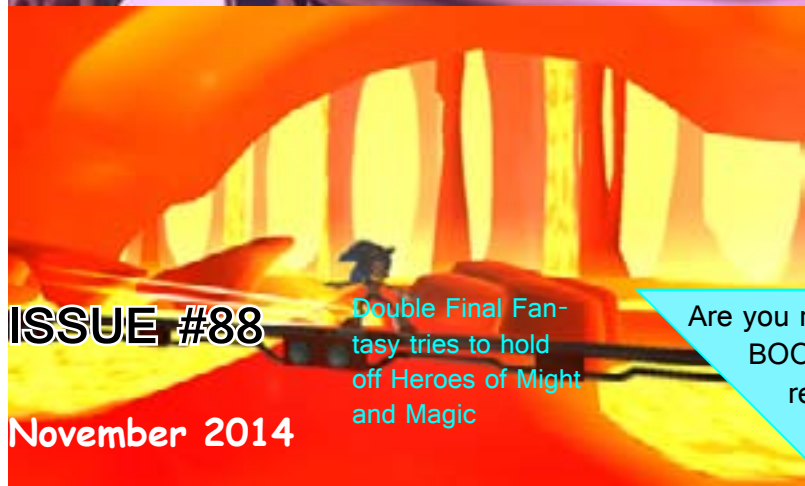


FAMILY FRIENDLY GAMING

SONIC BOOM™

The VOICE of
the FAMILY in
GAMING

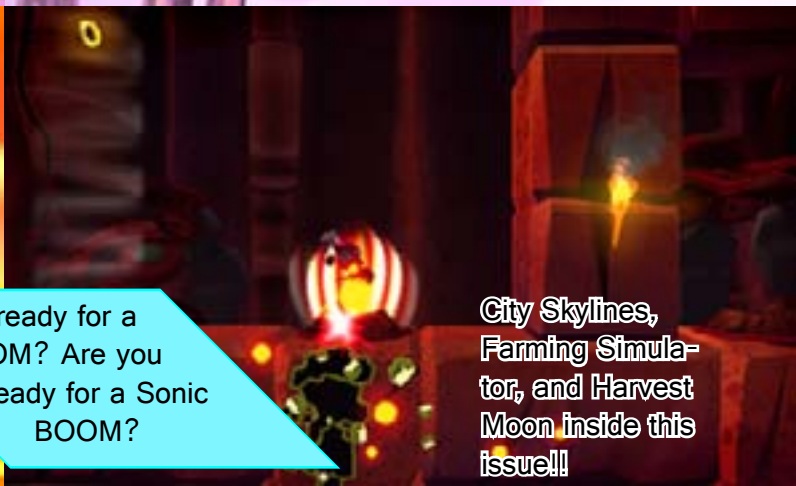


ISSUE #88

November 2014

Double Final Fantasy tries to hold off Heroes of Might and Magic

Are you ready for a BOOM? Are you ready for a Sonic BOOM?



City Skylines, Farming Simulator, and Harvest Moon inside this issue!!

Links:

Home Page

| Section | Page(s) |
|---------------------|---------|
| Editor's Desk | 4 |
| Female Side | 5 |
| Working Man Gamer | 7 |
| Sound Off | 8 - 10 |
| Talk To Me Now | 12 - 13 |
| Devotional | 14 |
| Video Games 101 | 15 |
| In The News | 16 - 23 |
| State of Gaming | 24 |
| Reviews | 25 - 37 |
| Sports | 38 - 41 |
| Developing Games | 42 - 65 |
| Recent Releases | 66 - 77 |
| Last Minute Tidbits | 78 - 92 |

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 |

Important Legal Disclaimer:

"Family Friendly Gaming" is trademarked. Contents of Family Friendly Gaming is the copyright of Paul Bury, and Yolanda Bury with the exception of trademarks and related indicia (example Digital Praise); which are property of their individual owners. Use of anything in Family Friendly Gaming that Paul and Yolanda Bury claims copyright to is a violation of federal copyright law. Contact the editor at the business address of

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

Trademark Notice
Nintendo, Sony, Microsoft all have trademarks on their respective machines, and games. The current seal of approval, and boy/girl pics were drawn by Elijah Hughes thanks to a wonderful donation from Tim Emmerich. Peter and Noah are inspiration to their parents.

Judging a Book By Its Cover

I am currently seventy-five percent through Pee-Wee's Playhouse The Complete Series on Blu-ray. I noticed something very interesting in the bonus section. Now I know what you are thinking - the bonus section is just propaganda promoting the product you already own. It is a love fest of people talking about how great everyone else on that project was. Setting all that aside for a moment I heard multiple members of the Pee-Wee's Playhouse cast talk about how they were all artsy people. They thought the same, and were the same on the inside. I also noticed multiple cast members talk about how diverse the cast and crew was. I tried to reconcile this for many hours.

I believe the Holy Spirit revealed the answer to me. It also goes to a problem I have had in my life in dealing with liberals. See the liberal mantra is to promote and celebrate diversity. Yet their definition of diversity only goes skin deep. Judging a book by its cover. Which is why it always bothered me so much. That is where the answer is. The cast and crew of Pee-Wee's Playhouse are all artsy so they are the same on the inside. Yet the outside is what is different. Conservatives look at the content of the character. In other words the inside. That is where we love to see diversity. In things like diversity of thought. Whereas liberals look at the outside, and look for diversity based on judging a book by its cover.

This is one of the reasons I have had such problems with liberals in my life. I was taught to not judge a book by its cover. I was taught to focus on the inside of a person. The outside is just dressing that is irrelevant. Which is why things like this bother me so much. I believe in giving people a chance based on their inside, and to avoid making hasty judgements based on their outside.

This might help all ya'll understand why I despise lying, cheating, stealing, arrogance, and failing to respond. This is the biggest reason in my life for conflict, especially with certain people in PR. They have this cowardice and lack of honor that rubs me the wrong way. At the same time I realize God placed me here for a reason. So I continue on about my Father's business. We find the good things to report on. We also continue to focus on the insides of what companies are trying to do. When a company is be-

ing selfish and greedy, we will point that out. When they are being loving, kind, and caring we will point that out.

I want to end this month's column with an acknowledgement. I am human. I make mistakes. I have been guilty of following the liberal mentality of judging a book by its cover. I have gotten caught up in the hype of a company and/or game based on company provided propaganda. I strive to improve, grow, develop, and grow closer to God on a daily basis. Some days I progress backwards instead of forwards. I always keep my eye on the prize though.

God bless,
Paul Bury



A Death in the Family

My father passed away recently. He had been sick for many months. So in many ways it was a relief since he had been suffering at the end of his life. He was a good Christian man who lived it out on a daily basis. He was married to my mom for 48 years. That was the only marriage in his life. He showed sticking it out with the same woman from start until finish. He provided for my mother, myself, and my sister his entire life. He was always there for us whenever we needed him.

I miss him. My mother misses him. My sister misses him. We know he had a personal relationship with Jesus Christ, so we know he is in heaven right now praising God. My father completed his earthly mission. He played the role God placed before him. He served his church and his family, and his community. Our boys will miss him as he was an active grandparent in their lives. They both saw him before he passed on, and said their goodbyes.

My father left a wonderful legacy for my mom, myself, my sister, my husband, and my boys. My hubby was so amazingly supportive and helpful. Like at the funeral he took care of the boys. Which freed me to give my mother love and support. It is always difficult to lose someone in your life. When they die there is no chance of them coming back until we pass on, or Jesus returns. There is that finality that makes us face our own mortality. Are we doing all we can for God?

My father took wonderful care of my mother. That has left some gaps in her education in living life. Take for example - pumping gas into a vehicle. My mother has never done that. Well until just recently. My oldest son taught her how to pump gas. For many of the modern day women this may seem odd. But the older generation did things like that for one another. Women were held in a higher esteem and did not have to do as much. So this is a difficult transition for all of us. In the next few weeks I will be teaching my mother how to mow the lawn.

That is one positive I can see out of my father's passing on to glory. My mother is getting the opportunity to learn how to do things she has never done in her life. My mother has been a real trooper, and taken all of this really well. Even little things like the Veterans flag being

folded incorrectly. And some family members wanting things of my fathers. Oh yes that kind of things goes on even in the South. Some people are just vultures, and it is really sad. My hubby saw enough of that when his grandparents died. He hates participating in dispersing of possessions after someone has passed on. He knows Lord willing he will have to deal with it when his parents pass on to glory. Truth be told he is no looking forward to it. Let us all be honest - how many of us look forward to funerals? They are never like the first three letters of the word. Maybe it should be called saderals.

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 |



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

Good Stewards

This may be the most controversial article the WMG has ever written. Which is a bold, bold, bold statement. Family Friendly Gaming has reached over five million IP addresses in its nine and a half years. It has done so on a budget of one thousand to two thousand dollars a year. Sometimes as high as three thousand dollars. A really good investment for the Kingdom of God. Wouldn't you agree? Reaching that many people with such a low financial investment.

Contrast that to local churches in your area. They are asking for hundreds of thousands of dollars. There are million dollar church properties. How many people are they reaching? A few hundred? Maybe a thousand a year. All of that money spent on upkeep of the property and building. Is that being a good steward of God's money? Why is their return so much lower than a small website like Family Friendly Gaming? The founders of Family Friendly Gaming can not be smarter than all those pastors. Are the founders of Family Friendly Gaming more passionate about God?

Do not misunderstand this column. Local churches do all kinds of good in their communities. They pay for missionaries in foreign countries, they feed the hungry, clothe the poor, point people to God, get them into the corporate church structure, fellowship, politic, eat together, pray together, study the Word of God, and sing together. The WMG hears pastors talk about being a good steward all the time. Is financially investing in a beautifully landscaped lawn, and all that glass being a good steward? Maybe they should send some money to Family Friendly Gaming for a better return.

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!

Can I buy a vowel?

Dear Mr. Bury,

I have been watching Wheel Of Fortune on TV for years. I have tried out for the show on one occasion, and I have even watched a live taping of a Wheel Of Fortune show in person. I have the Wheel Of Fortune video game for the Xbox 360 at home. I have played it many times and I have enjoyed doing so. However, I feel that it could be a much easier and much more enjoyable game if it was available for the Xbox One.

If I was making Wheel Of Fortune for the Xbox One, I would give it features worthy of the Kinect 2 camera.

First off, rather than having cartoonish 3-D avatars for each

player, you would stand up and the Kinect 2 camera would record video of you playing the game (from the waist up) and superimpose the Wheel Of Fortune background behind you. I know that this is possible, because the Photo Booth app for the iMac allows you to take pictures of yourself and add silly backgrounds to those photos, similar to a green screen. Not only would this make the game experience more immersive (especially if you dressed up for the game), it would save data on the game disc because you would not need to have customizable character avatars.

