58



Justice League War

SCORE: 48



I feel bad for Nintendo. They try to get into the app craze as interest is waning. Nintendo fought the app surge at first, and then jumped on board as gamers have begun to lose interest. This is where Gravity Badgers comes into play. This is an app flinger on the Wii U. Sadly it is not even a good app flinger.



Gravity Badgers looks okay. Well for a next gen game it does not look that great. If this was on the iOS or Android platforms it would look okay. There is some violence in Gravity Badgers. We can crash our badgers into planets, send them flying off into space, and hurt bosses. They can also damage our badgers.

Gravity Badgers is not a very memorable game. Mindless guesses are the order of the day in Gravity Badgers. We have no guide to tell us if we are going to hit something or

avoid something. Angry Birds knows how to add a guide. Gravity Badgers is behind the curve and standards of app flingers on the iOS. Let alone to be on a next generation system. Maybe you think the Wii U is a last gen system. That would make Gravity Badgers even worse.

The music in Gravity Badgers is rockish and loud. I liked it. In fact the music is



about the only thing I appreciated in Gravity Badgers on the Wii U. It kept me awake as I tried to figure out the strange physics.

The gravity in Gravity Badgers is really touchy. I failed numerous levels trying to figure out how intense the pushes and pulls are in Gravity Badgers. I actually have an easier time threading a needle than trying to find the exact right angle in Gravity Badgers. The ultimate decision is Gravity Badgers is too difficult for most families. It leads to frustration, irritation, and real world anger.

I really wish Gravity Badgers was more fun to play. The whole badgers theme is

interesting. It never quite clicked for me. I could see where Wales Interactive Ltd was trying to go with it. A few improvements would help this franchise tremendously.

- Paul



Publisher: Wales Interactive Ltd
Developer: Wales Interactive Ltd
System: Wii U
Rating: 'E' - Everyone
{Mild Fantasy Violence}

Graphics: 60%
Sound: 80%
Replay: 60%
Gameplay: 30%
Family Friendly Factor: 60%

I had been told to expect all kinds of bad content in Justice League War. It is pretty bad, especially considering it is only seventy-nine minutes long. Justice League War is the animated representation of the new 52 Justice League in the DC Comics. What is that exactly? DC decided to reboot their entire universe. What does that mean? Expect new and different representations of Superman, Batman, Wonder Woman, Cyborg, Captain Marvel, Flash, and more.

Justice League War contains blood, gore, enticement to lust, theft, and tons of bad language. The horrible attitudes of these "heroes" is appalling. They are role models



in any way shape or form. There is also religious content in Justice League War. None of it fits into the Judeo-Christian model sadly.

There are numerous shocking moments in Justice League War. Things like chopping off heads, cutting in half, breaking bones, stabbing in the eyes and more. Justice League War is not for children. Even as an adult I am not interested in this kind of content. What makes this content even worse is Justice League War is in the children's DVD section at the store we purchased it from.

Justice League War is a story where the members of the justice league meet one another for the very first time. They have to unite to fight off an invasion from Darkseid. The



humor in Justice League War is pretty good. Which is what makes the hate filled horrible bad language so much worse. Justice League War would have been so much better if it was kept safer for the entire family in the language department.

Heroes fight one another at first as they meet one another. Arrogance and selfishness is high in the majority of these characters. Justice League War spits in the face of anyone who does not like the bad content. It does so in a few second smear campaign. I guess I should not expect any kind of intellectual honesty from those that create this kind of content. I still get to comment on it though.

- Paul

Publisher: Warner Bros
Developer: DC Comics
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned {Sequences of Violence and Action, and Some Language}

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





Rio 2

SCORE: 65



Warrior

SCORE: 50



Rio did so well that the studio decided to do a sequel. Our kids enjoyed the first movie so they wanted us to purchase Rio 2. I hoped this movie would be as good as the

first one. There are some good parts in Rio 2, and some parts that will be found offensive. Things have changed, and some are the same.

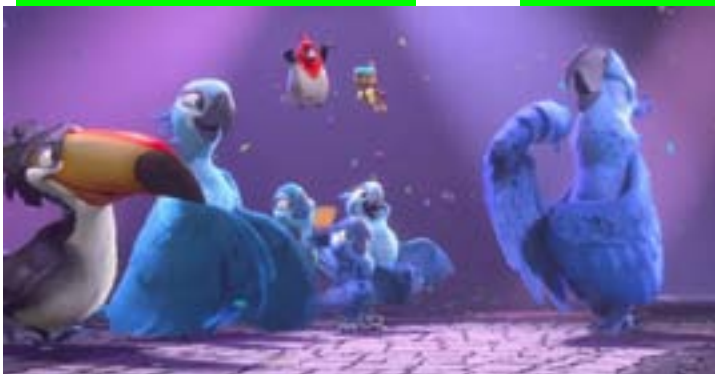
Rio 2 shows us Blu, his wife Jewel, and their three kids. They are repopulating the earth with Blue Macaws. Another blue macaw is seen in the Amazon. So the birds take a family trip into the Amazon. They find an entire flock of the birds. Jewel finds her father and mother. This is where some of the trouble comes into play.

Animals are shown are being better than humans in Rio 2. The one exception is tree huggers are glorified in Rio 2.



