

FAMILY FRIENDLY GAMING

The VOICE of
the FAMILY in
GAMING

ISSUE #89

December 2014

Kingdom Hearts,
Dragon Ball Z, Mo-
toGP 14, Rocksmith
2014 Edition, and
more!!

Shelter 2 will let you
take care of your little
ones. Are you able
to keep them alive?

NBA Inside Drive
2002 slam dunks
Ben 10 Omniverse
in Crazy Taxi City
Rush!



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STAFF:

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

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

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EDITOR'S DESK

FEMALE SIDE

Cowards, Liars, and Thin Skinned

Every so often I write an Editor's Desk on an important issue. This month it is dealing with many of these companies and their PR firms. There are three ways I describe the interactions we have with too many of these companies and PR firms. It is cowards, liars, and thin skinned. I will go into depth on these three things with real world examples. Are you ready for a peek behind the curtain?

I am amazed at how cowardly many of these video game companies and PR firms are. In what ways? They never want to say no, even when that is the answer they have to provide. I am currently checking back with Assembly Inc - Microsoft's PR firm over twenty times on the same question. No one is capable of providing an answer. Instead they ignore the questions, and check backs. They have no replied in months. Was there an incident? Yes there was. Which will be brought up in the third issue - thin skinned. The same problem has happened at other companies. Golin Harris the PR firm for Nintendo is also guilty of this from time to time. Sony has been guilty of this, and they have internal employees. Sony's PR employees like to ignore emails for a few weeks to a month, and then respond with: "We are all out of reviewable copies now." Were you a month ago when we first asked? Is there a lack of training in how to use the reply button? If you don't want Family Friendly Gaming to review something, just say so. Stop stringing us along, and expecting us to pay for coverage that costs way more than your product. Just so you can make a few more sales. They really are that self-centered, self-absorbed, and greedy.

PR firms and video game companies lie to us all the time. It is sad that ninety percent of what they say is suspect. I catch them in lies too. One PR employee tells me there is no reviewable copies for a game. I check with someone else and find out there are reviewable copies just sitting there. The second person happily sends us a reviewable copy. So why did the first PR employee lie to me? Why are they discriminating against Family Friendly Gaming? Is it because we are Christians? Is it because we do not march lock, step, and barrel with the extreme fanatical liberal

agenda?

The final problem is the thin skinned nature of too many of these PR firms and video game companies. We would not worship at the idolatry of political correctness with Microsoft. We did not give them their way. They reacted like a toddler throwing a temper tantrum. They wanted us to censor Christmas in a press release. We refused. We are not hiding Christ like they are trying to do. So their thin skin showed right through. Nintendo is doing the same thing. We stand up for normal traditional marriage, and Nintendo is punishing us for it.

God bless,
Paul Bury



Thanksgiving to Christmas

I love the Thanksgiving to Christmas time frame of the year. It reminds me of so many important things. It reminds me to be thankful of Jesus coming down to earth and sacrificing his life for our sins. It reminds me to be thankful for all of the various things I have in my life. Christmas reminds me to focus on giving and not getting. Paul and I both enjoy going out on Black Friday sales. We enjoy freely giving smiles, helping out others, and finding really good deals. So many of the products reviewed in these e-magazines comes from good deals we find. I find quite a few of the deals. My hubby finds quite a few himself. We use planning, technology, and team work to progress at each of the stores we visit. With so many people it is easy to lose one another. We always find one another.

Have you taken the time to list all of the things you are thankful for? Have you taken the time to write down all of the blessings in your life? If you are reading this then you have access to some form of a computer device. Whether that is a phone that will display a PDF, a Mac, Linux, PC, or some other device - you have access to something special. Are you healthy? Is your heart still beating? Are you drawing breath? Are you in a building that provides some shelter? Are you wearing clothing? How many times have you eaten food in the last twenty-four hours? There are so many things in our lives we take for granted. Yet there are so many wonderful blessings we have. There are so many great people in our lives that care about us. If you have a job then you have something to be extremely thankful for. Do you have a car? What about any form of a recreational vehicle?

Every so often I run across someone who is ignoring all of the wonderful things in their life. They focus on the bad, and ignore the good. This is a dangerous attitude in my opinion because it is endless. A bottomless pit is another way it can be put. No matter what you have, there will also be problems. People who win the lottery admit they have problems. All of that money did not solve their problems. It added new ones, and amplified existing ones. When you can find yourself thankful for even the little things you will find peace, happiness, joy, and contentment. Which is also something to be thankful for. Would

you rather be miserable?

Thanksgiving for me is also the start of Christmas. Right after Thanksgiving the Christmas decorations come out. It is a great family time of working together. My youngest stresses me out sometimes since he is not careful with fragile, breakable objects. But his heart is in the right place. He is trying to help. Our almost teenager is learning to deal with hormones and attitude. He will come around and learn as time progresses. My hubby is one of the most amazing peace makers and problem solvers I have ever known. I am so thankful for him and my children.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
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MISSION STATEMENT

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

Working Man Gamer

Gamergate

Want to know a really sad fact? Family Friendly Gaming has been discussing, and publishing the problems in video game journalism for years. One of the reasons Family Friendly Gaming was created close to a decade ago was because of the biases in the worldly gaming media outlets. Stories of IGN being paid off, Kotaku take bribes, and Polygon taking bribes are the most recent examples. There have been more. Maybe social media finally helped expose the problems to the mass populace. Maybe the right people finally said something about it. Family Friendly Gaming is not the first to point out the problems between gaming media outlets and the companies they cover. Dan Hsu brought it up in EGM many years ago. He put the ugliness of companies like Nintendo into the light of truth. These companies are thin skinned, and punish gaming journalists for anything they do not want to hear. A bad review costs the company sales, so they only give games to those who will make them money. What has the result been? Too many worldly gaming media outlets have caved in, and given these companies their way. Look at IGN, and all of the complaints of their ultra positive reviews for games that did not deserve it. IGN is taking the path of least resistance. The current system has failed. A new system of interaction is needed between gaming journalists and the companies they cover. While all of this scandal is finally coming to light in the major media outlets, there is something being left behind. There is something being forgotten. What about the connection between the ESRB and these companies? The same scandal is waiting to be unearthed there.

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!

Basketball Time

I rented NBA 2K15, and I rented NBA Live 15. I agree with you NBA Live 15 is a way better game. I read your review on NBA Live 15, and you are right. The narrative at most of the gaming sites is NBA 2K15 is better. Are they being paid off by 2K Sports? Are they anti-EA Sports? What is their deal?

I want to thank you for being real and telling it like it is. NBA Live 15 is a better game. I am with you on the older basketball teams. It would be great to play past championship teams. Do you think that is a contract issue? Is Jordan not willing to let his likeness in NBA Live 15? I hope he reads this and lets EA Sports include him in NBA Live 16. I bought NBA Live 15 because it is the better basketball

game.
- Tom

{Frank}: Always happy to hear from people who agree with me. I have no solid proof that 2K Sports is paying off certain gaming sites for positive reviews. It may fit into that gamergate scandal. I do know 2K Sports was giving away one million dollars for a perfect game in their baseball franchise. Which has been discontinued.

Many of the gaming websites have their favorites. Like wrestling the good guys, and the heels. EA Sports is a heel to quite a few people in the video game industry. Family Friendly Gaming treats everyone fairly. We call them out on the good and the bad things they do. You will need to ask them what their deal is. Hopefully they will be professional enough to respond in a



courteous manner.

I have no official word on Michael Jordan and NBA Live 15. I do know his name is in NBA Live 15 when it comes to creating your own player. EA Tiburon is improving the NBA Live franchise in a variety of ways. I do not know what they will work on for NBA Live 16. I hope the Seattle SuperSonics are included. The old Lakers and Celtics rivalry would be cool to see again too.

I believe EA Sports will continue to improve the NBA Live series with each upcoming game. For now we can all enjoy NBA Live 15, and tell them what we want to see in upcoming years. EA Sports does listen to Family Friendly Gaming Nation. They read this e-magazine. They pay attention to what their fans tell them.

Nintendo Discriminates

Thank you for finally talking about how Nintendo Discriminates against Christians. I am so happy that someone is bringing that into the light of truth. The media lets Nintendo get away with it because they are politically correct. It is about time someone put Nintendo in their place. Way to go.