Secondly, I would integrate voice and gesture recognition into the game. The gesture recognition would be used primarily for two things, Toss-Ups and spinning the wheel. Spinning the wheel using your hand would not only be more natural, it would allow for more variation when it comes to where the wheel stops spinning. When you're ready to solve a Toss-Up puzzle, you would do so by raising your hand. The voice recognition feature would enable you to select a letter or solve the puzzle without using the controller. To make the voice recognition more accurate, I would use the Kinect 2 camera to attempt to read the lips of the person who is currently speaking. I know Hewlett-Packard is seeking a patent on lip-reading speech recognition. Of course, you would still have the option of playing the game using the controller if necessary.



Finally, I would integrate a "puzzle editor" into the game. This would enable players to create their own personal puzzles. They could save them to the Xbox One hard drive for personal use, or send them to the Wheel Of Fortune server so that they can be available to everyone, or both. If puzzles are uploaded to the Wheel Of Fortune server, they would first be automatically filtered, so that if they contain profanity, names of illegal drugs, names of alcoholic beverages, names of tobacco products, references to violence or sexuality, or any other offensive words or phrases, they will be rejected. You could program the game to automatically download new puzzles when an internet connection is established, or you could download new puzzles manually. This feature would dramatically increase replay value. I would love this feature, because I have thought of a hun-

dred puzzles that Wheel Of Fortune fans would enjoy.

I hope that these changes would make the video game version of Wheel Of Fortune get the respect it deserves. Maybe this game could be used in churches to attract new members.

Let me know what you think of my ideas. Have a wonderful day, and God Bless You.

Sincerely,
David

{Paul}: That would be absolutely awesome. :) Here is another idea - first person perspective. Imagine you only see your hands, and the game immerses you on the stage. You could look left and right with your head and the game pans for you. Levels could also be themed to celebrate different times of year, Christmas, Thanksgiving, Easter, etc. Maybe even have bonus content if you win a trip to Hawaii, where you could walk around on the beach or something.

There is a lot they could do with this. :)

Best Gaming Site EVAR!

Your Article: "What Are We?" is

the best news article I have read all year long. I told all of my friends to go and read it. We discussed it for hours. Okay so we argued about it for hours. Family Friendly Gaming consistently puts out the best news articles. I am so bored with the snarky, rude, and sarcastic dribble on the major gaming sites. They are just talking heads to make these companies money. You guys are always bringing up topics that can be debated, discussed, and talked about. I want you to know that I appreciate the work you do.
- Tom

{Paul}: Thank you so much for your kind words. We believe in being open, honest, and transparent here at Family Friendly Gaming. In fact if you want to hear some more behind the scenes listen to the audio on this video [HERE](#). The Skylanders videos required some kind of a modification to them since they were BROLLs. Some days it can be difficult to come up with a topic to discuss in those videos. That day the frustration and irritation with Microsoft had boiled over. I am currently of the opinion their PR firm black listed Family Friendly Gaming because of their religious discrimination. We

refused to bow down and worship the idolatry of political correctness so they decided to treat us like second class citizens. At the same time they claim they celebrate diversity. Well their actions disprove that claim. All of us need to stand up for what is right, and confront their acts of evil.

Disney Infinity 2.0

What did your kids think of Disney Infinity 2.0? Do they continue to play it? Is it worth the \$75.00 price tag?

- Monica

{Yolanda}: Thus far Disney Infinity 2.0 has been a flash in the pan. The boys have expressed no interest in the Toy Box this time. They beat the Avengers, and Spider-Man Playsets so quickly that they moved onto other games. As I write this they are all into Skylanders Trap Team. We are looking at doing another



SOUND OFF Continued

Disney Infinity 2.0 versus Skylanders Trap Team news article. Paul and I have been talking about it. I can tell you that at this moment in time it is looking like Skylanders will recapture the crown. However Disney Infinity 2.0 has the potential of gaining ground with additional Playsets.

Is it worth the price? In my opinion no. If I had to put a price on Disney Infinity 2.0 Marvel Super Heroes I would say \$50.00. So maybe a day after Thanksgiving sale, or a Christmas sale.



Trail the Tail

Thank you for reviewing Trail the Tail. My daughter loves to play it on the iPad. How do you find these apps?

- Amanda

{Yolanda}: Your welcome. :) The companies contact us at Family Friendly Gaming about their products. We are contacted between fifty

and two hundred times in a week about a variety of products, events, and more. Then we have to filter based on time, budget, company policies, needs, and recent experiences.



Skylanders Trap Team

Thank you for your review of Skylanders Trap Team. Does your review cost more than the starter pack? Do you put a value on your reviews? How much would you pay for Skylanders Trap Team if you had to go out and purchase it?

- Karl

{Kid Gamer}: Your welcome. I enjoyed playing Skylanders Trap Team and helping my dad out. My brother and I spent time playing, and I played with my dad too. My dad has mega skills and can change his game play style for the character he is playing. He plays best with Tree Rex in a Hulk SMASH kind of

way. My dad can answer the questions on the money.

{Paul}: Yes we do put a value on everything we do. A review is listed at \$150.00, which is twice the price of the Skylanders Trap Team Starter Pack. We actually put a value on all that we do. It does range from time to time. Looking at what is included in Skylanders Trap Team, I believe \$60.00 would be a good price. If you can find it for that or cheaper on sale, then I feel it is a good buy. You know we are getting this question more often - what we would pay for a certain product. We may try to include something in the Christmas Buying Guide to list the price we would be willing to pay for something. Or what we would find as a good deal. Going to pray about it, and kick the idea around for a bit.

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

Want to advertise in Family Friendly Gaming?

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

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

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



THINK ABOUT IT

Dear Mr. Bury,

Before I go any further, thank you for posting my letter regarding games that discourage violence in the newest issue of your magazine yesterday. I hope that it makes people think about things differently.

Now I'm going to launch into my main point. It seems like too many parents feel that they need to have a television and/or a game console in their house in order to keep their kids out of trouble. My parents never needed to do that with me. They gave me a wide range of alternatives during my childhood. They taught me to read when I was three years old. They gave me toys that I could build things with, such as LEGOs, BRIO train track pieces, and wooden blocks. They gave me the tools to draw things with, including paper, suitcases of Crayola crayons (one had 72 crayons, the other had 96), and Magna-Doodles. I wore out a whole bunch of Magna-Doodles in my elementary school years, and my parents used a copy machine to save many of my Magna-Doodle drawings.

How did this benefit me? When I started playing computer games at the age of eight or nine, I gravitated towards those that let me express my creativity. I played the very first iteration of SimCity when it was available on a 5.25" floppy disc, and worked my way up to SimCity 2000, SimCity 3000 Unlimited, SimCity 4 and SimCity Societies. When I was in high school, I got into RollerCoaster Tycoon, followed by RollerCoaster Tycoon 2 and RollerCoaster Tycoon 3: Soaked!

During my college years, I discovered Trackmania Sunrise, and enjoyed building my own race tracks, giving my cars custom paint jobs, and editing video clips.

For years, I was unable to understand why the games that I enjoyed were not at the top of the sales charts. But now I think I now why. Parents do not expect very much from their children. They see children as incapable of doing chores or coming up with their own unique ideas, so they are never given the chance to do so. That was not how things worked as I grew up. Not only did I get the chance to express myself, I also got the chance to do chores. When I was ten years old, my father showed me how to use the lawn mower. He also showed how to shovel snow with a small orange shovel several years earlier.

Parental expectations are inevitably transferred to children. In my case, since both my parents earned college degrees, I decided I wanted to do the same when I was in sixth grade back in 1996, planning to graduate from college in June of 2007, and I achieved my goal. I am very glad my parents are exemplary role models, because not all parents are.

If a child grows up with parents who do not have high expectations of him/her, that child is not going to have an optimistic view of the future. That child is probably going to be wasting a lot of time watching movies, listening to music and playing video games, and even abusing alcohol or other drugs, believing that they should enjoy the moment while they can because the future is utterly hopeless.

Our culture's low expectations of youth are reinforced by many things, including pessimistic news broadcasts, movies that demean youth by portraying them as dumb, disconnected, disrespectful, and dangerous, and even scientific studies that claim that the human brain is not fully developed until age 25. This not only hurts youth, it also hurts adults as well. It hurts youth by discouraging them from reaching their full potential because they feel that they cannot achieve great things or that nobody would care if they did. It hurts adults because they might be more likely to accept bad behavior from youth ("It's just a phase, he'll/she'll grow out of it"), or they might feel uncomfortable with the idea of having children themselves.

What does this have to do with video games, you ask? I believe that people who have higher expectations for themselves and their future have higher expectations when it comes to the games they play and the movies they watch. This is because they have less time to spend playing games and watching movies, and because they get more satisfaction from learning new skills or creating new objects or worlds than they do from destroying everything in their path. They seek out the best, and when they have found the best, they will not let anyone convince them otherwise.

Oftentimes, the most challenging and beneficial skills are the skills that are the hardest to sell to people in video games. The most popular video game ever released is Wii Sports for the Nintendo Wii, and that's because the user interface for the game could not be made simpler, and you can understand what is going on visually no matter what language you speak. The user interfaces for driving games and shooting games have the same advantage. Driving a car and firing a gun is the same process all over the world, and you can understand what's going on without any reading ability whatsoever. Coming up with a user-friendly interface for a game like SimCity or RollerCoaster Tycoon is a lot harder, and understanding what's going on in the game requires a high level of reading ability.

So, without further adieu, let me share a few stories with you about people who have accomplished amazing things when they were still teenagers, stories which I encourage you to learn more about:

-In 1813, Karl Witte earned a doctorate degree in philosophy at age 13. Also, at age nine he could speak five different languages.

-At the age of 13 years, 4 months and 26 days, Magnus Carlsen became the youngest chess grandmaster in the world in 2004.

-Louis Braille was blind since age three. He learned how to read from specialized books by tracing the letters, books that were very

heavy and weighed 100 pounds or more. Braille decided to improve the process of reading while blind, and invented the language of Braille when he was only 15 years old, in 1824. It only uses six simple dots to represent letters and basic punctuation, and is now the standard language for blind people worldwide.

-In 2013, 17 year-old Katherine Cordwell was not only the valedictorian of Manzano High School, she was the first student in the history of the school district to earn a 5.0 GPA on a 4.0 scale.

-At age 18, Natasha Greene was not only the valedictorian of the Las Vegas High School Class of 2013 for earning all A's, she never missed a single day of school from the start of kindergarten to the end of twelfth grade.

-In 2008, John Tyler Hammonds was sworn in as mayor of Muskogee, Oklahoma, when he was only 18. I wonder if he's played any of the SimCity games....

-In June 2014, 15 year-old Nathan Han received the prestigious Gordon E. Moore award at the Intel International Science and Engineering Fair, for writing software that can predict which DNA mutations will cause cancer.

-In 2013, 18 year-old Justin Beckerman invented a working one-man submarine. It took six months to build at the cost of \$2,000. It can reach depths of 30 feet and stay underwater for up to two hours.

-In 2009, Zac Sunderland became the youngest person to sail around the world solo, at age 17.