Nigel makes his return, and he wants revenge on Blu. There is some violence in Rio 2. Property is destroyed, and humans are attacked. One is even unrealistically eaten by a snake.

Problems build in Rio 2. Once the family of birds we know is in the flock in the Amazon, we see major issues growing. Jewel's father does not anything human related to



be around. He also does not allow anyone to leave the village. This is a big deal when Blu is ready for the family to go back to their home. They are on a family vacation after all.

Rio 2 teaches: "happy wife, happy life." Yet Blu does everything to make his wife happy and he is absolutely miserable. No one cares about making Blu happy. So in my book Rio 2 teaches a very bad lesson. Jewel is also being very selfish, and she is being a horribly insensitive wife.

As you probably suspected, Rio 2 is very extreme about the Amazon jungle. The hatred of humans that Rio 2 teaches is alarming. What I find most humorous

is the people who made Rio 2 call themselves progressive. Yet they are against progress. Go figure.
- Paul



Publisher: 20th Century Fox
Developer: Blue Sky Studios
System: DVD
Rating: 'G' - General Audiences

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

I am unclear how Warrior earned the PG-13 rating. In my opinion Warrior should have earned the 'R' - Restricted rating. Why? The parade of bad language spewing out like a clogged sewer pipe, the blood, violence, and more. Warrior is an adult only movie. Another reason Warrior is an adult only movie is the complexity of the characters. They are deep with a lot of different motivations.

Warrior revolves around two brothers. Both of them were damaged by their father's alcoholism, and their mother leaving him. One of the brothers stayed with the dad, and the other one left with the mother. The father has since found Christ, and is in a program staying sober. In fact he reaches the one thousand day milestone staying sober.

Both brothers enter a



sixteen man single elimination MMA tournament. The winner takes all. What does the winner take? Five million dollars. One brother is an ex-MMA fighter turned physics teacher. It looked like high school age to me. The other brother is an ex-Marine. Both of the broth-



ers have deeper problems and issues. With their own life situations, decisions they have made, their father, and each other. I don't want to spoil any of the plot any more than that.

One thing about Warrior is there is no clear cut Rocky character. There are multiple characters with different motivations and problems. It is easy to feel for different characters. It is also easy to disagree with things they say and do. I know on my mother's side of the family there were some people like some of the characters in Warrior. They would say mean, nasty, and rude things to someone else trying to get their life back in order. So I

know it happens in the real world.

Warrior contains a lot of bad language and violence. The violence I can understand, the bad language does not fit though.

- Paul



Publisher: Lionsgate
Developer: Mimran Schur Pictures
System: DVD
Rating: 'PG-13' - Parents Strongly Cautioned (Sequences of Intense Martial Arts Fighting, Some Language, and Thematic Material)

Graphics: 40%
Sound: 20%
Replay: 80%
Gameplay: 80%
Family Friendly Factor: 30%



Muppets Most Wanted

SCORE: 64

Fam-ily Friendly Gaming spent hundreds of dollars covering the Muppets Most Wanted for Disney. The Editor in Chief refused to run their advertisements for free. How could we stay in business by giving everything away? Plus Disney makes more than enough money to pay FFG for advertisements. Well he put in multiple requests for a review-able copy. The PR contacts re-fused to respond. So I went out there and purchased this movie for a review in this issue.

Muppets Most Want-ed is expensive. Especially when we consider how long it is. Only 107 minutes. Cast changes are put in this movie with no explanation. All of our favorite Muppet characters are in this movie that should be called Muppets World Tour.

Muppets Most Wanted



has more violence, crime, and adult content like gambling. Muppets Most Wanted pokes fun at sequels not being as good as the originals. Sadly Muppets Most Wanted falls short. It feels like the ex-ecutives at Disney are poking viewers in the eye. And they are laughing all the way to the bank.

Kermit gets replaced by an evil frog in Muppets Most Wanted. Animal is the only one that notices it at first.



Eventually Walter figures it out too. He brings in Fozzy Bear, and they go to rescue him. There are a few laughs here and there in Muppets Most Want-ed. The songs are not nearly as good in Muppets Most Wanted either. This whole movie feels rushed, and thrown together. In fact in terms of ranking this movie, it falls near the bot-tom. Meaning Muppets Most Wanted is one of the worst Muppets movies of all time.

Plenty of musicians, actors and actresses make ap-pearances in Muppets Most Wanted. Few are given much time in Muppets Most Wanted. Which is a shame.

The lesson in Muppets Most Wanted is getting your own way is not as satisfying as you might think. Too bad company execu-tives do not learn that concept. PR firms and their employees could also learn that lesson. Muppets Most Wanted is worth five to ten dollars tops. - WMG



Publisher: Disney
Developer: Mandeville Films
System: DVD
Rating: 'PG' - Parental Guidance Sug-gested {For some Mild Action}

Graphics: 70%
Sound: 60%
Replay: 50%
Gameplay: 75%
Family Friendly Factor: 65%

Streets of Rage 3

SCORE: 42

I am finishing off my reviews of Streets of Rage on the Genesis with Streets of Rage 3. We get to play Axel, Blaze, Skate, and Zan in this home console retro video game. Expect mountains of violence, enticement to lust, cheap hits, annoy-ing sounds, and cheap bosses. The cheap hits are the most annoying part of Streets of Rage 3. Things like off screen attacks, and your attack animation vanishes into them attacking you.