I told Nintendo they need to stop discriminating against Christians. I told them to stop discriminating against Family Friendly

Nintendo®

Gaming. Nintendo is being evil. They need to do the right thing or leave America entirely. I want every Christian to tell Nintendo the same thing. Could you please let Nintendo know how I feel?
-Sarah

{Paul}: How about we publish you in the Family Friendly Gaming e-magazine? That will let every single reader know. That will let Nintendo know. That will let the entire video game industry know. Everyone everywhere can let Nintendo know how they feel on this issue. Believers need to stand up for truth. Believers need to stand up for Jesus. We have done that. You have done that. Every other believer needs to do the same thing. Otherwise they are denying Christ.

#gamergate

Family Friendly Gaming does it again. You guys make an important point about gamergate that no one else is looking at. You made two of them actually. I want to thank you from the bottom of my heart for exposing the behind the scenes attitudes from these companies. I never knew these companies treated the gaming media like that. All of the video game journalist corruption makes perfect sense

to me now. Your in depth analysis is exactly what the profession of video game journalism should have. Someone should start a campaign to send Family Friendly Gaming enough money to exist forever.

Your point about the connection between the ESRB and these companies is your second important point that more gaming journalists should look at. Are they too lazy? Afraid of what they will find? Do they support the corruption over at the ESRB? I read your interview questions to the ESRB. I am shocked they are so narrow minded that they refuse to answer them. It prove their corruption to me.

-Monique

{Paul}: Thank you so much for your words of encouragement. Family Friendly Gaming is facing punishment from certain companies for exposing their dirty little secrets. Oh well. I don't lose any sleep over it. We have been discussing this very issue and this very problem for many years now. Way before other media outlets caught onto the



problem. We will continue to bring it up as we run across it. Companies mistreating Family Friendly Gaming is not going to get them their way. Intelligent ones have learned this over the years. We treat everyone with respect, and we expect the same in return. We live out our Christian faith. As we are attacked and persecuted for that, we give them all of the credit due for their deeds. Some of these companies want us to hide it. We deny them that request.

The ESRB has been an issue we have worked on for over a decade. I caught on early to their shell game, and keep the issue out there and alive. Personally it sickens me to see this kind of collusion. How does the ESRB and these companies try to hide it? With lies and propaganda in press releases. We remove the lies and propaganda from the press releases. I will not be a party to spreading their misinformation. We have given them hundreds of opportunities to address the accusations that they face. They do the typical stick their heads in the sand as a response. It is like a two year old sticking their fingers in their ears, and screaming: "I CAN'T HEAR YOU!" That really is how I see the ESRB.

I wish more gaming media outlets would do investigative journalism on these issues. I wish they would call things out when they happen. I wish they would take the kid gloves off when dealing with the ESRB. Maybe after reading this

SOUND OFF Continued

there will be a spark somewhere out there. Maybe it will ignite a fire of investigative journalism into the ESRB, and how these companies treat gaming journalists.

attacking and destroying marriage. All the others are servants of Satan. Thank you for standing up for God in such an evil, vile, wicked, and hate soaked industry.
-Charles

The persecution from the "tolerant of diversity" crowd brings their evil to the light of day. While they are being cowards, bigots, and arrogant we continue to treat them with kindness. We encourage them to leave those failed man made ideas in the trash bin. We encourage them to turn to God.

Youtube

I love your Youtube channel. Does just one person play the games?
-Stan

{Paul}: Thank you for your kind words. We have multiple different people who play the games on the Youtube channel. We routinely swap people in and out during a video based on performance, communication, and progress.

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

Tropico

When will Tropico support traditional marriage? Why are they out there trying to shove their redefinition of marriage? Why are they attacking Christians? When will they support traditional values? What is their problem? Why are they being so evil? Why are they hitting families in the face with their support for deviancy?

I read your article on the Sims and Tropico. I am so very thankful to God for you. No one else is out there talking about this. No one else out there is bringing it up. They are all supportive of

{Paul}: Thank you so much for your words of support and encouragement. We are consistently asking these companies very similar questions. In fact right now both Nintendo and Microsoft are discriminating against us because we ask these questions. There are people so angry, hateful, and nasty that they feel they can treat Christians like second class citizens. They tell us to go and sit in the back up the bus. They expect we will obey them over obeying God. When we show them that we do not obey mere mortals over the one true and eternal God; they treat us like dirt. Want to know a little secret? Every time they do it, they only increase our resolve.

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THINK ABOUT IT

Dear Mr. Bury,

Several months ago, I suggested that maybe we should abolish the age-based rating system that we currently use to classify video games and replace it with a set of guidelines that concretely state what you cannot hear, see or do in video games. These guidelines are similar in spirit to the Motion Picture Production Code, the National Association of Broadcasters Television Code, and early guidelines followed by Nintendo of America before the ESRB was implemented.

You may not agree with my guidelines 100%. Some sections may seem too lenient, other sections too strict. I eagerly await feedback regarding modifications, additions or deletions to my code. Here it is:

The Interactive Entertainment Development Code

Part 1: Violence

- A. Users should never be mandated, forced or required to commit violent acts in order to make progress or advance in a video/computer game.
- B. When adversaries are defeated, they should immediately vanish/disappear.
- C. Corpses/dead bodies should never be visible.
- D. Violent acts outside the rules of real-world sporting events, such as making contact with other cars in auto racing or personal fouls in baseball, basketball, football, soccer, etc., should be discouraged.
- E. Violence towards uninvolved innocent bystanders, such as harmless pedestrians on a city street, shall result in an instant “Game Over” penalty.
- F. Violence towards law enforcement personnel, equipment, dogs or vehicles shall result in an instant “Game Over” penalty.
- G. Users should never be able to engage in or observe amateur ear/body piercings, methods of torture, self-mutilation, cannibalism, or executions.

Part 2: Human Sexuality

- A. Users should never be able to engage in extramarital affairs, nor should they be able to marry more than one person.
- B. Divorce should not be an option for user-controlled married couples.
- C. Women’s swimsuits should never show cleavage, midriffs, belly buttons, buttocks, or backs. Women should only be depicted wearing swimsuits in or around a swimming pool.
- D. Women’s skirts/pants should not show any skin above the kneecap.
- E. Men should not be depicted shirtless unless they are in or around a swimming pool.
- F. Men’s shorts should not show any skin above the kneecap.
- G. Neither men nor women should be depicted without any clothing under any circumstances.
- H. Users should never be able to observe or engage in same-sex kissing.
- I. Sexual activity should only occur between a husband and wife and it must never be shown on-screen, it should always take place behind closed doors.
- J. Movements mimicking sexual activity such as “grinding” should never be shown on-screen, nor should users be rewarded for making such movements with their own bodies.

Part 3: Substance use and other vices

- A. Users should never be able to engage in or observe the consumption of alcoholic beverages, tobacco products (cigarettes, cigars, chewing tobacco), or illegal drugs.
- B. Users should never be able to engage in the selling, transport, or manufacturing of illegal drugs.
- C. Logos for real-world alcoholic beverages and tobacco products must never be shown.
- D. References to alcoholic beverages, tobacco products, or illegal drugs must never be included in jokes or in background music. They must be clearly relevant to gameplay.
- E. Gambling must never be forced, mandated or required for game advancement or progress.

Part 4: Written and spoken language

- A. Profane, obscene and offensive words must never be seen or heard by users.
- B. References to God and Jesus Christ must always be reverent.

Part 5: Non-playable characters

A. Law enforcement personnel should always be treated with dignity and respect. Specifically, law enforcement officers should never be shown:

- 1. Ignoring a criminal action taking place within the range of their vision/hearing.
- 2. Accepting bribes
- 3. Planting, falsifying or tampering with evidence

B. Religious leaders such as bishops, priests, ministers, deacons, and chaplains should never be mocked, ridiculed or degraded.

They should have a perfect and complete understanding of the Holy Bible, and they should never participate in or encourage sin or wrongdoing.

Part 6: Other issues/concerns

- A. Users must never be forced to play as criminals or evil characters such as demons, witches, vampires, werewolves, or zombies.
- B. Users should never be given instruction in lock-picking, safe-cracking, hot-wiring vehicles, smuggling, or bomb building.
- C. Fortune-telling, palm-reading, astrology, seances, psychics, mediums, and occult symbols (including pentagrams and Ouija boards) should never be incorporated into video/computer games.
- D. Local multiplayer and online multiplayer modes should have the equal customization options. If a game allows online multiplayer, it should also allow local multiplayer as well.
- E. When referring to real-world people, products, locations, events, governments, organizations or corporations, developers should strive for factual accuracy.