-At age 8, Maria Keller set a goal for herself. She wanted to donate 1 million books to kids in need before age 18. She accomplished her goal five years ahead of schedule in July 2014.

I eagerly look forward to hearing what you think of my insights. Have a wonderful day, and God Bless You.

Sincerely,

David

David,

Your welcome. :)

So much good stuff in there. :) Will need to condense it to get it in the e-magazine, unless. Let me think and pray about something. :)

I believe there are two major camps of people. Creators and destroyers. Those that follow God's system, and those that follow the world's. I saw a video of Phil Robertson, and Sean Hannity asked him how those people could cut off that guys head (ISIS). Phil brought out the Bible and pointed out the worldly worship death. It should come as no surprise they gravitate toward death and destruction. They are in darkness.

I agree that too many parents have low expectations. Too many parents are not an important part of their children's lives. Yesterday I was working out at lunch. Got a call from the middle school. My oldest son was sick, and my wife was at an appointment. I dropped everything, went to the school and got him. I asked before we left the school that he had turned in his assignments. Otherwise that was going to get done before we left. The main point is I went and got him. We talk all the time. I do that with both of my kids. My wife and I take an interest in what they are doing, and encourage the good behavior. They also have chores. And chore money. I don't believe in an allowance. I believe in doing chores, and getting money for doing them.

Too often, too many people follow the path of least resistance. When it comes to the PR people I deal with - it drives me nuts. My Microsoft contact quit, or was let go - I don't know. I just know she is gone. I have asked them eight times in the last month who our new contact is. No reply, no response. Guess what I do? I keep asking. I have called. I email. I won't stop until someone replies. Their path of least resistance response (no reply) is causing all kinds of problems. They don't see it though. They think I will "get the message." The only message I get is they are being rude, lazy, ugly, mean, and nasty. Which is how I will start to see Microsoft. They are damaging the image of the company paying them with the path of least resistance.

The Drill Sgts in Basic Training of the Air Force had a saying when something was tough - "suck it up cupcake." I carried that with me in life after my military time. I may fail something. I never quit though. I never give up.

Schools have been lowering the bars for years. When I was in school I was in all the advanced courses. I wanted to skip a grade and finish early. Administrators stood in my way. I finished the 3rd grade 3 months early. They had me teach other kids. Too often the schools are hammering kids into the middle. Too smart, slow down. Not smart enough, they will doctor the records. I was way ahead in reading due to learning how to read on the Holy Bible.

Something few people talk about is how many video games teach us to take the easy way out. Try to play a violent game in a non-violent manner. The game punishes you. Some people have tried to tell me Metal Gear Solid games let you play non-violent. In some parts. Can't beat a boss in a non-violent way. So the game teaches kill them, it is easier. How does that jive with Jesus' teachings? There are so many subtle messages in games that too few people are looking at.

- Paul

DEVOTIONAL Video Games 101

Sickness

I noticed a certain impatience among human beings when it comes to sickness and/or illness. We want it to be over with, and we want it to be over with right now. Very few human beings take being sick very well. We complain, cry, and moan about getting sick. We whine, flail, and fight when it lasts longer than we would like. Generally we would like to stay healthy forever. Have no physical issues, and always have perfect, pristine bodies.

You know what is really sad? Few people put forth the effort to have physical bodies that are in good shape. Few people enact the precautions to stay healthy. Few people avoid others when they are sick. It amazes me that our lack of consideration for ourselves and for others is what spreads diseases. Human beings have an amazing depth for destroying their own bodies. And then to blame someone or something else when they reap the fruit of their own seeds.

Have you ever considered the benefits of getting sick? In our run all the around society, we rarely take time to rest and relax. Getting sick forces us to drop everything and to pause

while we heal. It allows us the opportunity to rest and recover. The Holy Spirit shows me all kinds of wonderful things all of the time. This has been one of them. Too often we humans ignore what is important. Too often we humans run ourselves into the dirt. Too often we humans are not properly resting. Getting sick forces us to take the rest we should have been taking. I must be off my rocker to even consider getting sick could be a good thing. Is there anything in the Holy Bible to back that up? **Romans 8:28** *And we know that all things work together for good to those who love God, to those who are the called according to His purpose.* Guess I am still rocking huh?

Do you know out of the many miracles Jesus performed what most people fixate on? **Matthew 4:23** *And Jesus went about all Galilee, teaching in their synagogues and preaching the Gospel of the Kingdom, and healing all manner of sickness and all manner of disease among the people.* Do you think most people fixate on the teachings of Jesus? Nope. Do you think most people focus on the healings? Yup. I find it sad in some ways that most people focus on the healings, and less on the teach-

ings. The teachings of Jesus are what are really important.

It amazes me the things we are willing to accept and subject ourselves to as human beings. Yet in other arenas and areas we complain about the damages we caused ourselves. I try not to laugh when people blame God for sicknesses, and illness they worked to attain. There are plenty of tips on staying healthy out there. Eat right, exercise regularly, spend time with God, sleep appropriately, be joyful, think of others, and more.

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.

Controller

The controller is how every player interacts with the video game machine. Controllers range from your own body being used as the controller to controllers that are on the video game system itself. Hand held devices like the Sega Game Gear have the controller merged right onto the system itself. The buttons, and D-pad are right on the video game system itself. There are also controllers like Kinect where the players own body is used as the controller. This is done via a device that scans your skeleton and can tell when you are moving arms, legs, torso, and head in certain directions. An on screen image of the hand will let

the player know where they are on the menu screens.

In the past the majority of controllers were wired to the video game systems themselves. A variety of buttons were on the video game controllers. The most advanced the systems became the more buttons that were added.

Eventually wireless controllers were created. That way people were not tripping over the wires. They also could be farther away from the video game system thanks to the wireless technology. This innovation improved video game play for families.

Speciality controllers have been released over the years to simulate the arcade experience. These speciality controllers have always costed more money than a standard controller. They generally only appeal to those who want the arcade experience at home. Certain competitions require this controller to keep the playing field fair for all of the competitors.

Joysticks were added to controllers to emulate the mouse controller on the Personal Computer, and to also emulate the arcade controllers. Joysticks on the Xbox 360 controller are smaller versions of what is found

on speciality controllers.

Gyro controls were added to video game hand held devices and on many of the controllers. That way when a player moved the controller left or right and game could emulate that on the screen. This allowed for a more natural feel to a controller. This is also one of the most under utilized control schemes in all of video game history.

Motion controls were originally added on the Wii. Sony copied Nintendo with their Playstation Move. The Wii Remote and the Wand both had to be pointed at devices that were either above or below the television set. Syncing with those devices is very important for usage with these controllers.

The Oculus Rift is an upcoming controller that brings Virtual Reality back to the video game industry. Virtual reality as a visual and control device has been attempted before in the video game industry. The arcade versions were very expensive, and the Virtual Boy by Nintendo was a huge flop.

What is the future for video game controls? Many experts expect a small holodeck like experience from Star Trek The Next Generation is where we are going.

IN THE NEWS

CONTENTS

Story

- Open-World Voxel-Based Sandbox RPG Releases
- Thrustmaster Announces First Force Feedback Wheel for PS4
- FINAL FANTASY XIII Series Announced for PC
- Tropico 5 DLC 'Mad World' Available Now
- Play match-3 with a healthy twist
- ASTRO A38 Active Noise Cancelling Wireless Headset Releases
- Check Out Planet 316
- Sonic Boom TV Series Joins Cartoon Network Saturday Morning Line-Up
- Image & Form and Zoink join forces
- New Content Added to Brave Tribe

Page(s)

- 16 - 17
- 17 - 18
- 19
- 19
- 20
- 20 - 21
- 21
- 22
- 23
- 23

“Being able to actually build a game and an engine with a community is overwhelmingly rad. Getting insights from mapmakers, modders, YouTubers, and gamers themselves help us focus on parts of the game and technology that will have the biggest impact and encourage the most experimentation and play from the community,” said Peter Salinas, a behavioral scientist with Nerd Kingdom and developer for TUG. “This update is the result of so much of that dialog, and we are always anxious to engage in more geek-outs to see what things we can do next. So long as this project has a growing community, we will have a growing team supporting it.”

Gamers who purchase TUG now in alpha will not only have the game for life at the locked-in and reduced price of \$9.99, but will also be instrumental in shaping the game’s development. Other additions and fixes in this update include:

- More items to experiment and craft with, including pumpkin shells, cauldrons, and gourds
- Labels added to all in-game objects
- Durability for each item, as well as differing damages for tools based on durability
- Ability to break down tools for resources, Adjusted drop rate for trees and rocks
- TUG is a unique blend of a voxel-based RPG adventure game and social science experiment, where players continually drive the direction the game will take. Players begin their journey in TUG as a Seedling, a race of humanoid beings with special crystals on their hands that enable them to interface with the strange energies and ancient secrets in the world around them. TUG offers a massive procedurally-generated world to explore, full of mystery and danger. How will you and your friends harness these powerful tools to build a new world?

Open-World Voxel-Based Sandbox RPG Releases

After a successful Kickstarter campaign, and recently opening the doors to its massive open-world for adventurers to get a head-start with Steam Early Access, Nerd Kingdom is pleased to announce a slew of recent updates to its ambitious voxel-based sandbox RPG, TUG (The Untitled Game).

Gamers who purchase the game early via Steam Early Access will now find the vast and customizable world of TUG inhabited by the first predatory NPCs in the game – the Sabertooth Cat. In addition, Nerd Kingdom has also added the Apothecary, Metallurgy, and Alchemy systems to TUG with several early recipes, allowing Seedlings to create their own potions, gather ore, and craft items such as bellows, furnace, the alchemy table, and much more.

Thrustmaster Announces First Force Feedback Wheel for PS4

Thrustmaster is proud to announce its brand-new Next-Gen racing simulator, officially licensed for the PlayStation®4 system (PS4), PlayStation®3 system (PS3) and PC compatibility. It's the perfect time for racing enthusiasts to put the pedal to the metal.

Thrustmaster assists virtual racers through their learning curve with the T300 RS. This force feedback wheel allows gamers to really take the plunge into the world of racing, and hone their driving skills for a better performance. In order to achieve this Thrustmaster has taken great care to create the perfect solution for any gamer trying to go to the next level in their racing games. The T300 RS provides an unrivalled immersion, for a pure connection with the road. Under the hood there's nothing less than a genuine brushless servo indus-

In The News Continued



trial Force Feedback motor (with frictionless action), combined with a new 1080° dual-belt system to deliver the never seen super-smooth and quiet Force Feedback with incredibly responsive, realistic Force effects to really feel the road (Feel the road, don't feel the racing wheel inner mechanical structure). The silence of the motor allows you to really focus on what matters, which is premium performance on the road. Thrustmaster's development teams have added precision to the motor's impressive capabilities by incorporating H.E.A.R.T HallEffect AccuRate Technology®, featuring a contactless magnetic sensor: this provides 16-bit resolution, for 65,536 values on the wheel's steering. The T300 RS also features an internal memory, upgradable firmware so that users will always have access to the latest improvements via the wheel's PC compatibility, and a PS4/PS3 sliding switch on its base for optimal compatibility with both systems.