Expect less life in Streets of Rage 3. Making this a harder beat everyone to a bloody pulp video game. Aggression levels increased after playing Streets of Rage 3. I also noticed a bad attitude, and an interest in finding bombs before they go off.

Streets of Rage 3 is one of those games that non-gamers laugh at. The men get to go around fully clothed, and the female charac-ter wears hardly anything. Somehow we are expected that protects her by having less. Many



enemies from previous Streets of Rage games can be found in Streets of Rage 3. Certain at-tacks in Streets of Rage 3 look like they are influenced by Street Fighter 2. - Mark

Publisher: Sega
Developer: Team Shinobi
System: Genesis
Rating: 'MA-13' - Mature Audiences

Graphics: 40%
Sound: 50%
Replay: 60%
Gameplay: 20%
Family Friendly Factor: 40%

Crystal Mines II

SCORE: 80

We continue our retro reviews moving into the Atari Lynx. The first game up for review on this monstrous sized hand held (that looks a lot like the Wii U Gamepad) is Crystal Mines II. This game is similar to Boulder Dash. The biggest difference is the robot we play in Crystal Mines II can shoot the enemies. Which makes Crystal Mines II a lot easier. Especially when the player gets those aggressive tendencies.

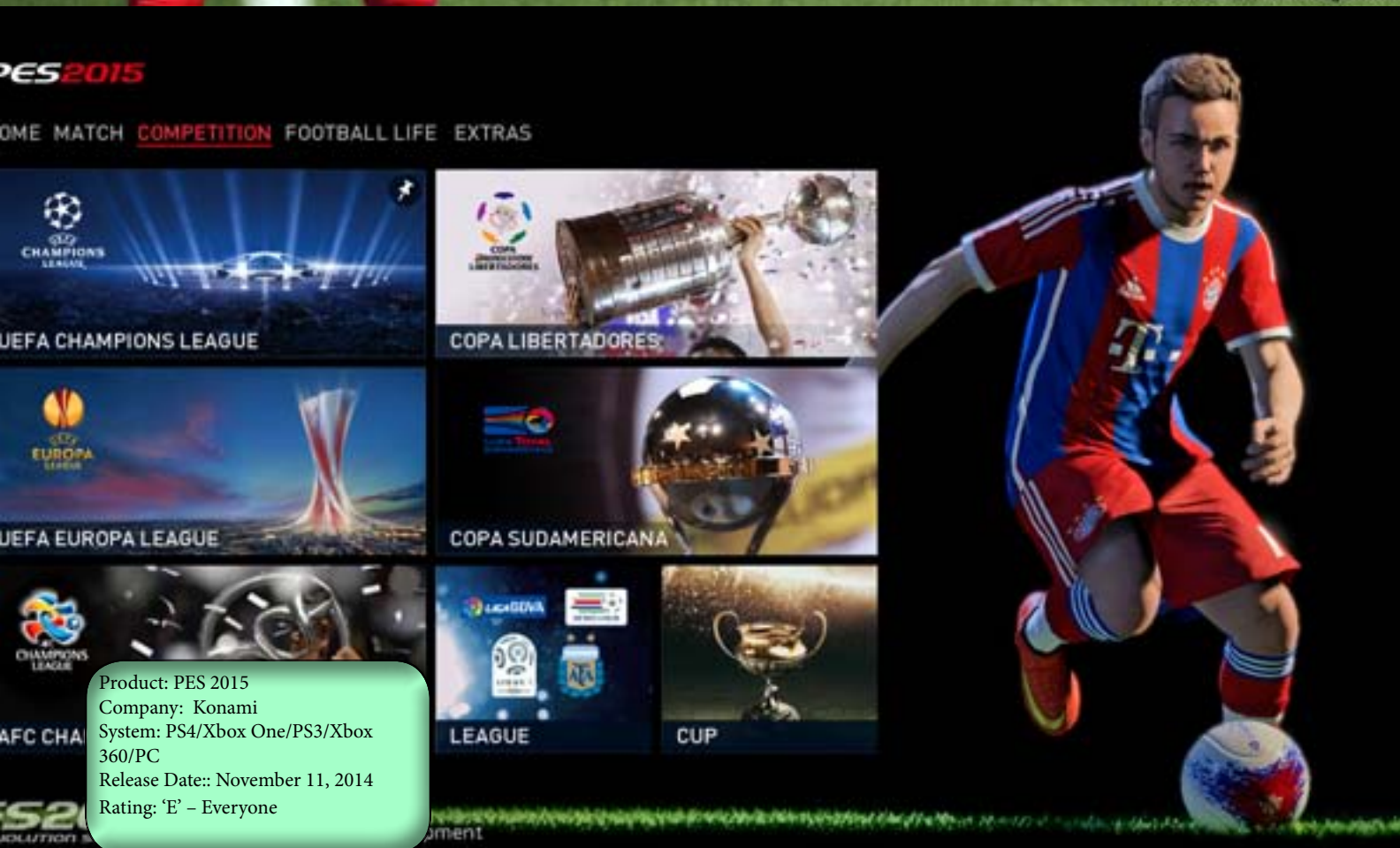
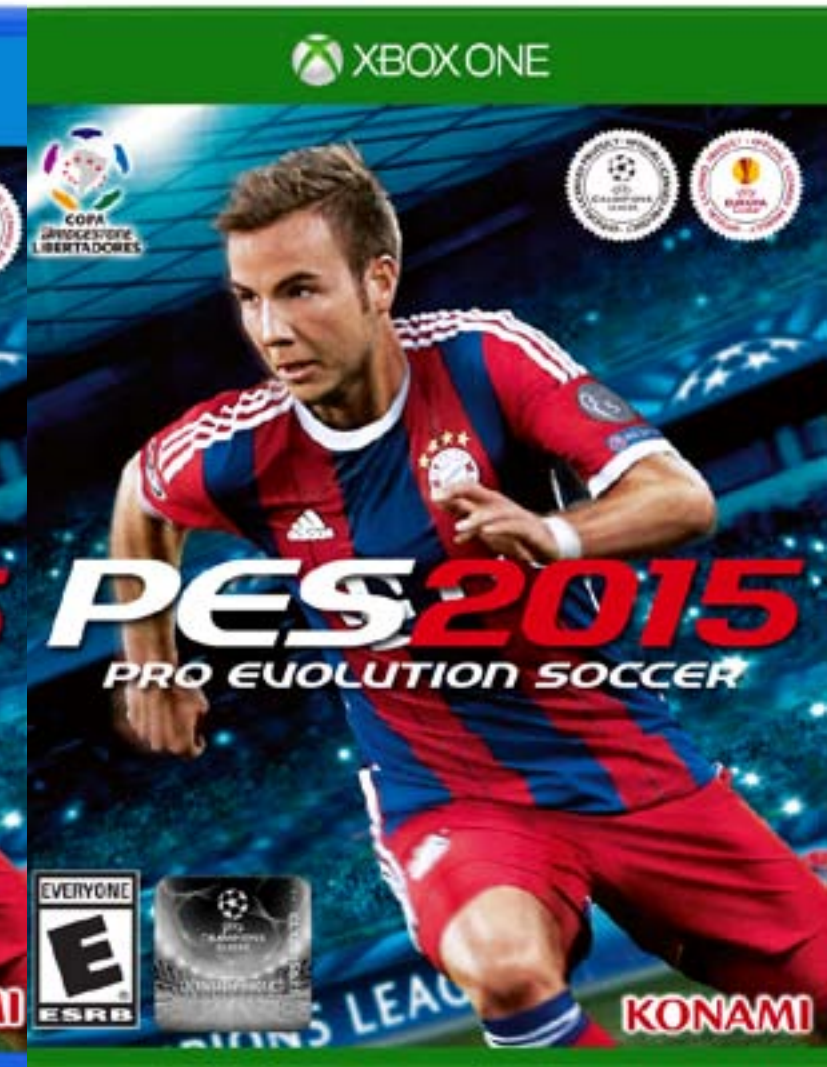
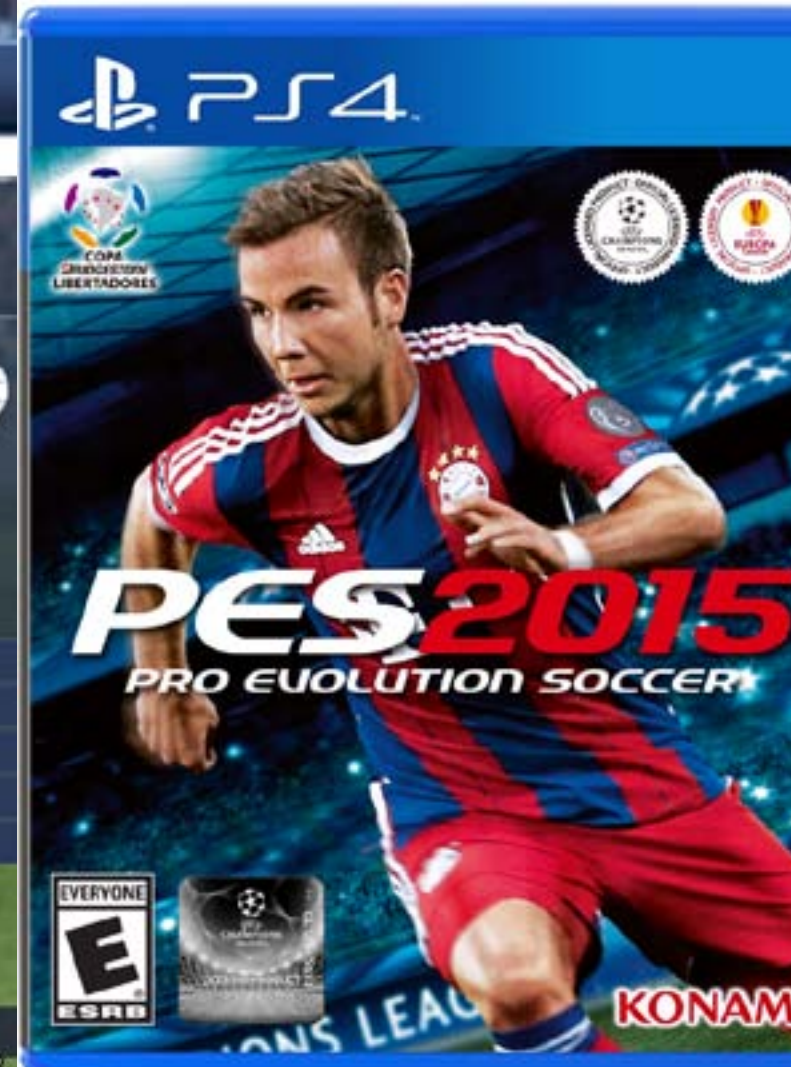
Graphically Crystal Mines II looks good for its age. The music is upbeat, and excit-ing. The 150 levels and thirty-one bonus levels will keep gamers busy for some time. There is a password function when you decide to stop. The levels are interesting and diverse. Some of them can be a bit large for a hand held device like the Atari Lynx. No complaints from me though since I had to plug this machine into a power outlet to play it.