The End

That’s all. If the game industry was actually governed by this code, all of my personal favorite games would meet this code without modifications, such as Jeopardy, Wheel Of Fortune, the Forza Motorsport series, the Trackmania series, the SimCity series, and the RollerCoaster Tycoon series. Sonic Adventure would meet this code if the mandatory “boss battles” between levels were eliminated. Illegal street racing games that require you to break the law and evade the police such as “Need For Speed Underground” and the “Midnight Club” series of games would be rejected.

Let me know what you think. Have a great day, and God Bless You.

Sincerely,
David

David,

It is a nice code. I can’t see it ever being implemented in the video game industry though. Too many of these companies have too much power, and they do whatever they want to do. Look they are trying to control the gaming media which lead to gamergate. They would scream bloody murder that the code infringes on their “artistic rights.” I don’t buy the whole art angle. Just saying what they would respond with.

The worldly gaming media outlets would fight it. There used to be a code in comic books, and that was ignored. The ESRB has no will to enforce the existing ratings system. They would not enforce a code. So who enforces it? The government? Could the government change the code? Maybe use it to attack Christians?

Nintendo discriminated against Christians in the 8-bit era. Denying Christian based games on the original NES. Wisdom Tree was denied the “Nintendo seal of approval.” Because Christian games were against Nintendo’s code. Wisdom Tree sold them in stores anyways. Then Nintendo changed contracts with retailers to deny Wisdom Tree the opportunity to sell at those stores. Wisdom Tree then was only able to sell at Christian retailers who did not have contracts with Nintendo. Nintendo went to great lengths to try and stop Wisdom Tree. Yet they found a way, and their games were still sold. Couple of points. A code could be used against us some day. People will find a way around, under, bypass a code. Also they would keep pressing against to get away with as much as they could. Finally they would constantly be trying to trim things out of the code to their liking.

Warm Regards,
Paul Bury
Editor in Chief
Family Friendly Gaming

DEVOTIONAL Video Games 101

Reform Part 1

Family Friendly Gaming has called for a range of reforms over the years. The video game industry, gamers, fellow believers, and more. For the past couple of months the Holy Spirit has shown me things. God has placed certain scriptures on my mind. The more I meditated on them, the more I realized the modern day American church needs reform. What is the goal of the church? What is it supposed to be doing? I will let those questions sink in.

What happens at the majority of modern day American churches? People go in, and they sit down. They say hi to someone on the way in. Then they stand up to sing songs. This is part of what we are supposed to be doing in terms of worship. There may be a prayer before the pastor preaches. At some point an offering is taken. Maybe there is a couple of minutes to mingle. Then the pastor preaches. For the non-believer what is preaching? In essence it is the pastor talking about his experiences, and revelations based on some verses from the Holy Bible. Then the people are excused to go back on with their lives. Church-

es have a second level which is called a Sunday School, or Connection Class. That is where one person teaches on a topic chosen by themselves or the church. Depending on the class there may be some input allowed by the people attending.

The Holy Spirit asked me an interesting question. Where is the fellowship? **Acts 2:42** *They devoted themselves to the apostles' teaching and to fellowship, to the breaking of bread and to prayer.* Prayer in that context is everyone participating. Not listening to a church staffer pray for their desires. It denoted a participation among all the believers. I have been to Bible studies where people are all praying. I know that may be shocking to some running the modern day American church. But to those running the modern day American church I ask this question: "where is God allowed to work during your services?"

I dug deeper into the early church. **Acts 2:44-46** *All the believers were together and had everything in common. 45 They sold property and possessions to give to anyone who had need. 46 Every day they continued to meet together in the temple courts. They broke bread in their homes and ate together*

with glad and sincere hearts. We have tried to get together with other believers to have a meal at a variety of churches. They don't want to. Forget about asking a church staffer like a pastor. Too many churches are completely, totally selfish. Which seeps into the membership. They are about their building, and their approved projects. How are they serving you? Are they like an insurance plan that comes to help when tragedy hits your family? Why aren't we allowed to fellowship at church?

God Bless,
Paul Bury

PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.

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

Retro Gaming

With the cost of newer systems going higher, and the cost of new games also increasing some families are looking to the past for the solution. Did you wonder why Family Friendly Gaming has been recording retro video games? It is because there has been readers asking for them. They have asked for reviews of older games, and to see a sample of them in video form. Family Friendly Gaming has stepped up to the plate and provided for them.

The whole retro gaming movement has been going on for some time. In fact there are a few companies who are actually still making new video games

for older systems. The market may be smaller since most of the gaming media outlets ignore older video games. Family Friendly Gaming will do what we can to keep hope in retro gaming systems alive.

When we are talking about cartridges the best tool you will ever have is a Q-tip. Wet down one side with some water and use it to gently clean the connections that are visible. On a 8-bit NES cartridge it is the bottom of the cartridge. This is the part that plugs into the system. Clean both the top and the bottom of the connections. After it has been wiped with water, then turn the Q-tip around and use the dry side to dry it off. Another tip is blow gently into that area. Be sure it is dry before plugging the game into a system. Please note it may take multiple cleaning attempts before a cartridge will work.

Discs can be trickier. Watch for smudges and fingerprints. When you find them use a lens cleaner to wipe the disc clean. Scratches are the death of too many discs out there. There are places that can fix the scratches. At this point in time Family Friendly Gaming has not had much success with the places that fix the scratches on

discs. Others have told us they work great. So we know they are available and have some reports of success.

The best thing you can do is take the best care of your older games and systems. Replacement parts can be purchased, and there are places that repair older systems. Most retro gamers work on the older systems themselves. They get a satisfaction out of fixing it themselves. Especially since these older systems are all out of warranty. In some cases the companies are out of business.

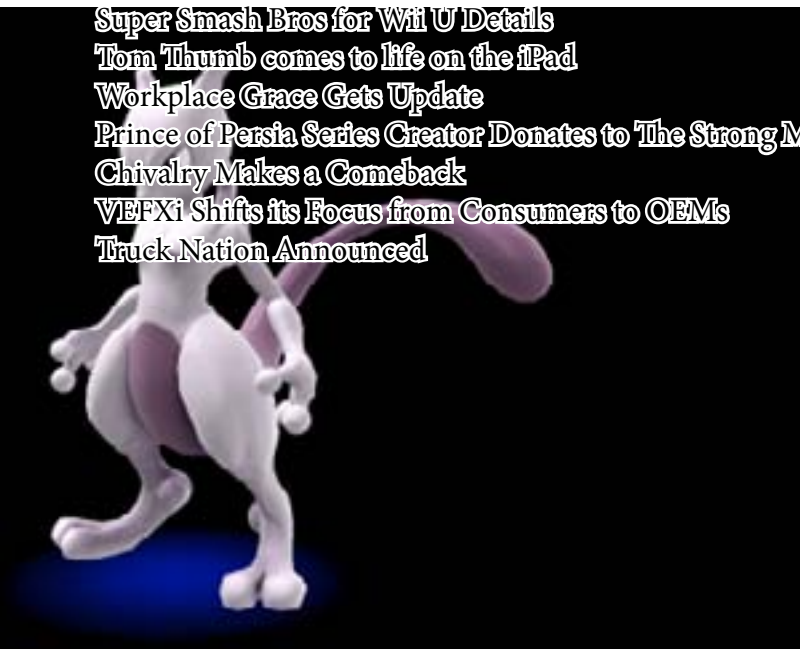
Something you can do is talk to your friends about retro gaming. The grass movement nature of the retro gaming scheme is what helps it thrive and flourish. The more interest there is, the more companies will create new games on the older systems.

One of the big benefits to retro gamins is the cost. Older systems, and older games (as a general rule) cost less. There are certain collector's items that cost more. By and large retro games cost less. Which is generally due to supply and demand. Plus you may only get a cartridge - no instruction manual or box. The pay off is to play more games for less of your money.



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Chuggington Snow Rescue on DVD 12/9

BEVERLY HILLS, CA – Anchor Bay Entertainment and Ludorum are ringing in the Christmas holidays with the Dove Family approved CHUGGINGTON: Snow Rescue as it rides its way on DVD December 9, 2014! Embrace the spirit of the Christmas season with this all new festive winter adventure with beloved characters Wilson, Koko and Brewster. In the most wonderful time of the year, watch old and new friends go on a magical ride in these five specials filled with fun and heartfelt lessons enjoyable for kids and parents alike!