The T300 RS includes a detachable wheel, featuring the Thrustmaster Quick Release system: the wheel measures 11 inches in diameter, with brushed metal central spokes. Its official PS4 buttons (PS, SHARE, OPTIONS) lets users access the system's new

social functions at any time. The T300 RS weighs in at approximately 2.6 lbs, for ultra-realistic inertia and Force Feedback. The wheel's entire circumference features reinforced textured rubber cladding, for the ultimate in comfort. 2 large sequential paddle shifters are attached to the wheel: they're 5 inches in height for easy access, and 100% metal. The

wheel's angle of rotation can be adjusted from 270° to 1080°, depending on the type of vehicle being driven in the game! What's more, the wheel is interchangeable with other Thrustmaster wheels (the Ferrari F1 Wheel Add-on*, Ferrari GTE Wheel Add-on* and T500 RS GT Wheel*). The T300 RS's pedal set features metal pedals with a long range of travel, which are fully adjustable in both height and spacing - with 6 different possible positions per pedal. The brake pedal even features progressive resistance. FEEL THE ROAD AS YOU NEVER HAVE!

The T300 RS is also compatible with the Base Fixed Paddle Shifters kit* (allowing users to install stationary paddle shifters on the wheel's base), Thrustmaster's 3-pedal pedal sets (T3PA* and T500 RS*), and the TH8A* and TH8RS* shifters.

Establishing the new reference in racing wheel simulation Gear!

The T300 RS \$399.99

*Not included

In The News Continued

FINAL FANTASY XIII Series Announced for PC

SQUARE ENIX® announced the FINAL FANTASY® XIII trilogy of games will be heading to Windows PC, with the first in the series, FINAL FANTASY XIII, released on October 9th, 2014. The game is be available to download via the Square Enix online store and the Steam™ PC digital service (amongst others), priced at \$15.99. FINAL FANTASY XIII trilogy will also offer a set of Steam Trading Cards for players to collect and exchange. On its original console release in 2010, FINAL FANTASY XIII marked the dawning of a new era for the celebrated series, bringing the game to multiple hi-definition consoles simultaneously for the first time in its history. The original game and subsequent adventures in the FINAL FANTASY XIII trilogy will soon be available for PC gamers to play for the very first time, with all games in the series due for release by next Spring. FINAL FANTASY XIII expands on the rich traditions of the series, with Producer Yoshinori Kitase, Director Motomu Toriyama, Character Designer Tetsuya Nomura and Art Director Isamu Kamikokuryo combining their creativity to deliver a beautiful FINAL FANTASY universe. Additionally, Composer Masashi Hamauzu presents a sweeping soundtrack while Movie Director Takeshi Nozue and his team of artists adorn the game with seamless cinematic sequences.

The FINAL FANTASY XIII trilogy began in March 2010 with the release of the original FINAL FANTASY XIII and continued with its sequel, FINAL FANTASY XIII-2, released in February 2012. The most recent release in the series, LIGHTNING RETURNS™: FINAL FANTASY XIII, launched on February 11, 2014. The series has been widely successful, shipping over 11 million units worldwide.

Tropico 5 DLC 'Mad World' Available Now

The 'Mad World' DLC for Tropico 5 is out today on PC and El Prez needs your help in the brand new 'Madness' scenario! Set in the 'World War' Era, things have gone a bit too far for the mighty El Prez this time and the loving support of Penultimo just isn't enough. Return him to his usual sharp self and share the benefit of advanced health care using the new Asylum building – though be warned: as with all things Tropico, there are two sides to every story. Will you provide health and happiness to the people, or push your enemies to the brink of madness? 'Mad World' includes the new 'Madness' scenario, the all new Asylum building, St. Dimpna sandbox map, the very serious Funnel Hat avatar accessory, and a spicy salsa music track to help lift the mood of the troubled Tropicans!

Included in 'Mad World' DLC

- New standalone scenario: "Madness"
- New building: The Asylum – Provides health care and reduces negative effects of discrediting citizens
- New dynasty avatar accessory: The Funnel Hat makes you look super serious
- New sandbox map: St. Dimpna
- New music track



In The News Continued

Play match-3 with a healthy twist

Halfbrick is proud to announce Yes Chef, the studio's first foray into the world of puzzle games with a healthy take on classic match-3 gameplay. This is all about celebrating a love of games and real food, releasing on the App Store for iPhone, iPad and iPod touch, along with Google Play and Amazon Appstore on October 9th.

Developed by CitrusJoy and published by Halfbrick, Yes Chef tells the story of Cherry, a young apprentice, and Chef Pierre, who guides her in the culinary arts. The game features 100 levels at launch, which include a variety of unique matching challenges using yummy ingredients. Customers require dishes with certain flavors, frozen food needs to be broken out from ice cubes, and delicious cakes need unboxing for immediate consumption!

To help along the way, players can use power-ups including hammers, magic bottles, bombs and shuffles to complete objectives with lightning speed, racking up huge high scores and dominating the leaderboards.

Halfbrick does not brand its published games under a separate category or sub-label. Each game is carefully selected to become an official member of the Halfbrick portfolio, and Yes Chef boasts a level of polish and quality that makes it one of the few choice games to be published this year.

Currently in soft launch across Australia and Canada, Yes Chef has proved extremely popular with players and Halfbrick is gearing up for a huge worldwide launch on October 9th.



ASTRO A38 Active Noise Cancelling Wireless Headset Releases

Skullcandy, Inc. and its division ASTRO Gaming, creators of premium video gaming equipment, today announced the release of the highly anticipated ASTRO A38 Active Noise Cancelling Wireless Headset. Combining cutting-edge active noise cancellation via both speakers and mic, low-latency Bluetooth™ 3.0 connectivity and AAC super wide band high-fidelity playback, the ASTRO A38 delivers the goods for gamers on the go. The ASTRO A38 Active Noise Cancelling Wireless Headset is now available online and through select retailers for an MSRP of \$230.

“The ASTRO A38 Active Noise Cancelling Wireless Headset represents the culmination of ASTRO Gaming’s efforts to provide tech savvy consumers with a premium audio solution for their growing mobile gaming and communication needs,” said Aron Drayer, VP of Marketing, ASTRO Gaming/Skullcandy Gaming. “The ASTRO A38 delivers as one of the most technologically advanced and aurally pleasing headsets we’ve ever developed -- maintaining the signature ASTRO Audio, comfort and build quality users have come to

In The News Continued

expect from the ASTRO Gaming brand.”

Demonstrating its commitment to delivering the highest quality mobile headset on the planet, ASTRO engaged in an extensive and unprecedented hardware beta with its fans allowing them to help hone and craft the final version of the product. The result of this collaboration is today’s ASTRO A38 Active Noise Cancelling Wireless Headset, which is as comfortable answering a phone on the Metro, watching streaming entertainment at the coffee shop, delivering high quality audio and eliminating uncomfortable noise on a long flight, or, more importantly, fragging in your favorite tablet-based shooter.

The ASTRO A38 combines APTX low latency Bluetooth, AAC high-fidelity Bluetooth playback with state-of-the-art Active Noise Cancelling technologies to deliver the ultimate in wireless mobility and functionality. The headset can easily connect to any Bluetooth enabled device and drown out the world with Active Noise Cancelling speakers. For mobile phone use, the built-in microphone also utilizes Active Noise Cancelling technology to provide the freedom of communicating clearly and effectively in even the most challenging locations, such as a commuter train, concert or sporting event. Additionally, with more than 20 hours of battery life, the ASTRO A38 can outlast just about any activity thrown its way -- making it the perfect travel headset, office headset, commute headset, mobile gaming headset -- the you name it headset.



Check Out Planet 316

The developers who brought you Charlie Church Mouse, King Solomon’s Word Games, and Bible Quest: Journey Through Genesis have a new digital publishing initiative - Planet 316.

Their mission is to make the name of our Lord and Savior, Jesus Christ, known to a lost world through relevant, high quality media.

Planet 316 will be re-releasing the following games on PC and Mac:

- Bible Gems: Journey Through Genesis - originally titled Bible Quest: Journey Through Genesis
- King Solomon’s Word Challenge - originally titled King Solomon’s Word Games
- Super Bible Trivia - originally titled King Solomon’s Bible Trivia
- Charlie Church Mouse 3D Bible Adventures
- ALL three Classic Charlie Church Mouse games

Plus! Mobile versions are being developed! Now there will be something for everyone in the family to enjoy . . . even when you are on the go . . . no matter where you are!

Watch for mobile games, computer games, and videos infused with faith and family values, as Planet 316 launched on October 15th.

Sonic Boom TV Series Joins Cartoon Network Saturday Morning Line-Up

In the midst of Sonic Boom, the biggest Sonic the Hedgehog fan event of the year, SEGA® took to the stage to announce that the iconic blue blur will race to Cartoon Network for the premiere of the Sonic Boom animated series on November 8, 2014. The action-packed comedy series, and the first CG-animated TV series for the franchise, is a key pillar of the multiplatform Sonic Boom initiative, the newest branch of the Sonic the Hedgehog universe that includes upcoming video games for the Wii U and Nintendo 3DS platforms as well as a robust merchandise line anchored by master toy partner TOMY. The brand-new series includes eleven-minute episodes co-produced by SEGA® of America Inc. and OuiDO! Productions. The series premiere in the U.S. will be followed by debuts in France on Canal J on November 19th and on Gulli in spring 2015. The Middle East will launch spring 2015 with other territories to follow in fall 2015.

Sonic Boom provides an exciting mix of comedy and action, with each episode beginning with a small character-driven storyline that explodes into an epic tale of protecting the world, battling robot enemies, and more. The series focuses on Sonic and his friends Tails, Knuckles, Amy and newcomer Sticks, their never-ending search for adventure, and their battles with Sonic's arch-nemesis, Dr. Eggman. The team's adventures will bring them to locations both familiar and new as they explore and protect an all new Sonic universe!

"This is a new chapter in the Sonic story, and we are thrilled to debut Sonic Boom on Cartoon Network as part of the channel's esteemed Saturday morning line-up," said Hiroyuki Miyazaki, Chief Content Officer for the Sonic Brand, SEGA



of America. "This project has been a collaborative and extensive effort between SEGA of America and OuiDO! Productions, and we cannot wait to speed ahead to November when a new generation of children will embark on the latest adventures with Sonic, Tails, Knuckles, Amy and Sticks...and the evil Dr. Eggman."

Executive producers on the Sonic Boom TV series are Evan Baily, Donna Friedman Meir and Jane McGregor on behalf of SEGA, and Sandrine Nguyen and Boris Hertzog from OuiDO!. Bill Freiburger is Co-Executive Producer. Other partners involved in the TV series include Lagardère Entertainment Rights for distribution for TV and Video and Lagardère Active TV Licensing & New Business for licensing and merchandise in France.