Crystal Mines II will make you think about where to go. There are plenty of items to collect. Once all the jewels are collected for a level you have to find the exit. Blowing away earth with your gun makes finding the exit pretty easy. - Paul



Publisher: Atari
Developer: Color Dream
System: Atari Lynx
Rating: 'NR' - Not Rated

Graphics: 70%
Sound: 80%
Replay: 95%
Gameplay: 80%
Family Friendly Factor: 75%





Product: Forza Motorsport 5
 Company: Microsoft Game Studios
 System: Xbox one
 Release Date:: Out Now
 Rating: 'E' – Everyone
 {Comic Mischief}





DEVELOPING GAMES

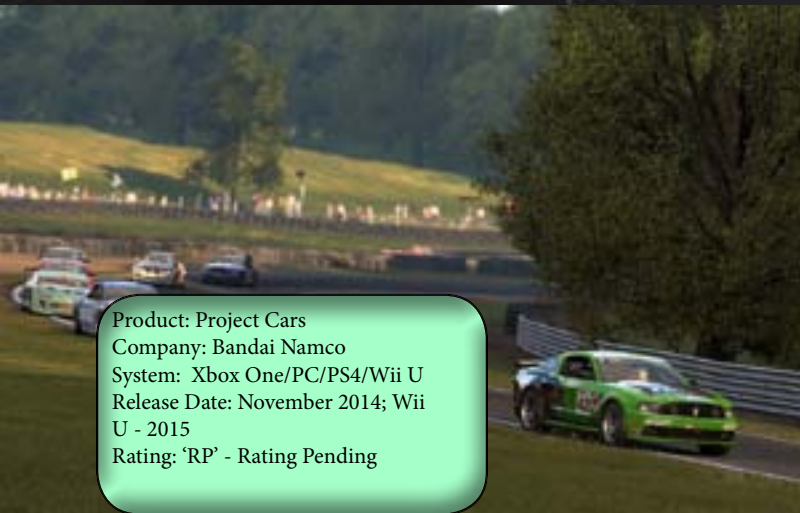
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Product: Project Cars
Company: Bandai Namco
System: Xbox One/PC/PS4/Wii U
Release Date: November 2014; Wii U - 2015
Rating: 'RP' - Rating Pending

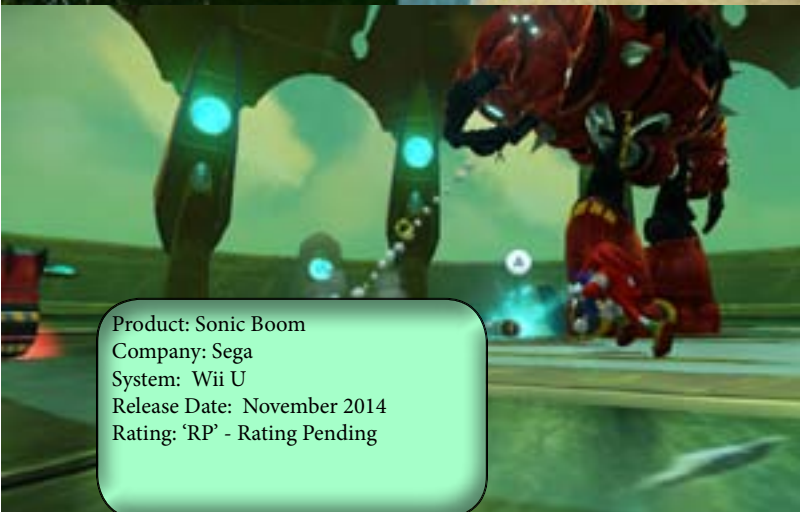


Product: Project Cars
Company: Bandai Namco
System: Xbox One/PC/PS4/Wii U
Release Date: November 2014; Wii U - 2015
Rating: 'RP' - Rating Pending



Product: Sonic Boom
 Company: Sega
 System: Wii U
 Release Date: November 2014
 Rating: 'RP' - Rating Pending





Product: Sonic Boom
 Company: Sega
 System: Wii U
 Release Date: November 2014
 Rating: 'RP' - Rating Pending





Product: Ori and the Blind Forest
Company: Moon Studios
System: Xbox One/PC/Xbox 360
Release Date: 2014
Rating: 'RP' - Rating Pending