It's wintertime in Chuggington and the Chuggers are busy making preparations for the Parade of Lights Festival, adorning themselves in glowing colored lights for a special procession through Chuggington! But, when freezing fog traps Koko and a snowy avalanche derails Fletch, that's when Wilson and the Chug



Patrol team must set out on a wild winter rescue! This action-packed collection features five Chuggington specials, including the all-new Snow Rescue Special airing for the first time this fall on Disney Junior! With added bonuses including new character montages and coloring sheets, your own little Chugger will discover important lessons about safety, responsibility and teamwork.

A colorful and contemporary CGI-animated TV show from Ludorum, “Chuggington” reinforces early social readiness skills. The series airs daily on Disney Junior and recently made its Season 4 debut with the first-ever primetime “Chuggington” special, “Chug Patrol: Ready to Rescue.”

Episodes Included:

- Snow Rescue Special
- Iron Chuggers

- Deputy Chug Patrollers
 - Movie Maker Brewster
 - Toot's Tall Tale
- Special Features:
- Bonus Badge Quest Episode: Wilson Winter Feed
 - New Character Montages: Fletch, Cormac and Tyne
 - Coloring and Activity Sheets (DVD-ROM)
- CHUGGINGTON: Snow Rescue has a run time of 64 minutes and has not been rated yet.
- CHUGGINGTON: Snow Rescue DVD

Street date: December 9, 2014
Pre-book: November 5, 2014
Catalog #: DV62594
UPC: 01313262594280
RT: 64 Minutes
Rating: Not yet Rated
SRP: \$14.98
Format: 1.78:1 / 16x9
Language: English
Audio: Surround 2.0

Super Smash Bros for Wii U Details

8-Player Smash: In a major first for the franchise, a special mode lets eight players fight simultaneously in local multiplayer. This option appears only in the Wii U version, and lets players compete on even larger stages to accommodate all the characters.

amiibo Figures: When a player touches an amiibo figure to the Wii U GamePad, the character joins as a “figure player.” The amiibo figures can gain levels to become stronger and add equipment as they gain experience through battling. Players can have amiibo fight one another, and amiibo will bring you presents from the battles they fight in.

Custom Stage Creation: The touch screen of the Wii U GamePad makes it easier than ever for players to build their own stages and eventually share them with friends and other players around the world using broadband Internet access.

Controls: Players who own the Nintendo 3DS version of the game can use their Nintendo 3DS systems to control the action on the TV screen, in addition to the many other control options available.

Importing Fighters: Fans of the Nintendo 3DS version of the game can immediately benefit from the fruits of their smashing labors. Players can import custom Nintendo 3DS fighters to the Wii U game,



along with their customized equipment, costumes and hats.

Special Soundtrack Offer: Everyone who buys both the Nintendo 3DS and the Wii U versions of Super Smash Bros. and registers both games on Club Nintendo by Jan. 13 will receive a two-disc soundtrack of music from the games.

Mewtwo: Like the soundtrack, this series veteran fighter will be made available as free downloadable content in spring of 2015 for anyone who buys both versions of the game.

Modes: The Wii U version of the game offers many new modes and different ways to play that keep players coming back for more:

Smash Tour: World Smash is a fighting party game that looks like a board game. Players use items, spin a wheel and advance around the map. Up to four players can compete at once as they navigate the board and gain fighters and power-ups they can use in a final battle.

Special Smash Mode: Players can customize battles with unique parameters.

Coin Battles: Players compete to col-

lect coins from other players.

Stamina Matches: Players fight until their hit points reach zero.

Classic Mode: One or two players fight through a series of battles and advance as long as they survive. Many random events can shake things up, and players can adjust the intensity settings. The more difficult the game, the greater the rewards.

All-Star Mode: Like in the Nintendo 3DS version, opponents appear in chronological order. Only this time, the newest fighters appear before the older ones, and two players can battle through this mode together.

Event Mode: One or two players take on set character- and theme-based battles. Clearing stages helps players see the way forward.

Masterpieces: This menu gives players a peek into the past lives of some of the Super Smash Bros. characters. Players can play cut-down versions of the characters' greatest games.

Stages: The Wii U game offers more stages than any game in the series. The expanded Big Battlefield makes its debut in

addition to the traditional Battlefield Stage. The Great Cave Offensive, based on the underground labyrinth found in Kirby games, challenges players to avoid potentially lethal danger zones – or throw their opponents into them. The Jungle Hijinx stage, based on Donkey Kong Country Returns, lets players fight in the foreground and background. Blast barrels shoot players from front to back and vice versa.

Tunes: The game includes hundreds of music tracks, songs and jingles that players can listen to and settings to customize what music plays during game play. Players add songs to their library by collecting CDs that appear while smashing or after completing challenges.

Movies: When players clear Classic or All-Star modes, they'll be treated to a brief movie featuring whichever fighter they used. Every fighter has a movie, so it'll be a challenge to view them all.

Ridley. Yes, Ridley: Fans have been clamoring for Ridley to appear in a Super Smash Bros. game for a while, and now they're getting their wish. But true to form, Ridley appears in an unexpected way. Players will find him in the Metroid series-inspired Pyrosphere stage, but he does more than just hassle players. If one player attacks Ridley enough, Ridley will join that fighter's side and attack others. Players (including the one on Ridley's side) can KO Ridley to earn a point toward the match result total. And if Ridley consumes enough energy, he will become Meta Ridley and all the more vicious.

Characters: The Wii U version offers 40 characters and the use of Mii characters from the start. Each character's moves match those found in Super Smash Bros. for Nintendo 3DS, so players who hone their skills in the portable game will have an edge over opponents in the console version of the game.

In The News Continued

Tom Thumb comes to life on the iPad

Indie game developer, Artur Mikołajczyk, founder of Ojtam Games announces the release of his interactive storybook based on the Grimm Brothers' famous tale, Tom Thumb. The universal app is available now for download in English, German, French, Polish and Russian at only \$1.99.

Journey with Tom on his adventure to return home in this colorful and interactive storybook, featuring 2 reading modes; Read by Myself or Read to Me. While watching the story come to life, interact with all the bubbly and even ugly characters to solve fun riddles revealing hidden golden stars throughout the book! With five entertaining games included, Tom Thumb is a classic tale that all ages will enjoy reading and playing!

Features include:

Beautiful and colorful storybook with many interactive animations
Five entertaining games
Collect golden stars hidden in every illustration

Multilingual voice over - English, German, French, Polish and Russian



Workplace Grace Gets Update

For every Christian daunted by the “sales job” of evangelism, good news: no sales required. Evangelism is what you do daily in your cubicle, truck, home or corner office.

“Our mission field is where we are, and much of the time we’re at work,” Bill Peel, co-author of the groundbreaking Workplace Grace said. “So between Sundays, our message about God is in the work we’re about. Whatever you do, you’re already active in God’s gospel distribution plan.”

On the 125th anniversary of the birth of R.G. LeTourneau—engineering genius and university founder who seamlessly welded his work and faith in God—the revised and updated second edition of Workplace Grace, by Peel and Walt Larimore, from LeTourneau University Press, now is at Christian retailers and available online. Peel is executive director of the LeTourneau University Center for Faith & Work.

R.G. LeTourneau invented and manufactured mammoth earthmoving machines that helped win World War II. Postwar, his inventions built America’s interstate highway system. Today LeTour-



In The News Continued

neau University consistently ranks in the top tier of “America’s Best Colleges”; it graduates more engineers and aviators than any Christian university worldwide and offers a host of top-drawer degrees on campus and online.

“In R.G.’s mind, all work is holy,” Dr. Dale Lunsford, LeTourneau University president, said. “In Workplace Grace, Bill and Walt likewise blur lines between the careers we pursue and the faith we live.”

Workplace Grace is the antidote for Christians feeling pressure to “evangelize” or feeling uncomfortable that they don’t. In Workplace Grace, Christians find sound answers to common and often nagging questions, including:

Should I talk at work about what I believe? The answer is yes, and Workplace Grace uncovers six signals to recognize when the time is right.

Can I start faith conversations without offending my coworkers and friends? You can if you recognize when people are receptive. Workplace Grace offers examples of “faith flags,” natural cues into faith conversation and simple guidelines on how to use them.

If I’m not a gifted evangelist, does the Great Commission apply to me? Evangelism is never a solo flight. Workplace Grace tells how to create a network of influence allowing each Christian to naturally use his or her gifts to ultimately spread the gospel.