Sonic the Hedgehog first appeared as a videogame character in June 1991 and instantly became an icon for a generation of gamers. Defined by his super-fast speed and cool attitude, in the years since he first raced on to videogame consoles Sonic has become a true global phenomenon with over 140 million videogames sold or downloaded worldwide across consoles, PC's, mobile phones and tablets. SEGA's iconic blue blur has also gone on to enjoy incredible success in many licensed areas, such as toys, apparel, comics and animation.

Image & Form and Zoink join forces

Göthenburg-based game studios Image & Form and Zoink have announced that they will make a joint effort around self-publishing. While the development side of things will continue separately as before, Image & Form's successful self-publishing team will take care of PR/marketing/publishing for both studios.

Zoink's CEO Klaus Lyngelid is very positive. "Zoink has created many successful IPs and creative games for others, but we've always worked through other publishers. Now it's time to take ownership of our coming titles and sell directly to our customers. The collaboration with Image & Form means we can lift the studio to new levels."

"But naturally we want to focus on our own ideas, and now we can focus on them. My vision for Zoink has always been to create an incredibly creative studio," says Klaus Lyngelid.

One of the key people behind the joint effort is the CEO of Image & Form, Brjann Sigurgeirsson. With the worldwide multi-platform indie hit SteamWorld Dig, Image & Form has established itself as a self-publishing game studio. "We've been virtually unknown to the game audience, but now we've been able to develop and market bigger, deeper games. I look forward to working with Zoink and push their wonderful games as well. Together, we'll be a real powerhouse - two great studios with separate visions and common goals."

This setup - a joint publishing effort by two or more studios - has been tried before, most notably by Gathering of Developers around the turn of the century. "By keeping it local and small, we won't have to become a publisher that spreads too thin," Brjann Sigurgeirsson muses. "We'll have time and resources to focus on every release from both studios."

New Content Added to Brave Tribe

G5 Entertainment and Taploft are thrilled to release the 1.4 update of Brave Tribe: Village and Farm Building and Management on iOS today. This repeat pay to play simulator has just got lots of new content, improvement and, to greatest gamers' delight, fantastic bonuses for daily checking in to the game.

Now playing Brave Tribe daily is more tempting than ever since you'll be rewarded for your loyalty. Special bonuses are awaiting you - the longer the string of days, the better the prize! Complete 50 fresh quests, construct a new building - a stable, compile a new collection to get essentials for your construction and make your Celtic settlement a thriving place to live. Download Brave Tribe: Village and Farm Building and Management 1.4 for FREE from the App Store.

What's New in Version 1.4:

A stirring update to your favorite tribe-saving, crop-growing, village-building game is here!

50 EXCITING NEW QUESTS - Complete them all to make your tribe the strongest it can be!

DAILY CHECK-IN REWARDS - Earn great bonuses for checking in daily, including a new building and a new collection! The longer the string of days, the better the prize!

IMPROVEMENTS AND FIXES - Better, faster gameplay will leave you wanting more and more!

About the game:

Set in a bright green world, Brave Tribe, invites you to an amusing country where players cultivate crops, build workshops and houses, remove trees, rocks and grass, and occasionally battle against Roman spies...



State of Gaming



REVIEWS

It is official, the Playstation 4 is leaving the Wii U and the Xbox One behind in terms of sales. Even though there is very little for families on the Playstation 4, it is continuing to sale at a higher rate than the Wii U and Xbox One. The Wii U is in second place, but mainly due to having a year head start over the Xbox One. The Xbox One continues to catch up in terms of overall sales, and it is outselling the Wii U from week to week globally. The Xbox One could catch the Wii U in terms of overall world wide sales by years end. If not, it is expected to pass the Wii U in early 2015.

Nintendo's lifeline comes in the form of the Nintendo 3DS/ Nintendo 2DS. That hand held continues to dominate Sony's Playstation Vita. Sony may have found the right combination in the home console market, but they are still

not able to find the right formula to win on the hand held market.

At current rates and sales it is expected that the Playstation 4 will win this console generation war. In second place will be the Xbox One. In last place and most likely a dismal showing will be the Wii U. In the hand held war it will be the Nintendo 3DS followed by a abysmal showing by the Playstation Vita. It is worth mentioning that Nintendo is losing market share to iOS and Android devices that run apps.

Family Friendly Gaming has been hearing complaints about Nintendo, Microsoft and Sony in terms of discrimination against Christians. All three of these companies were contacted for a comment, and not one of them was able to provide any kind of response. Maybe they are not trained on how to use the reply button. Or

maybe their failure to respond is an admission of their guilt.

The video game industry continues to be in decline. Families that Family Friendly Gaming polled informed us they are sticking with systems they already own. The second most popular response was families are going into retro gaming. They are tired of making these greedy selfish companies even more money. The third most popular response was families are leaving video games entirely. The fourth most popular response was they are happy with apps on their phones and tablets.

The physical copy movement is another reason for the decline in the video game industry. These companies are trying to move to digital distribution which is being rejected by many consumers. Will these company executives learn in time?

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.

| | | |
|---------------------------------------|--------------|-------------|
| 3DO | Score | Page |
| The Need for Speed | 52 | 37 |
| DVD | Score | Page |
| Earth 2 The Complete Series | 52 | 36 |
| Escape From Earth | 78 | 34 |
| Stargate Infinity The Complete Series | 58 | 35 |
| Atari Lynx | Score | Page |
| Chip's Challenge | 85 | 37 |
| Nintendo DS | Score | Page |
| Major League Baseball 2K12 | 36 | 26 |
| Personal Computer | Score | Page |
| Humanitarian Helicopter | 77 | 29 |
| PS3 | Score | Page |
| Need for Speed Rivals | 58 | 30 |
| PS4 | Score | Page |
| Need for Speed Rivals | 58 | 30 |

| | | |
|-----------------------|--------------|-------------|
| PS Vita | Score | Page |
| Smart As | 75 | 27 |
| Wii U | Score | Page |
| Internal Invasion | 56 | 32 |
| Xbox | Score | Page |
| NFL Fever 2002 | 80 | 33 |
| Xbox 360 | Score | Page |
| Need for Speed Rivals | 58 | 30 |
| Xbox One | Score | Page |
| Need for Speed Rivals | 58 | 30 |



Romans 14:5-8

5 One man esteemeth one day above another; another esteemeth every day alike. Let every man be fully persuaded in his own mind.

6 He that regardeth one day, regardeth it unto the Lord; and he that regardeth not that day, to the Lord doth he not regard it. He that eateth, eateth to the Lord, for he giveth God thanks; and he that eateth not, to the Lord he eateth not and giveth God thanks.

7 For none of us liveth to himself, and no man dieth to himself.

8 For whether we live, we live unto the Lord; and whether we die, we die unto the Lord. Whether we live therefore or die, we are the Lord's.



Major League Baseball 2K12

SCORE: 36

Hand held sports video games usually get a bad wrap. I believe that is because companies do not put as much effort into them. I understand with less technology comes less features, worse graphics, and less voices. Some sports games on hand helds are complete disappointments. Take Major League Baseball 2K12 on the Nintendo DS. Batting is sketchy, pitching is impossible, and the overall presentation feels like an 8-bit video game.

Sony made a half way decent baseball game on the Playstation Portable. They made a very impressive one on the Playstation Vita. So 2K



Sports has no real excuse for such a sloppy and shoddy hand held sports game. The modes in Major League Baseball 2K12 are Play Ball, Season, Post Season, Tutorial, Baseball Cards (unlockables), and Credits.

The one cool aspect in Major League Baseball 2K12 is the mini

game that comes up when you are close to a base, and the throw is close as well. Like the rest of Major League Baseball 2K12 it is



generally unplayable. I found Major League Baseball 2K12 on clearance. If you find it, please leave it. Major League Baseball 2K12 is one of the worst video games of all time.
-Frank

Publisher: 2K Sports
Developer: Virtuos
System: Nintendo DS
Rating: 'E' - Everyone

Graphics: 40%
Sound: 60%
Replay: 10%
Gameplay: 20%
Family Friendly Factor: 50%



Smart As

SCORE: 75



hand held. The graphics are alive with color. Areas can be a bit on the bland side in terms of population of items.

The sounds and music are okay in Smart As. The few brain games are generally fun.

The downside to Smart As is it tries to turn people into braggarts. The game wants you to connect with others on Facebook, and Twitter. Then brag about your scores, and try to make them feel bad.

Talk about making the world a worse place Sony. Most of the mini games in Smart As grade you on speed. Which is a bummer when the game does not recognize



your 'A' or 'R' hand drawn letters. Other mini games require you stare at the game only for a few seconds. If something in the real world distracts you, well then you fail that mini game. There could more mini games, and better grading in Smart As.

I was able to purchase Smart As for a nice low price online. I am not out a lot of money. All in all Smart As is a decent brain game that shows all kinds of potential. Smart As could have been great if a few improvement had been implemented. Hopefully that will happen in a sequel. And Sony will go away from the social element. - Paul



Publisher: Sony Computer Entertainment
Developer: XDev Studios Europe, Climax Studios
System: PS Vita
Rating: 'E' - Everyone
{Mild Cartoon Violence}

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





FROM THE CREATORS OF
FIREPROOF
COURAGEOUS
 HONOR BEGINS AT HOME

Four men, one calling: To serve and protect. When tragedy strikes home, these men are left wrestling with their hopes, their fears, their faith, and their fathering. Protecting the streets is second nature. Raising their children in a God-honoring way? That's courageous.

"But as for me and my household, we will serve the Lord." Joshua 24:15

COURAGEOUSTHEMOVIE.COM

facebook.
 courageousmovie

twitter
 @courageousmovie

ADVERTISEMENT



Humanitarian Helicopter

SCORE: 77



Due to FCC regulations I am required to disclose Family Friendly Gaming was provided payment to review this game. There is a link to the companies website at the bottom of this page. What kind of game is Humanitarian Helicopter? It is a 2D rescue game. There are fifty levels where people were trapped due to earthquakes. Players must fly their helicopter around the level collecting the people. Then take them to a safe house where they can be unloaded.

Graphically Humanitarian Helicopter is okay. I can tell what the different items

are in this game. They are generally small, and lacking in detail. You can look at screens on the companies website to tell what I am talking about. There are also hard borders on the edges of the screens which will show graphical glitches on things like clouds.

The music in Humanitarian Helicopter is neat. I enjoyed listening to it while working my way through the levels. There is a demo on the companies website as well. So if you want to try Humanitarian Helicopter before you buy it - you can. The \$12.50 price is okay for all the different levels and modes. I could see this game porting over to Android, iOS, Windows Phone, and OUYA one of these days. In fact Humanitarian Helicopter could



probably also port over to the Wii U. There are worse indie games on that home console.