DEVELOPING GAMES



Product: Skylanders Trap Team
Company: Activision
System: Xbox 360/Xbox One/PS3/PS4/
Wii/Wii U/3DS
Release Date: October 5, 2014
Rating: 'E10+' - Everyone 10+



DEVELOPING GAMES



Product: Skylanders Trap Team
Company: Activision
System: Xbox 360/Xbox One/PS3/PS4/
Wii/Wii U/3DS
Release Date: October 5, 2014
Rating: 'E10+' - Everyone 10+



Product: The Tomorrow Children
Company: Q Games
System: PS4
Release Date: 2015
Rating: 'RP' - Rating Pending





Product: LittleBigPlanet 3
 Company: Sony
 System: Playstation 4
 Release Date: November 2014
 Rating: 'RP' - Rating Pending



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

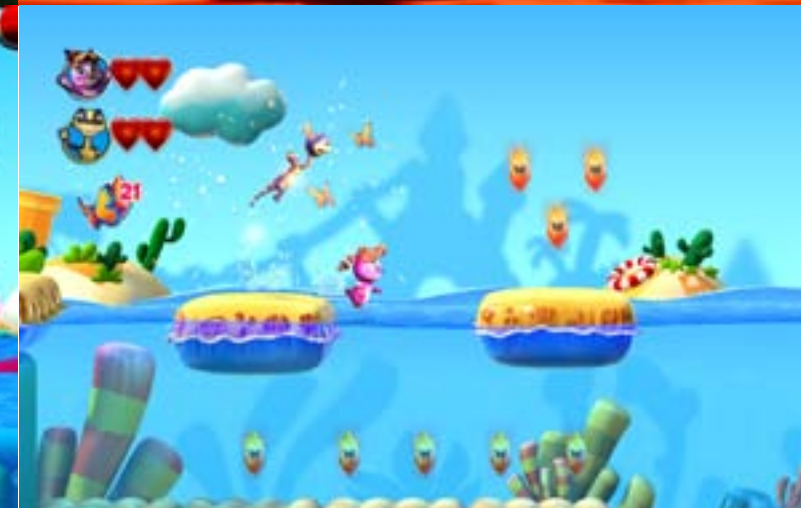
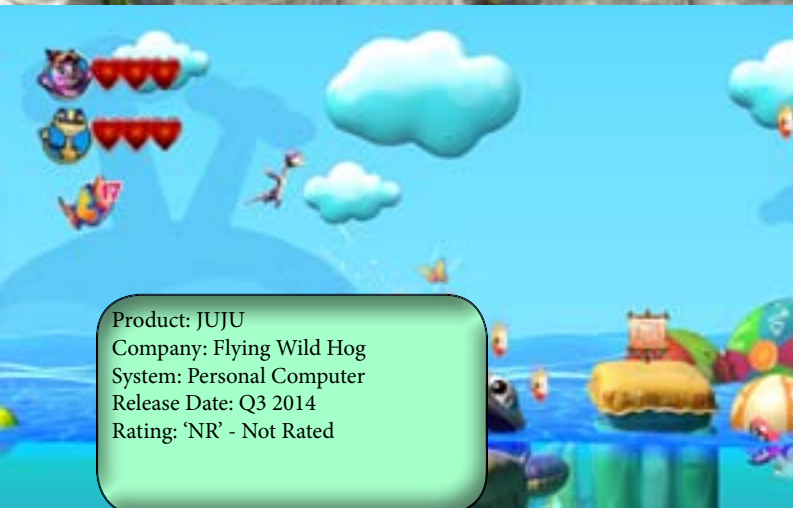
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RELEASES





Product: JUJU
 Company: Flying Wild Hog
 System: Personal Computer
 Release Date: Q3 2014
 Rating: 'NR' - Not Rated