Does my commitment to Christ mean I should leave business for seminary? God calls some people to be pastors, missionaries and evangelists—but they’re the exceptions. Workplace Grace charts a clear path to find the holy where you are now, in your calling.

Family Friendly Gaming has not read this book.

Prince of Persia Series Creator Donates to The Strong Museum

Game designer and writer Jordan Mechner, creator of the Prince of Persia franchise, has donated to The Strong in Rochester, New York, a collection of design notes, drawings, correspondence, business records, and software related to the development of his three best-known games—Karateka (1984), Prince of Persia (1989), and The Last Express (1997). The materials, acquired through The Strong’s International Center for the History of Electronic Games (ICHEG), will be made accessible to researchers in The Strong’s research library, as well as to the public through future displays.

Mechner pioneered the use of cinematographic techniques in video game design—such as rotoscoping—which helped him to develop smooth-scrolling, realistic animation for his first game, Karateka. He combined this realistic animation with cinematographic storytelling in his second title, Prince of Persia, and it spawned a franchise that includes an ongoing Ubisoft video game franchise, graphic novels, toys, LEGO sets, and a Walt Disney Pictures feature film, “Prince of Persia: The Sands of Time.” Mechner worked directly with Ubisoft on the 2003 game reboot, and with Disney as a screenwriter and executive producer of the 2010 film.

“Jordan Mechner’s Prince of Persia combined cutting edge graphics, exciting action, and immersive storytelling in a way that had rarely been done before. It’s no wonder that the series continues to sell millions of games and inspire books and movies more than 25 years after its inception,” says Jon-Paul C. Dyson, director of The Strong’s International Center for the History of Electronic Games. “Thanks to the materials donated to The Strong by Jordan Mechner, scholars and researchers can now take a glimpse into the mind of one of gaming’s great innovators and one of its finest storytellers.”

The Jordan Mechner Collection (1913–2014) includes thousands of individual items, such as game design documents, notes, correspondence, development agreements, publicity materials, magazine articles, photographs, film and digital files, and other materials chronicling Jordan Mechner's career (largely between 1984 and 1997). The collection also contains the business records for Mechner's Smoking Car Productions Company, as well as more than a hundred copies of different versions of Karateka, Prince of Persia, and The Last Express.

"In my first three decades of making games, starting in high school on a 16K Apple II, I've accumulated a substantial 'save' pile of work-in-progress materials and souvenirs of my various projects," says Jordan Mechner. "I'm delighted that The Strong museum is now taking charge of this archive and will make it available to scholars and the public. With the game industry growing and changing at such amazing speed, The Strong is doing great work preserving history that would otherwise be lost."

The Jordan Mechner Papers sit alongside and complement The Strong's vast collection of games, design documents, business records, and related materials that chronicle the history of the video game industry. These include the Brøderbund, Inc. Collection donated by company founder Doug Carlston earlier this year.



Chivalry Makes a Comeback

This Valentine's 2015, romance-minded moviegoers can choose between the girl-meets-bondage story of FIFTY SHADES OF GREY, in which a couple explores their dark desires, or its polar opposite, OLD FASHIONED, about two broken people coming out of the dark into real love.

"The timing of it all definitely provides a stark contrast—and that's the point," OLD FASHIONED writer/director/star Rik Swartzwelder said. "The conversation should be pushed. Not all fantasy is harmless and not all paths lead to true and lasting love. We have two movies here, both about people with troubled pasts ... but both taking very different approaches to getting romance right."

The romantic-drama, OLD FASHIONED centers on Clay Walsh (Swartzwelder), a former frat boy who gives up his carousing ways and now runs an antique shop in a small Midwestern college town. There, he has become notorious for his lofty and outdated theories on love and romance. When Amber Hewson, a free-spirited young woman with a restless soul, drifts into the area and rents the apartment above his shop, she finds herself surprisingly drawn to his noble ideas, which are new and intriguing to her. And Clay, though he tries to fight and deny it, simply cannot resist being attracted to her spontaneous and passionate embrace of life. Ultimately, Clay must step out from behind his relational theories, and Amber must overcome her own fears and deep wounds, as the two of them, together, attempt the impossible: an "old-fashioned" courtship in contemporary America.

"We thought it was a unique opportunity to set up a film as antidote," he continued. "Think of a young woman you care about ... which love story would you wish for her?"

VEFXi Shifts its Focus from Consumers to OEMs

After almost three years of manufacturing and selling thousands of consumer 2D to 3D video converters, VEFXi™ Corporation is shifting its focus to 2D to glasses-free 3D ASIC chips for devices that have video capability.

Why the change?

Affordable 4K TVs that have the 3D lens built right into them will be widely available in 2015. These TVs will have picture quality equivalent to current HD and will eliminate the requirement for 3D glasses. Industry insiders now see the bottleneck to widespread adoption of 3D video being the lack of quality 3D content.

The VEFXi solution:

VEFXi aims to eliminate that bottleneck with a radical new approach to 2D to glasses-free 3D conversion chips. Unlike any existing 2D to 3D chips, this new approach has 3D pop-out effects readily visible to the naked eye. These chips will be built into next generation 3D video displays in smart phones, tablets, game consoles, PCs, and TVs.

Background:

In 2010 VEFXi began to demonstrate its first consumer retail 2D to 3D converter, known today as the 3D-Bee™. Multiple movie and TV industry conversion companies became intrigued and engaged VEFXi. Their feedback has been instrumental in the development of our 3rd generation algorithms that will be implemented in the ASICs (Application Specific Integrated Circuits) now under development.

The Opportunity: The combined market volume of smart phones, tablets, PCs and TVs is hundreds of millions of units per year. Consequently VEFXi is now focusing its efforts on making quality glasses-free 3D a reality for general consumers.

Truck Nation Announced

Two years after the publication of "Rail Nation", Travian Games/Bright Future will have their second transport strategy hit "Truck Nation" at the ready in spring 2015.

Truck Nation revolves around building up a trucking company, the completion of shipping orders and gaining control of as big a part of the game world as possible. Truck Nation will be played on realistic maps, meaning the player will drive on motorways they are familiar with and also face police checkpoints and realistic traffic jam hot spots. The aim of the game is victory over the powerful and soulless trucking company "The Corporation", which mercilessly exploits its drivers.

The focus of Truck Nation is on a collective gaming experience. The players found associations and unite friends, fellow players or strong rivals under one roof. Due to its convenient controls and easy entry to the game, Truck Nation is suitable for browser game novices and experts alike.

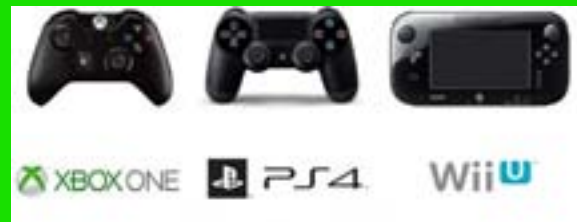
Lead Designer Gerald Köhler: "In a unique way, Truck Nation combines the challenges of a transport game with an extremely thrilling strategy element, while also not leaving out more questionable aspects of the trade."

Truck Nation is being developed simultaneously and with equal functionality for browser, Android and iOS. The release is scheduled for Q1/2015.





State of Gaming



REVIEWS

By the time you read this, the video game industry will be full fledged into the Christmas Rush. Thanksgiving is a recent and hopefully happy memory. Families will be looking forward to Christmas. Companies are vying for our time, and your money. Family Friendly Gaming recommends families avoid companies that refuse to say the word Christmas. If they censor the word Christmas, they do not deserve your money. Let them know that you will not accept discrimination against Christians in a Christian nation on the biggest Christian day of celebration. Microsoft and Nintendo are both guilty of discrimination against Christians this year. Sony is not much better. The problem is these companies (and more) worship at the idolatry of political correctness. A system that was set in place to discriminate against Christians.

Christmas time is the perfect time to teach them a lesson. Let them know they are not getting your money if they treat Christians like second class citizens. Do not let them make you sit in the back of the bus.

As all of these companies rush to release their products, families are looking forward to spending time together, and doing things to help the less fortunate. Many families purchase needed products for the poor, homeless, and needy. Instead of getting they show how great it is to give. After all Christmas is all about giving. What does your family do to help the poor?