Humanitarian Helicopter controls with the arrow keys. It is really easy to move around the levels. Avoid things like bears and birds. They will damage you. Humanitarian Helicopter is set up so casual gamers can enjoy themselves. No timer in Humanitarian Helicopter, and that means take your time. The level designs exhibit an intelligent designer. Humanitarian Helicopter is a good start that Peaceful Games can build upon. - John



Publisher: Peaceful Games
 Developer: Cezary Zaremba
 System: Personal Computer
 Rating: 'NR' - Not Rated

Graphics: 60%
 Sound: 80%
 Replay: 75%
 Gameplay: 80%
 Family Friendly Factor: 90%





Need for Speed Rivals



SCORE: 58

Need for Speed Rivals talks a good talk about letting players take on the role of the police or criminals. Problem is I do not feel much like an officer when playing



the police in Need for Speed Rivals. Probably because we have to smash, bash, and crash into the criminal cars until their life bars are gone.

In the beginning of Need for Speed Rivals players have to train in both the police and the criminals. The criminals race one another when they come across one another. At the same time they also have to avoid the police who are chasing them. Something about resisting arrest feels wrong to me. The amount of damage to public property also feels really wrong to me.

The police are not punished in Need for Speed Rivals for causing damage to cars,

innocent bystanders and more. Some of the accidents I caused in Need for Speed Rivals would cost people their lives. This home console video game did not punish me once for all of the death and damage I created.

Need for Speed Rivals has some nasty, rude, and mean comments and attitudes in Need for Speed Rivals. The



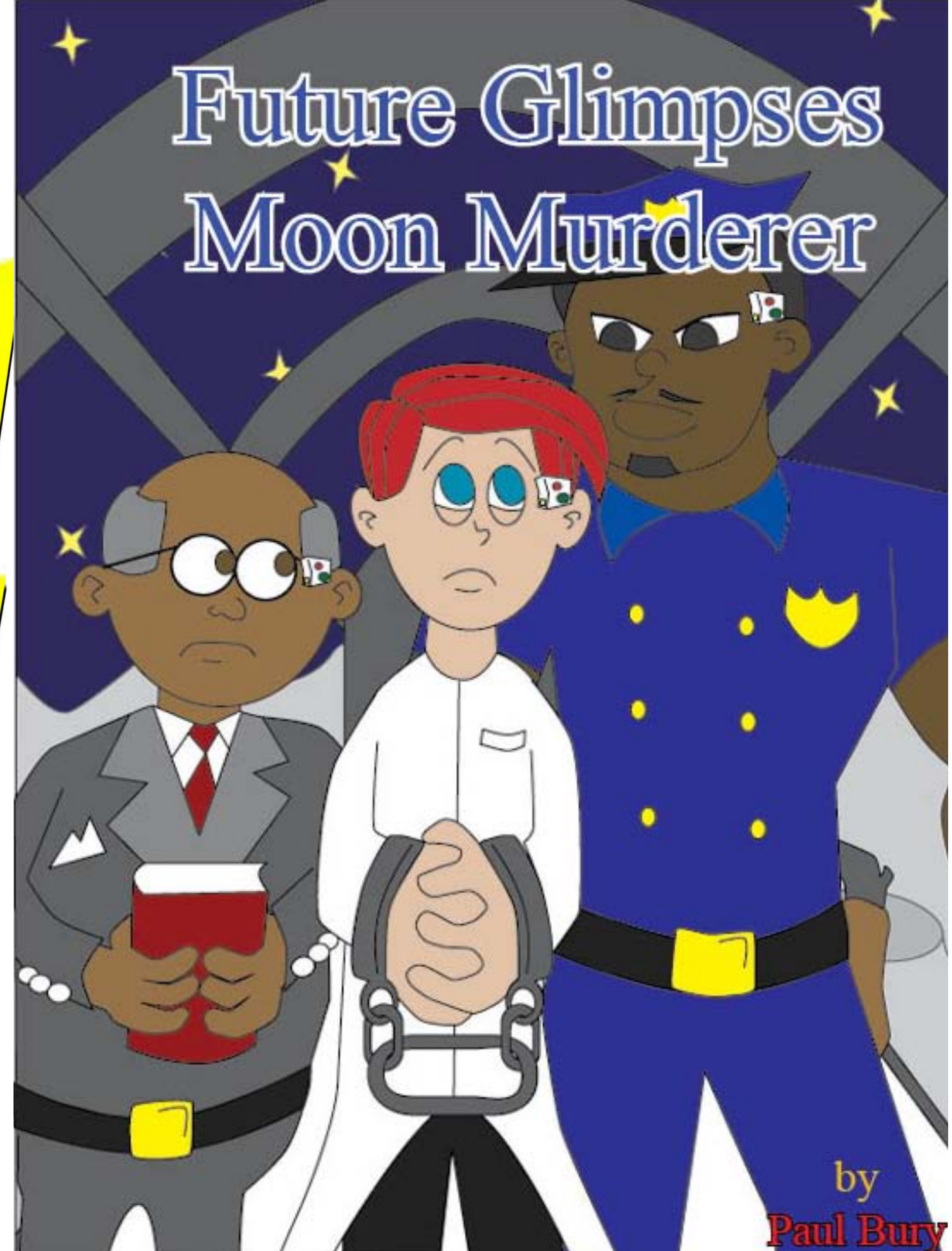
racetrack area in Need for Speed Rivals is on the small side. It was one of the first games on the next generation. The graphics in Need for Speed Rivals look nice. The damage in Need for Speed Rivals looks realistic.

I noticed two important things about Need for Speed Rivals. First this is one difficult video game. Second this game pushes for online game play. I hate how EA games are always wanting me to create an account and log in. I also hate the whole push to play online with others. I like to play games with others locally, and not online. The cost of bandwidth and Internet is crazy. I am not paying all that extra money to be treated rudely by others online.

Need for Speed Rivals did not impress me. Hopefully other next gen racing games will be better. Pass on Need for Speed Rivals.
- Frank

Publisher: EA
Developer: Ghost Games
System: PS3/PS4/Xbox 360/Xbox One
Rating: 'E10+' - Everyone 10+ (Mild Violence)

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



BUY IT RIGHT NOW HERE



Internal Invasion

SCORE: 56



NFL Fever 2002

SCORE: 80



A massive thank you goes out to the member of Family Friendly Gaming Nation who sent in money so Family Friendly Gaming could review this downloadable only video game on the Wii U. Internal Invasion is a cannon launcher game. Internal Invasion is like Angry Birds without the destruction. Families launch from one cannon to another collecting pills. The goal is to find the way out of that level.

Internal Invasion is tough. Casual gamers are going to struggle in the fifty levels. Since there are so few levels - that is probably why the difficulty level is up there. With a little perseverance you should be able to beat most levels. Boss levels are more challenging. Trying to avoid



them as they move toward you quickly will test your reflexes and resolve.

Graphically Internal Invasion is pretty sub par for the Wii U. We are inside a body seeing things like bones, and blood. The ESRB could not find words to describe those in the English dictionary. If you know anything of human



anatomy you will know the placement of things like bones in Internal Invasion is not accurate.

The music in Internal Invasion is okay. It did not thrill the WMG, and it was not headache inducing. It compliments this game, and the frustration it can create.

Collecting those pills is very important in Internal Invasion. Why? They can allow you a few seconds away from cannon launchers. When you miss you start to lose your blue bar - which the pills fill up. Players can pull their robotic character toward a cannon if they are quick enough and have a large enough blue bar.

Internal Invasion looks and feels like an app that belongs on Android and/or iOS. Maybe it will port from the Wii U to the others. - WMG

I was digging through some old documents and saw a reference to the NFL Fever franchise. So I went out and purchased NFL Fever 2002, NFL Fever 2003, and NFL Fever 2004 for ten dollars. That included shipping. It is a shame that Microsoft gets no money from that purchase, and won't from anyone who buys this football game thanks to this review. If they had provided Family Friendly Gaming a copy of the game when it was launched they could have made money.

This original Xbox game impresses me on multiple levels. The graphics look



great, many of the comments are great, and the various options are awesome. This is one packed, full, fantastic football game.

I have two issues with NFL Fever 2002. The first is the horrendous music that plays at the intro. Those rappers are known for being profane, rude, ugly, mean, nasty, and hate filled. I did not appreciate their music. The second is the enticement to lust in the intro and how the cheerleaders gyrate on the sidelines in the games. Was that necessary? Couldn't the ESRB find a word to describe it?

There is one other irritating thing in FL Fever 2002. Between plays there is this drum sound (Which can be turned off in the settings). That sound annoyed



me greatly. I did not mind the Seahawk sound after making a good play. Yes I played the Seattle Seahawks. I hope to have a video of them in the Super Bowl in this game by the time this review goes online.

The presentation in FL Fever 2002 is fantastic. I love how the kick offs are shown. I love the various play selection, as well as the recommended plays. There are nuances in FL Fever 2002 like poor plays being picked. Announcers would make comments that did not always fit the situation. All in all this is a wonderful football game from the past.

- Paul

Publisher: Bear Box Media
Developer: Andy Ford
System: Wii U
Rating: 'E' - Everyone

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



Publisher: Microsoft Game Studios
Developer: Microsoft Game Studios
System: Xbox
Rating: 'E' - Everyone

Graphics: 75%
Sound: 65%
Replay: 95%
Gameplay: 90%
Family Friendly Factor: 75%





Escape from Planet Earth

SCORE: 78



Stargate Infinity The Complete Series

SCORE: 58



Escape from Earth is a movie we purchased some months ago. Finally was able to work it into our monthly rotation. This animated



movie is all about aliens who come to earth. One interesting aspect about Escape from Earth is humans are shown as mean, nasty, hateful, violent, and evil. The illegal aliens are shown as intelligent, kind, caring, helpful, considerate, and exploited. I am not sure if Escape from Earth is trying to make a modern day political statement with that or not.

Family is an important theme in Escape from Earth. Family helps one another out in Escape from Earth. They even take illegal trips to the forbidden planet (aka Earth). Family goes to great lengths in Escape from Earth to save one

another. It is very touching.

There is danger, and action adventure violence in Escape from Earth. A few explosions, and some neat science fiction technology. I liked the animation style and scope in Escape from Earth. Even though many of the characters in Escape from Earth are



extremely strange.

Escape from Earth contains plenty of humor. A few insults, and some rude things are said. The kids favorite line from Escape from Earth is: "Scorch Me Baby." I laughed at multiple comments and scenes in Escape from Earth. I was also irritated at a few others. Certain characters lie and deceive other characters in Escape from Earth. Adults will see some of it coming.

All in all I found Escape from Earth to be an enjoyable movie for families. There are aspects in Escape from Earth that are bad. There are many more good parts though. Especially some of the funny parts. Certain characters really make Escape from Earth what it eventually ends up being. I hope to see a sequel to Escape from Earth in the near future. This fantasy animated universe has potential.

- Paul



Publisher: Anchor Bay Entertainment
Developer: The Weinstein Company
System: DVD
Rating: 'PG' - Parental Guidance Suggested {For Action and Some Mild Rude Humor}

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

I don't remember when I purchased Stargate Infinity The Complete Series on DVD. It was definitely some years ago. It took me a long time to watch the entire series. Then to find time to sit down and watch the entire twenty-six episodes around the time for a review. Major Gus Bonner is set up by a shape shifting alien at Stargate Command. So he flees with some cadets and an egg.