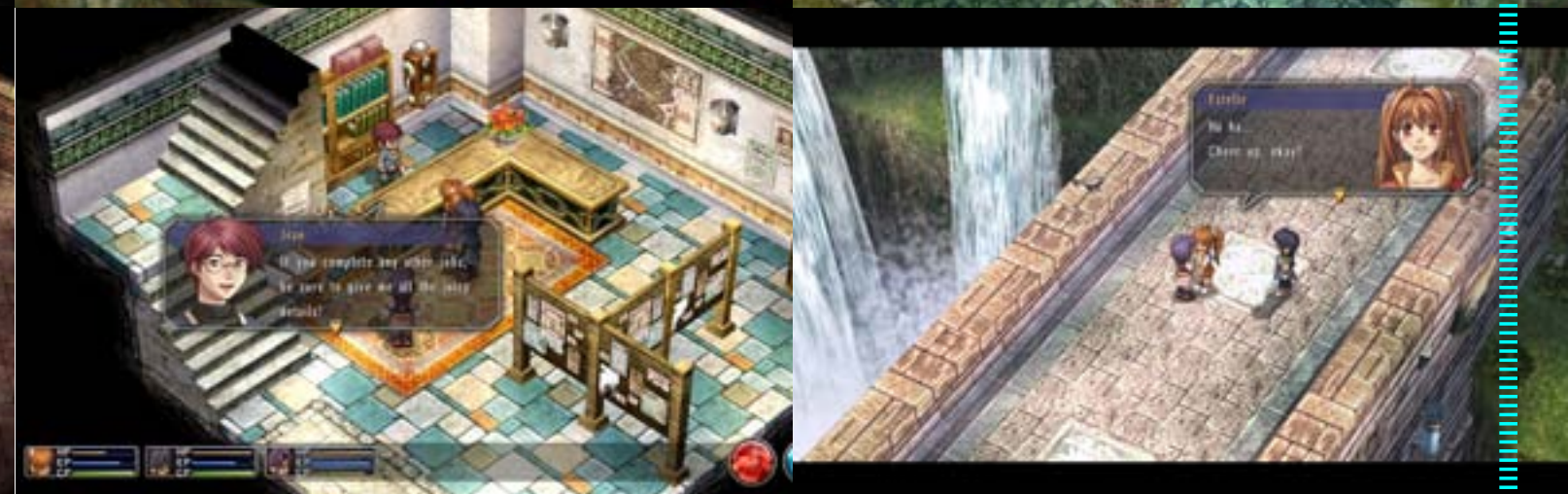


Product: Kingdom Hearts HD 2.5 ReMIX
Company: Square Enix
System: Playstation 3
Release Date: October 2, 2014
Rating: 'E10+' - Everyone 10+





Product: The Legend Of Heroes Trails in the Sky
 Company: XSeed Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'T' - Teen {Animated Blood, Drug Reference, Fantasy Violence, Language, Suggestive Themes, Use of Alcohol}





RECENT RELEASES



Product: Forza Horizon 2
Company: Microsoft Game Studios
System: Xbox One
Release Date:: September 30, 2014
Rating: 'RP' - Rating Pending



RECENT RELEASES



Product: Forza Horizon 2
 Company: Microsoft Game Studios
 System: Xbox One
 Release Date: September 30, 2014
 Rating: 'RP' - Rating Pending