Family Friendly Gaming has noticed new Christian indie developers are popping up this Christmas season. Coverage of their games is in this very issue. Keep your eye out as you peruse

this issue of Family Friendly Gaming. Indie developers is still the big push in the industry. At some point the indie bubble is going to have to burst. What will be the next trend to hit the video game industry? Time will tell.

Keep your eye out for the Christmas Buying Guide 2014. That special edition issue will be released very soon. Family Friendly Gaming chronicles the highest scoring games of the past twelve months. A wide array of video games will be included in this Christmas Buying Guide. This year was one of the worst for video games since Family Friendly Gaming has done a Christmas Buying Guide. Hopefully there will be a few ideas for families interested in purchasing entertainment products this Christmas. Plus it can be used in the future when these products drop in price.

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.

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Luke 14:12

12 Then Jesus said to his host, “When you give a luncheon or dinner, do not invite your friends, your brothers or sisters, your relatives, or your rich neighbors; if you do, they may invite you back and so you will be repaid.
13 But when you give a banquet, invite the poor, the crippled, the lame, the blind,
14 and you will be blessed. Although they cannot repay you, you will be repaid at the resurrection of the righteous.”



Ben 10 Omniverse

SCORE: 52



futureU The Prep Game for SAT

SCORE: 68



My mom found Ben 10 Omniverse on the Nintendo 3DS for six dollars and some cents. The home console version was okay, so I was hoping Ben 10 Omniverse on the 3DS would be worth the time. It's not. I hate to say that because I wanted Ben 10 Omniverse to be an awesome game. Instead I found a boring, repetitive adventure that felt completely pointless.

What do we do in Ben 10 Omniverse on the Nintendo 3DS? We fight guys, wait for more to appear, and then fight them. Then we do a few jumps, and get to fight more guys. At odd points the level ends and we save. Then we get to repeat it in the next level. I was fighting to stay awake when I finally reached a boss level.

The boss levels are the only interesting and cool thing about Ben 10 Omniverse on the 3DS. They have fun patterns that kids will exploit



until they finally bring them down. The other cool thing is finding new forms for Ben 10. We start with a few, and are forced to change to the new ones when we find them. They

are more powerful than Ben, which helps with the pace of this hand held game.

Ben 10 Omniverse does not look that great. All of the repetitive violence is accentuated thanks to the slow fights. The level design is bland - a lot like the graphics. The music is cool in Ben 10 Omniverse. There is a lot of conversation at the start and end of



levels. I was never totally clear who these characters were, or why we are fighting. Probably want to take over the universe or something almost as original.

I feel the developer and publisher did not put much effort into Ben 10 Omniverse on the Nintendo 3DS. If they can not be trusted to do it right on the hand holds why would anyone think they can perform well on the home consoles? Ben 10 Omniverse may be one of the reasons D3Publisher has pulled a vanishing act in the video game industry. I noticed some of their other franchises have been picked up by different publishers.

If you see Ben 10 Omniverse in a clearance rack at your local gaming store, pass on it. It won't be worth the money. The slow, boring pace mixed with lack of creativity will bore even the most passionate Ben 10 fan-boy.

- Kid Gamer

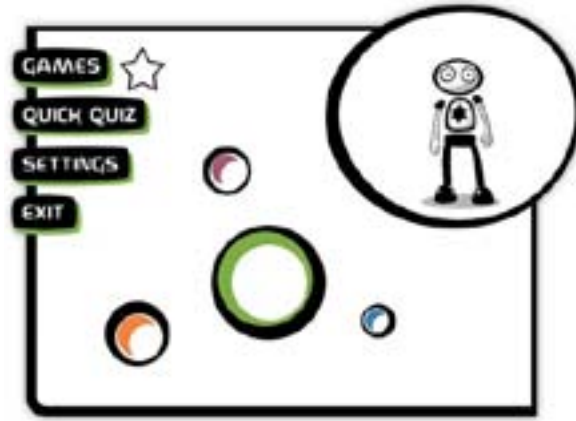


Publisher: D3Publisher
Developer: 1st Playable Productions
System: Nintendo 3DS
Rating: 'E10+' - Everyone 10+
{Cartoon Violence, Comic Mischief}

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

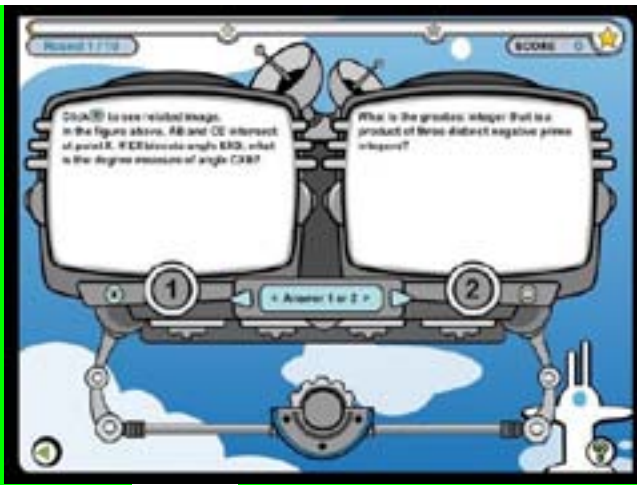
One of the reasons I enjoy covering the video game industry is all the creative ideas. All video games teach us something. Some video games teach multiple different lessons at the same time. Which is why it is nice to see a game like futureU The Prep Game for SAT. I purchased futureU The Prep Game for SAT on the Nintendo DS to do a review on it. I personally am not very big on the high cost of college, as well as the extremely left political brainwashing that goes on in those colleges. They do not have my respect.

The biggest question surrounding futureU The Prep



Game for SAT is an important one. Does this hand held video game actually prepare you for the SAT? I have no good way of verifying the answer to that question in one direction or the other. I wish I did. I have analyzed the variables. There are too many for us to accurately produce trustworthy results.

So I looked at futureU The Prep Game for SAT as a video game. Bland stick figure like graphics. Not that many colors. Ho-hum animations. Difficult questions and games. Confusing directions the lead to frustration. The music in futureU The Prep Game for SAT is nice. It can calm the frustration beast that the rest of the game creates. futureU The Prep Game for SAT is broken



down into reading, writing, and math. I liked writing down the words I thought fit into a sentence, and was then able to pick the right word out of multiple choice. I have been out of math for so long that it was no longer an enjoyable experience.

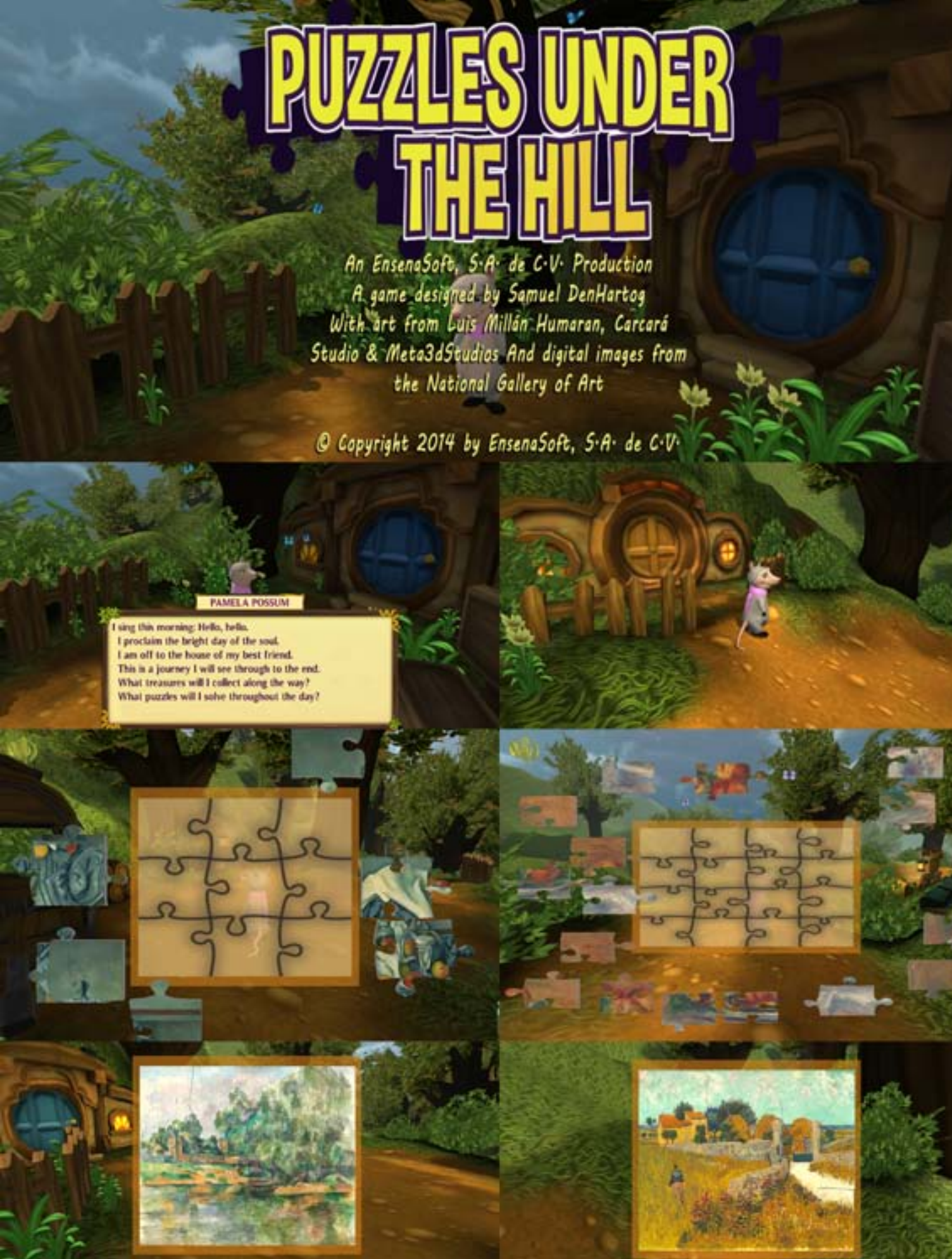
Ultimately I believe futureU The Prep Game for SAT can do some good. I do not want our readers to get a false sense of confidence from playing this hand held game. Playing futureU The Prep Game for SAT should not hurt your chances for a good score.