Stargate Infinity The Complete Series goes off track with the rest of Stargate in some many ways. First off this strange looking alien Draga is routinely referred to as an ancient. Which we know from other Stargate shows is not



accurate. Then there is how Stargate is handled - not like the live action shows.

There is plenty of violence, and fighting in Stargate Infinity The Complete Series. Characters use a variety of science fiction weapons

to attack one another. Sort of like GI Joe, the violence becomes laughable. Why? Because these allegedly trained military warriors can never seem to hit the side of a barn.

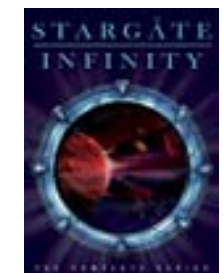
A variety of lessons are taught in Stargate Infinity The Complete Series. I noticed every single time they were presenting the political lefts view of things. I did not find one Christian or conservative lesson being taught in Stargate Infinity The Complete Series. It is a shame Stargate Infinity The Complete Series had such



a lack of diversity. One of the lessons I found most annoying was the lack of forgiving others.

The team in Stargate Infinity The Complete Series are constantly on the run from the Tlak'kahn. I am baffled that Stargate Command never goes after them. There is no investigation or discipline in Stargate Infinity The Complete Series. Even though the running team has the answer they do not try to present it to Stargate Command until the last episode. Then they just run away again.

- Paul



Publisher: Shout Factory
Developer: MGM Television
System: DVD
Rating: 'G' - General Audiences

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



Earth 2 The Complete Series

SCORE: 52



The Need for Speed

SCORE: 52

Chip's Challenge

SCORE: 85

Want to know how much we give to Family Friendly Gaming? I was thinking about things I would want for my birthday. Every single item I came up with was something we have not reviewed at Family Friendly Gaming. I always keep that in mind. I am thinking about what might be interesting to add to our mountain of reviews. Earth 2 The Complete Series ran across my searches, and it was perfect.



mother earth religion. Sometimes referred to as the Gaia religious belief set. It also goes out of its way to attack the male characters. It is amazing how horrible all the male characters are, and how amazing all the female characters are. Definitely written to demean, and

lower men. Plenty of tree hugger mentality in Earth 2 The Complete Series. As well as a lack of discipline for mistakes, poor parenting, single parents, and plenty of the idolatry of political correctness.

Earth 2 The Complete Series presents the extreme political lefts view on the planet. See in Earth 2 The Complete Series humans have completely destroyed the earth, and have to live on space stations. Illness kills kids from living their entire lives in space. So they are off to this planet to colonize. Except there are already inhabitants living in harmony with the planet.

the female characters are. Definitely written to demean, and

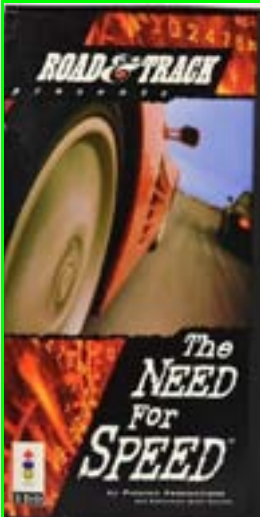


Earth 2 The Complete Series has blood, violence, deceit, lies, bad language, and plenty of bad decisions. The last two episodes are out of sync with the timeline of the show. There is a decent amount of bonus content included.

- Paul

The 3DO is a footnote in video game history. I offered to play The Need For Speed for this retro review. I got to see where this franchise came from. In my opinion The Need For Speed is a lot like the Outrun video games. The biggest difference is The Need For Speed has you race another car cross country. The second biggest difference is The Need For Speed has police officers that will pull you over and write you a ticket. Unless you resists arrest and get caught.

I do not like the running away from the police in The Need For Speed on the 3DO. It makes me think of kids resisting arrest and getting shot. Then people lose their minds and go crazy about the police enforcing the laws. When you obey the law you are not getting shot by the police. Some people think they



should be given special preferential treatment.

The Need For Speed teaches bad lessons. It teaches us to speed, be selfish and rude on the road, and to not accept responsibility for our mistakes. The graphics of The Need For Speed did not impress me, nor did the eight different vehicles. Skip this retro game. - Frank

Family Friendly Gaming continues its retro review exploration of the Atari Lynx. Chip's Challenge was a fantastic puzzle game with 144 levels. The graphics in Chip's Challenge on the Atari Lynx are okay at best. I could tell generally what things were on this hand held video game. They are not very detailed though.

The music in Chip's Challenge is a completely different story. Man the music in Chip's Challenge is wonderful. I loved listening to it while playing through this little cartridge. The puzzle action in Chip's Challenge is fantastic. There are question marks that will explain game play concepts when you stand over them. I appreciate games that provide that without forcing it upon us.

After you complete a level in Chip's Challenge there are passwords. That password will allow you to start where you last left off. You just need to write them down. Of course with the Internet you can find passwords to jump ahead. I would only encourage that if you find yourself stuck in this hand held video game.

I am so glad that I purchased Chip's Challenge on the Atari Lynx all of those years ago. It is one of the good retro games.

- Paul



Publisher: Universal
Developer: Amblin Entertainment
System: DVD
Rating: 'NR' - Not Rated

Graphics: 50%
Sound: 60%
Replay: 70%
Gameplay: 35%
Family Friendly Factor: 45%



Publisher: Electronic Arts
Developer: Pioneer Productions
System: 3DO
Rating: 'NR' - Not Rated

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

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

Graphics: 70%
Sound: 90%
Replay: 95%
Gameplay: 90%
Family Friendly Factor: 80%

SPORTS



Product: Need For Speed Rivals Complete Edition
Company: EA Sports
System: PS4/Xbox One/PS3/Xbox 360/PC
Release Date: October 2, 2014
Rating: 'E10+' – Everyone 10+



Product: Need For Speed Rivals Complete Edition
Company: EA Sports
System: PS4/Xbox One/PS3/Xbox 360/PC
Release Date: October 2, 2014
Rating: 'E10+' – Everyone 10+



CONTENTS

| Product Name | Page(s) |
|----------------------------------|---------|
| Lego Batman 3 Beyond Gotham | 43 - 47 |
| Hatsune Miku- Project DIVA F 2nd | 48 - 51 |
| Might & Magic Heroes VII | 52 - 55 |
| Tulpa | 56 - 59 |
| Final Fantasy XV | 60 - 61 |
| Final Fantasy Type-0 | 62 - 63 |
| Sonic Boom | 64 - 65 |





DEVELOPING GAMES



Product: Lego Batman 3 Beyond Gotham
Company: WB Games
System: PS3/PS4/Wii U/Xbox 360/Xbox One/PC
Release Date: November 11, 2014
Rating: 'RP' - Rating Pending



Product: Lego Batman 3 Beyond Gotham
 Company: WB Games
 System: PS3/PS4/Wii U/Xbox 360/
 Xbox One/PC
 Release Date: November 11, 2014
 Rating: 'RP' - Rating Pending



Product: Hatsune Miku- Project DIVA
F 2nd
Company: Sega
System: PS Viita
Release Date: November 18, 2014
Rating: 'RP' - Rating Pending



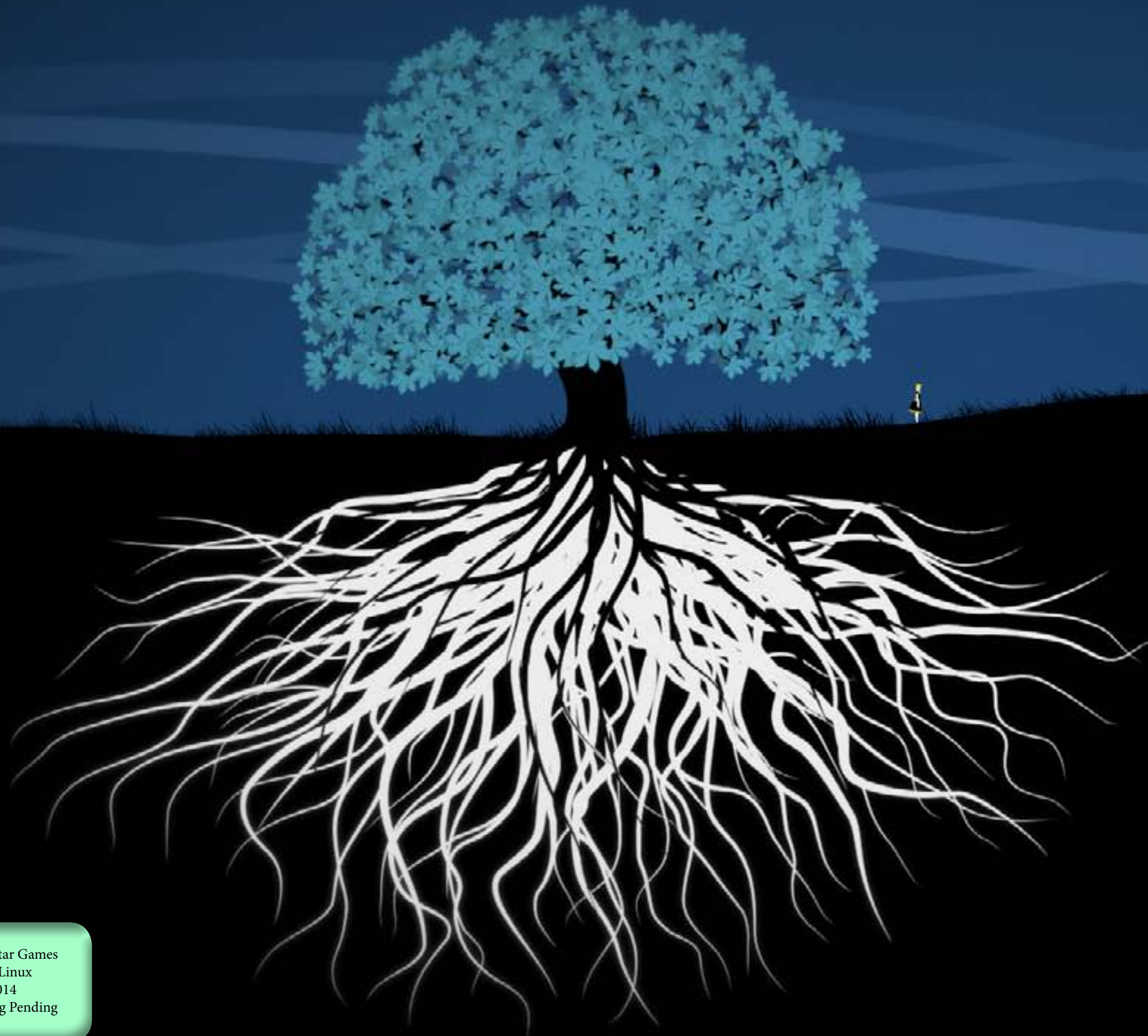
Product: Hatsune Miku- Project DIVA
F 2nd
Company: Sega
System: PS Viita
Release Date: November 18, 2014
Rating: 'RP' - Rating Pending