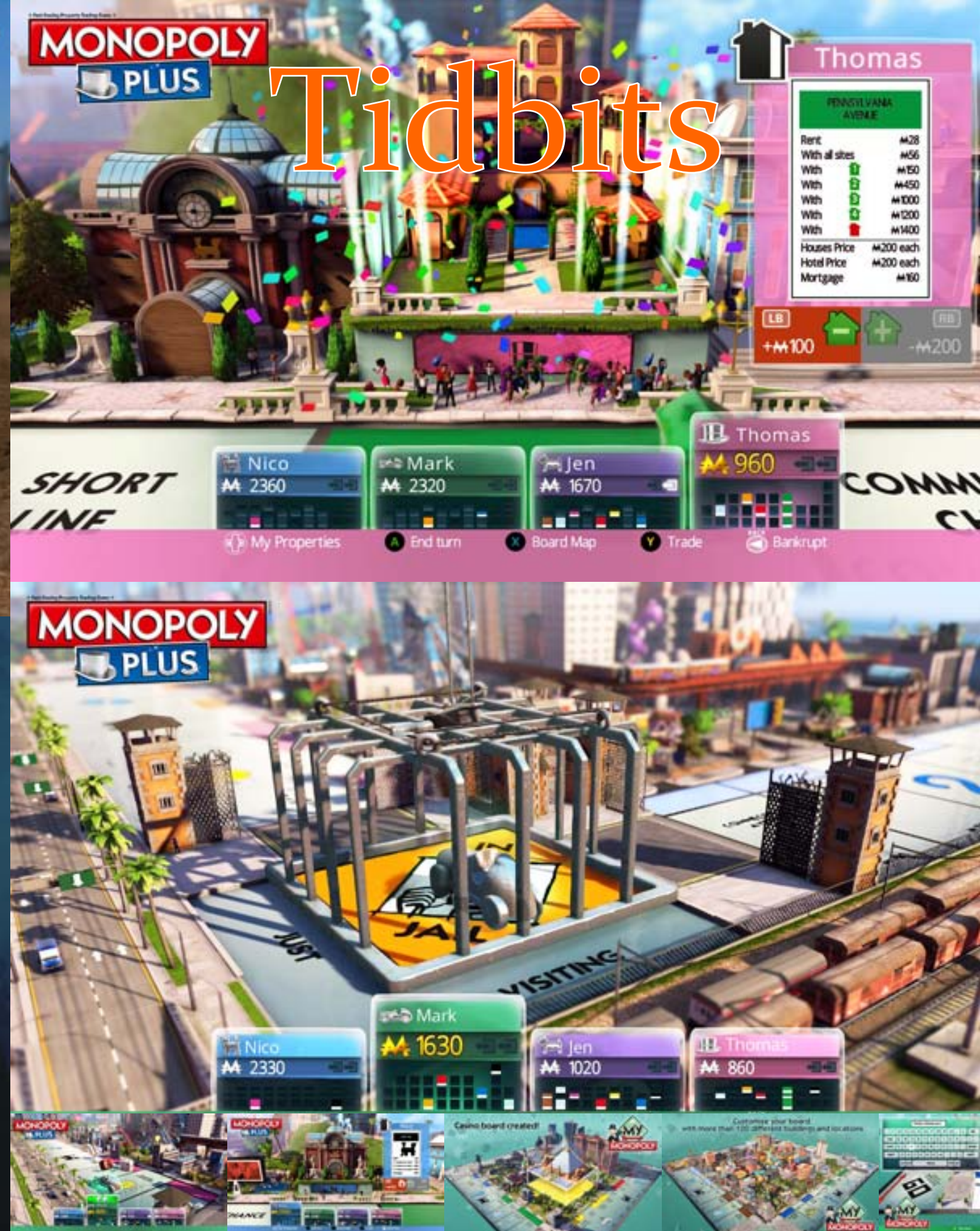


Last Minute Tidbits

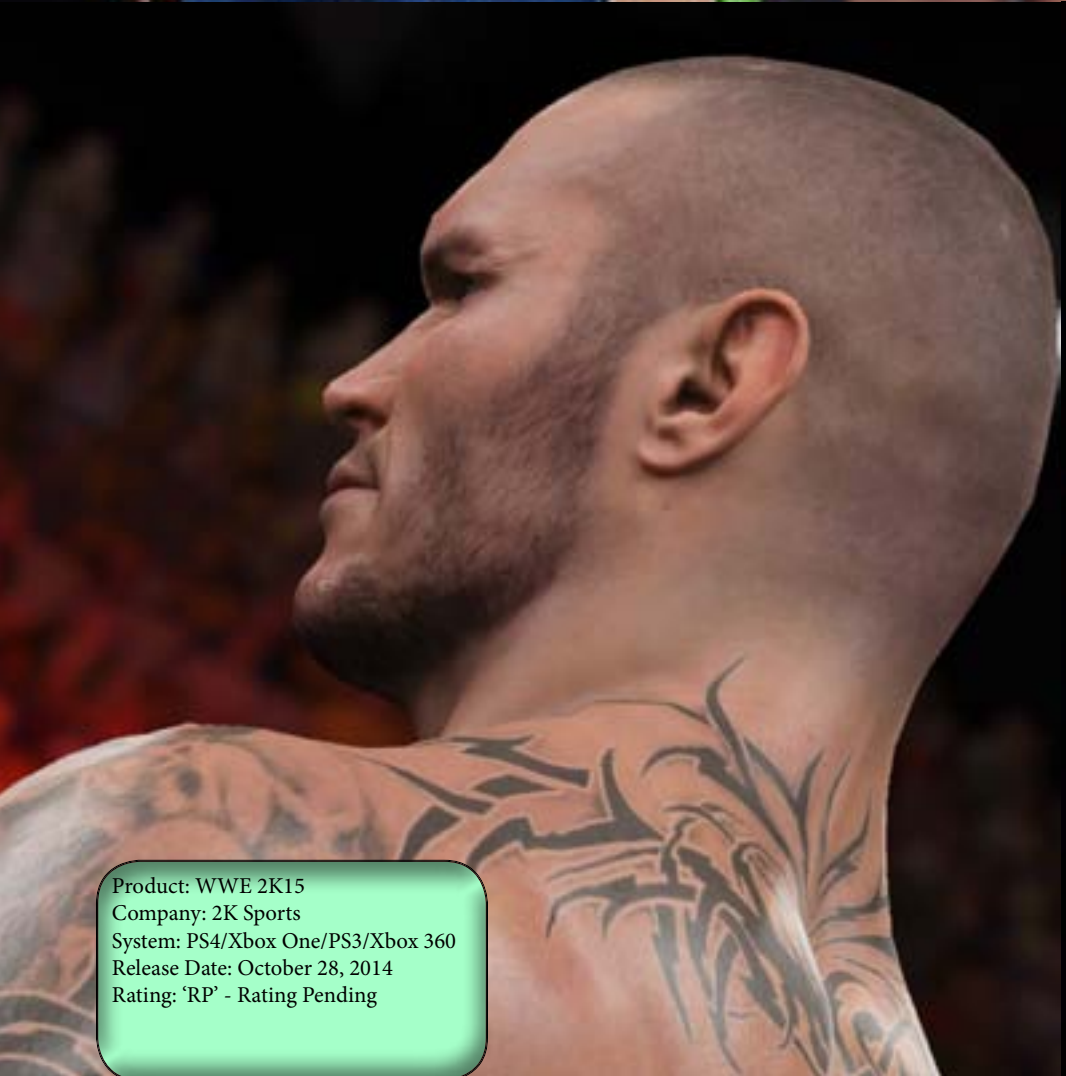
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Product: WWE 2K15
 Company: 2K Sports
 System: PS4/Xbox One/PS3/Xbox 360
 Release Date: October 28, 2014
 Rating: 'RP' - Rating Pending



Product: Saban's Power Rangers Super Megaforce
 Company: Bandai Namco
 System: Nintendo 3DS
 Release Date: October 28, 2014
 Rating: 'E10+' - Everyone 10+ {Fantasy Violence}



Last Minute Tidbits



Product: RIME
Company: Sony Computer Entertainment
System: Playstation 4
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Harvest Moon The Lost Valley
Company: Natsume
System: Nintendo 3DS
Release Date: Fall 2014
Rating: 'RP' - Rating Pending





Product: MXGP - The Official Moto-cross Videogame
 Company: Bandai Namco
 System: PS3/PS4/PS Vita/Xbox 360/PC
 Release Date: November 18, 2014
 Rating: 'RP' - Rating Pending

VIDEO GAME LIES



by
Paul Bury

Version 2

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