- Paul



Publisher: Aspyr
Developer: Aspyr
System: Nintendo DS
Rating: 'E' - Everyone

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



ADVERTISEMENT



Cruise Ship Vacation Games

SCORE: 57



I saw Cruise Ship Vacation Games in a bargain bin for \$2.99. How bad could this game be? I should get my three dollars worth right? Cruise Ship Vacation Games is just another mini game compilation with an interesting theme from during the height of the Wii. It has issues that families will not be pleased with.

The biggest issue in Cruise Ship Vacation Games is the gambling. Going on a cruise ship is one of the experiences that I have not experienced. So I do not know if gambling goes on or not. It would not surprise me. I worry about all of the families gambling has ruined. Cruise

Ship Vacation Games promotes gambling as a good thing.

The mini games in Cruise Ship Vacation Games are Mini Golf, Ping Pong, Skii Ball, Shuffle Board, Driving Range, Roulette, Craps, Black Jack, Trap Shoot, and Rock Climbing. Nothing

really innovative, or interesting. These mini games have been done multiple times in other games over the years. Most of the other games did them better too.

The controls in Cruise Ship Vacation Games gave me fits in some areas. Others took a few tries to finally figure out. I was using a Wii Motion Plus controller since the game says it can work with them. The mini golf game in Cruise Ship Vacation Games is pure frustration. I like the matching game for the Rock Climbing. It was



by far the best mini game in Cruise Ship Vacation Games. Skii Ball was not that bad either.

The graphics in Cruise Ship Vacation Games are not that great. I also noticed some mild attire issues here and there in certain mini games. The music is okay in Cruise Ship Vacation Games. There are plenty of lame and insulting comments in Cruise Ship Vacation Games. Like when? Like the times we make mistakes in a mini game. I think I got my three dollars worth out of Cruise Ship Vacation Games. It can be hard to be sure. - Yolanda

Publisher: Activision
Developer: Gamemill Entertainment
System: Wii
Rating: 'E' - Everyone
(Simulated Gambling)

Graphics: 55%
Sound: 60%
Replay: 70%
Gameplay: 50%
Family Friendly Factor: 50%





The Letter

SCORE: 26



The Letter is not only one of the worst games on the Wii U, it is one of the worst games of all time. Quite a distinction for this indie based downloadable only video game. We have a flash light with little direction on what to do. So I decided to stumble around in the dark. I found odd items here and there until I opened up the next area. I repeated that to unlock the game ending.

The Letter is selling for \$1.99. It is not even worth that much. I hate being negative about any game. The Letter gave me headaches. It is categorized as a horror game. Nothing in The Letter scared me. Everything in it was horrible though.

The graphics look like they belong a few generations back. The Letter would look good for a Nintendo 64 game. The music is creepy, which is



about as scary as The Letter on the Wii U gets. The storyline was almost engaging until the ending. I won't spoil it for you, but I really want to share the game ending. That way you would have no interest in purchasing The Letter.

All of this is very problematic for The Letter. The controls are nasty. Every time I tried to look left or right it also went up or down. So I had to



keep correcting the controls to see. Bear in mind The Letter makes us look around in the dark with a flashlight. No there is no upgrade to have a better light. Why couldn't we wait for the morning? Sunshine would have made The Letter so much better.

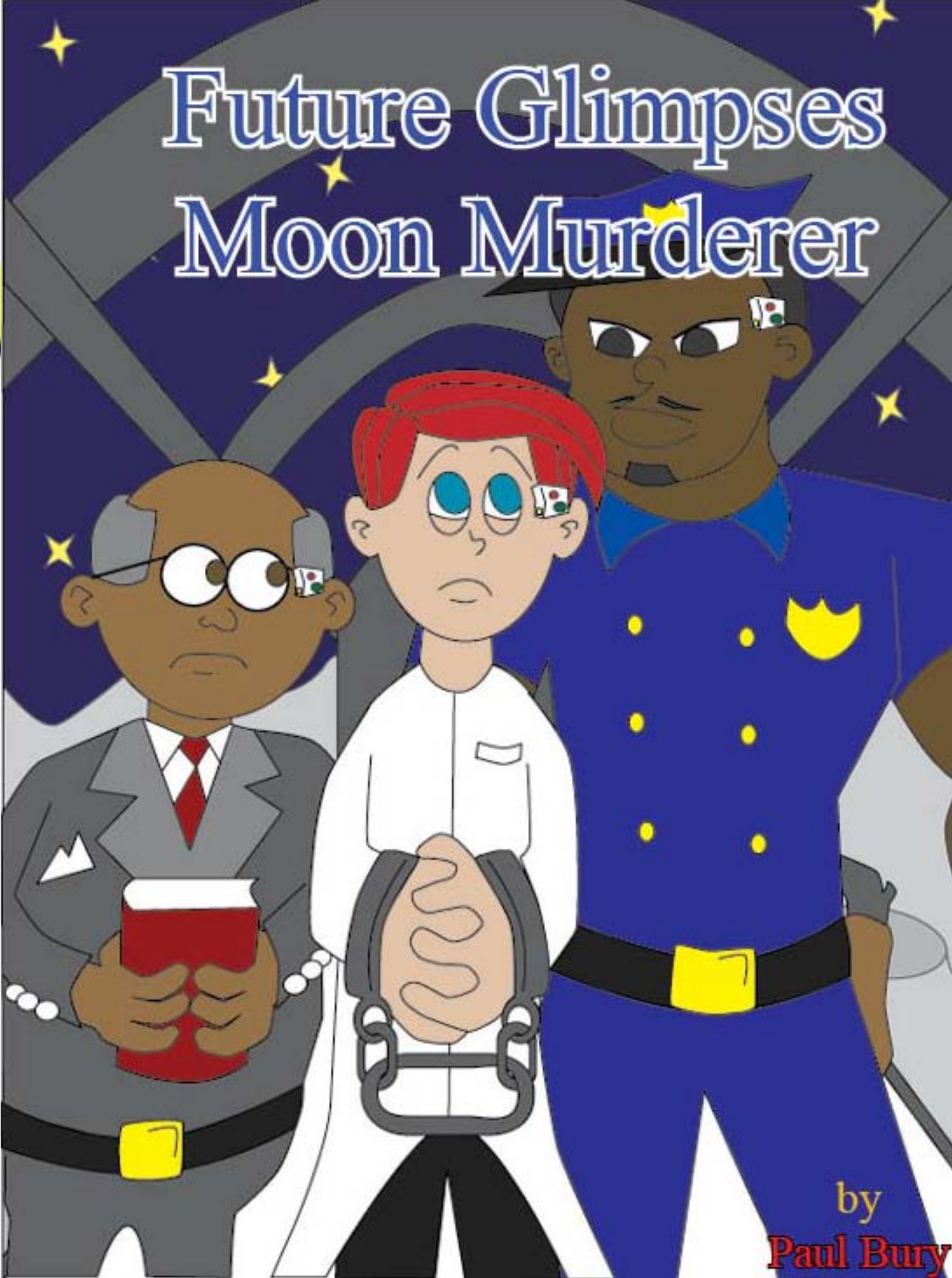
The only scary thing in The Letter is how bad the graphics are. As well as how bad the game design is. Dull is the best way I can describe The Letter on the Wii U. By the way there is little in The Letter that made much sense. The main character is running on assumption after assumption.