Product: Might & Magic Heroes VII
Company: Ubisoft
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Might & Magic Heroes VII
Company: Ubisoft
System: Personal Computer
Release Date: TBA
Rating: 'RP' - Rating Pending



Product: Tulpa
 Company: Rising Star Games
 System: PC/MAC/Linux
 Release Date: Q4 2014
 Rating: 'RP' - Rating Pending



Product: Tulpa
Company: Rising Star Games
System: PC/MAC/Linux
Release Date: Q4 2014
Rating: 'RP' - Rating Pending

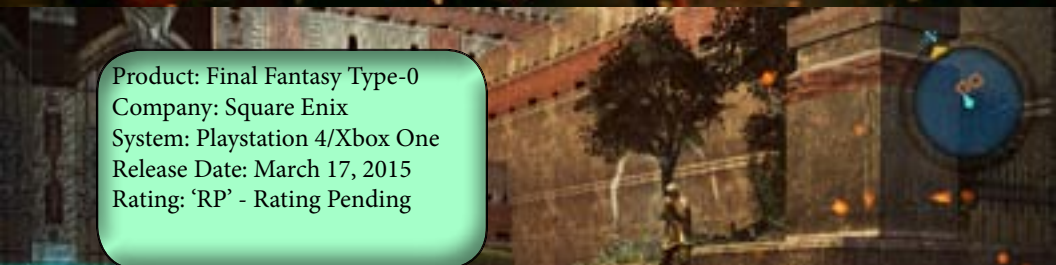


Product: Final Fantasy XV
 Company: Square Enix
 System: Playstation 4/Xbox One
 Release Date: TBA
 Rating: 'RP' - Rating Pending

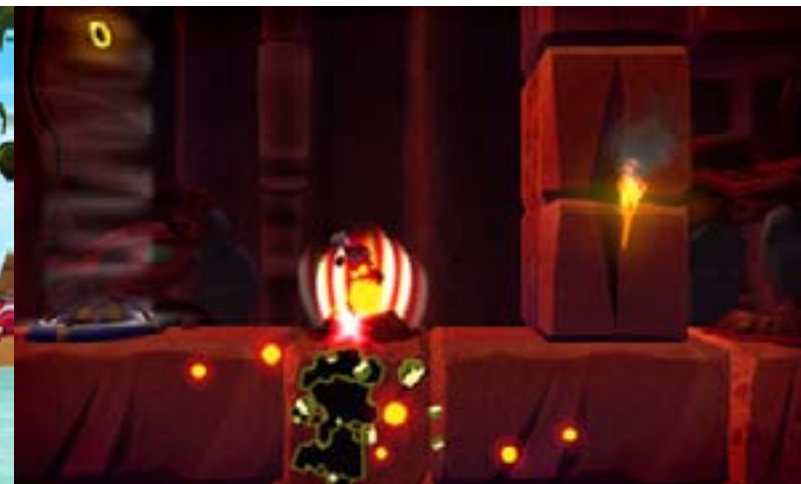




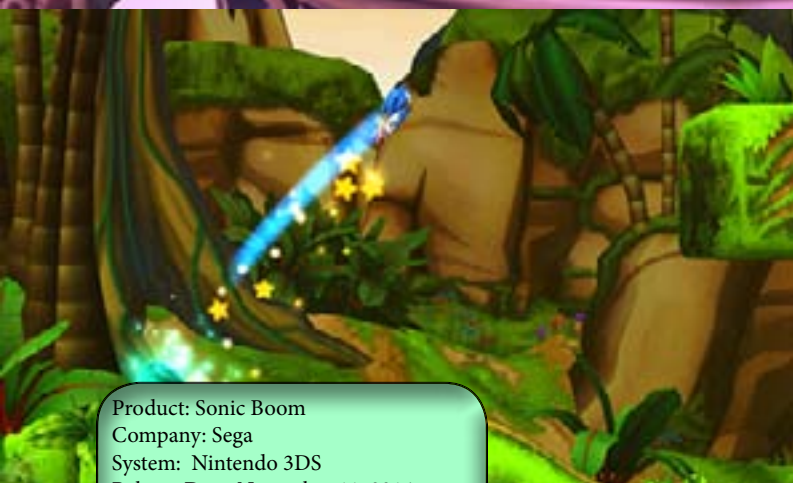
DEVELOPING GAMES



Product: Final Fantasy Type-0
Company: Square Enix
System: Playstation 4/Xbox One
Release Date: March 17, 2015
Rating: 'RP' - Rating Pending



DEVELOPING GAMES



Product: Sonic Boom
Company: Sega
System: Nintendo 3DS
Release Date: November 11, 2014
Rating: 'RP' - Rating Pending



| Product Name | Page(s) |
|----------------------------------|---------|
| Hyrule Warriors | 67 - 69 |
| Ar Nosurge Ode to an Unborn Star | 70 - 71 |
| Just Dance 2015 | 72 - 73 |
| 1849 Nevada | 74 - 75 |
| Tappingo 2 | 76 - 77 |

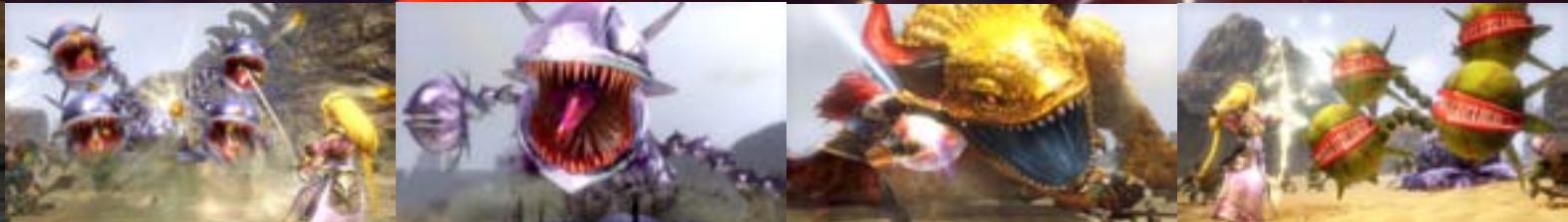
Train to San Francisco.
Runs every 47 days. Next arrival in 3 days.

| | | |
|--------------------|--|---------------------------|
| Selling resources: | 15 gold 15 gold 50 cheese | Sales income: \$ 2650 |
| Buying resources: | 10 quicksilver 10 quicksilver 10 steel cable | Purchase cost: \$ -900 |

These are recurring orders, they will be filled every 47 days, until cleared.

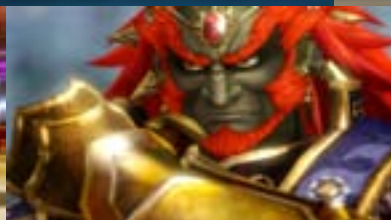
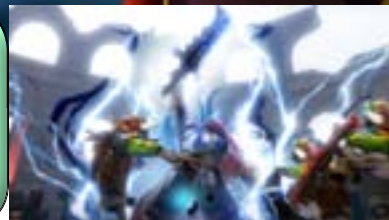
CLEAR ALL CLOSE

May 10 1852





Product: Hyrule Warriors
Company: Nintendo
System: Wii U
Release Date: September 26, 2014
Rating: 'T' - Teen
{Fantasy Violence}





Product: Ar Nosurge Ode to an Unborn Star
 Company: Tecmo Koei
 System: Playstation 3
 Release Date: September 23, 2014
 Rating: 'T' - Teen {Alcohol and Tobacco Reference, Fantasy Violence, Language, Partial Nudity, Suggestive Themes}







Train Schedule

The following freight trains are available:

| Destination | Next Arrival | |
|---------------|--------------|---------|
| San Francisco | in 48 days ? | Message |
| Washoe City | in 11 days ? | Message |
| Sacramento | in 36 days ? | Message |

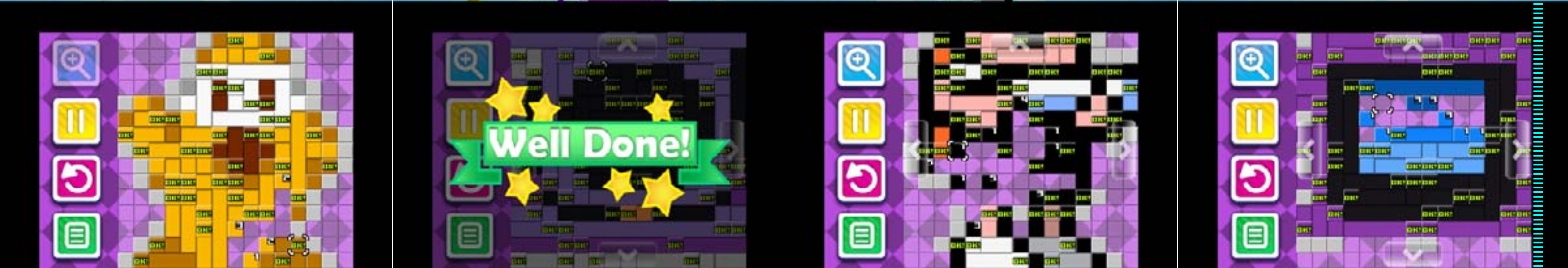
Train to San Francisco
Runs every 53 days

You're buying:
100 fabric
10 steel cable
40 furniture

You're selling:
20 gold
30 silver
20 quicksilver

Product: 1849 Nevada
Company: SomaSim
System: Personal Computer
Release Date: Out Now
Rating: 'RP' - Rating Pending





Product: Tappingo 2
 Company: Goodbye Galaxy Games
 System: Nintendo 3DS
 Release Date:: Out Now
 Rating: 'E' - Everyone



Last Minute

Tidbits

CONTENTS

Product Name

Page(s)

Farming Simulator 15
Monster Hunter 4 Ultimate
Cities Skylines
Ori and the Blind Forest
Rive
Harvest Moon The Lost Valley

79 - 81
82 - 83
84 - 85
86 - 87
88 - 89
90 - 91





Product: Farming Simulator 15
Company: Focus Home Interactive
System: PC/MAC/PS3/Xbox 360/PS4/
Xbox One
Release Date: October 2014 - PC/MAC
2015 - PS3/PS4/Xbox 360/Xbox One
Rating: 'E' - Everyone





Product: Cities Skylines
 Company: Paradox Interactive
 System: Personal Computer
 Release Date: 2015
 Rating: 'RP' - Rating Pending



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



025100



max kamikaze

019000
6000 x6



max kamikaze

Last Minute Tidbits



018500
1400 x4
DOUBLE KILL!
+200

Product: Rive
Company: Two Tribes
System: PC/Consoles
Release Date: TBA
Rating: 'RP' - Rating Pending

DANGER!
Exposed to Excessive Heat!



024500

+200

max kamikaze



VIDEO GAME LIES



by
Paul Bury

Version 2

BUY IT NOW RIGHT HERE