Please pass on The Letter. I am not joking about how bad this downloadable only Wii U game is. If you really want to see it, then check out a video on Youtube. There are videos that will show you The Letter. Why does Nintendo allow The Letter on the Wii U but not Christian game developer's games?
- John



Publisher: TreeFall Studios
Developer: Eli Brewer
System: Wii U
Rating: "T" - Teen
(Violence, Blood)

Graphics: 10%
Sound: 20%
Replay: 50%
Gameplay: 20%
Family Friendly Factor: 30%



BUY IT RIGHT NOW HERE



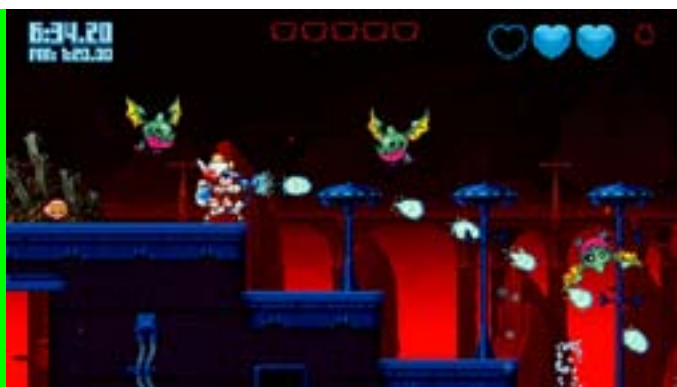
Mighty Switch Force 2

SCORE: 60

A big thank you goes out to the member of Family Friendly Gaming Nation that sent in a Nintendo points card to pay for the purchase of Mighty Switch Force 2. This downloadable only Wii U video game is currently selling for \$5.99 on the Nintendo eShop. There is no physical copy of Mighty Switch Force 2 being sold at retail stores.

Mighty Switch Force 2 is a mix between Baywatch and any fire fighter movie/show. We take a barely dressed woman out to put out fires. And we have to save all of these scantily clad dressed women in each of the levels. Why couldn't they have been given more clothes? Enticement to lust hurts this game in the long run, and it hurts the entire video game industry.

The graphics in Mighty Switch Force 2 are bright and



colorful. The music is upbeat and positive. There is some violent content in Mighty Switch Force 2. We can get hurt by a variety of enemies. We can also hurt them with our water gun. Which never runs out of water - that is kind of odd.

Some of the puzzles in Mighty Switch Force 2 are frustrating beyond belief. We have to douse these fire guys with water, swap blocks to



NBA Inside Drive 2002

SCORE: 56



After seeing how great NFL Fever was on the original Xbox, I decided to purchase other sports video games. I had some high hopes for NBA Inside Drive 2002. Whereas NFL Fever 2002 is approachable by all skillsets, you better be good to play NBA Inside Drive 2002. This basketball game will dominate you on the easiest settings.

I found a few tricks to NBA Inside Drive 2002. Turn off all the fouls, and turn off the streaks. When a player gets hot or cold, NBA Inside Drive 2002 becomes unplayable in terms of fairness. You can watch a lead grow to insane



heights. NBA Inside Drive 2002 is extremely heavy on calling fouls on the player, and lets the computer controlled characters get away with murder.

The rap music in NBA Inside Drive 2002 is not to my liking. The announcers repeat the same annoying sound bytes over and over again. They also lacked anything excitement when things got interesting. NBA Inside Drive 2002 is best played with two players.

The camera will not always show who you are supposed to defend. Which is backed up with slow and stiff looking basketball players. The fans in the stands do not look that great either. How did NFL Fever 2002 get so many things right, yet NBA Inside



Drive 2002 got so many things wrong?

There are insanely crazy things that happen in NBA Inside Drive 2002. Like a good player missing a couple of dunks in a row. Or a three point shooter making it with someone in his face. Yet he can not make it when he is wide open. The fouls also fit into this category. They make no sense. Just turn them off.

I saw a variety of control and visual glitches in NBA Inside Drive 2002. Players and the ball passing through one another. Players quickly turning back and forth. - Paul

Publisher: Wayforward
Developer: Wayforward
System: Wii U
Rating: 'E10+' - Everyone 10+
(Fantasy Violence, Suggestive Themes)

Graphics: 55%
Sound: 75%
Replay: 60%
Gameplay: 50%
Family Friendly Factor: 60%



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

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





Thor Tales of Asgard



Battlestar Galactica Blood & Chrome



SCORE: 58

SCORE: 48

Thor Tales of Asgard is a seventy-seven minute animated movie where we meet a young Thor and a young Loki. Thor is presented as a spoiled prince who is protected by his father the king Odin. The biggest issue I have with Thor Tales of Asgard is the good guys are shown as bad, and the bad guys are shown as good. Total and complete redefinition of the known Marvel universe.



Thor Tales of Asgard is also annoying in how Thor is such a disobedient son. Plenty of violence is shown in this animated film. Thor Tales of Asgard also contains enticement to lust. Which is disturbing since the characters are not adults. I also noticed some anti-male attacks in Thor Tales of Asgard.

The most interesting

thing in Thor Tales of Asgard to me is how the hammer is not a part of this movie. Thor is all about getting a legendary sword. He makes all kinds of efforts in his quest to get the sword. Then just gives it away to the Frost Giants because they invade.

The Asgardians look very weak in Thor Tales of Asgard. I was very disappointed



by this personally. I noticed another fascinating thing in Thor Tales of Asgard. Borders mean something in this movie. People from neighboring countries are not supposed to go treasure hunting in their neighbors land. They are not supposed to illegally cross the border. Although I never saw anything in Thor Tales of Asgard that denoted an immigrations office.

Thor Tales of Asgard comes with plenty of extras. There is the Blu-ray, DVD, The Avengers Earth's Mightiest Heroes bonus episode, commentary, making of, and more. Much of the bonus content in Thor Tales of Asgard is fluff. People who worked on

the project telling you how amazing everyone else is, and how great the product is. We already purchased it. You don't need to tell us we did the right thing.
- Paul



Publisher: Lionsgate
Developer: Marvel
System: Blu-ray/DVD
Rating: 'NR' - Not Rated

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

I ran into Battlestar Galactica Blood & Chrome in one of the five dollar DVD bins. Which can be a sign of how bad a movie is. Since we have reviewed the other Battlestar Galactica remakes I decided to fork over the money. We meet a young William Adama in the middle of the first Cylon war. Humans are losing, and trying to find a way to halt the Cylon advance.

Adama finds himself in the middle of a secret mission that will save or destroy the twelve colonies. Plenty of tension along the way are characters struggle with following orders or doing the right thing. Those two get very muddy in Battlestar Galactica Blood & Chrome. Who is good and



who is bad is always on the table.

Battlestar Galactica Blood & Chrome contains nudity, violence, death, deceit, lies, bad language, sexual immorality, attacks on the government, and attacks on human beings. Battlestar Galactica Blood & Chrome is unrated. It would get a 'R' for Restricted rating at a minimum in my opinion. It could get an even worse rating depending on the reviewer.

The one lesson I got from Battlestar Galactica Blood & Chrome is appeasement does not work. When a group hates you, they are not going to change their mind because you give them everything



they want. They will use you and the discard you.

I am appalled at the depravity in Battlestar Galactica Blood & Chrome. If this is any indication of where our society is, then we are in serious trouble. Characters make the wrong decisions too often, and they keep making them. The ending is also a little too convenient for me personally. I won't spoil it in case you want to torture yourself by watching Battlestar Galactica Blood & Chrome on DVD. I won't be watching this movie again any time soon. It is too repugnant on so many levels.
- Paul



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

Graphics: 30%
Sound: 55%
Replay: 55%
Gameplay: 60%
Family Friendly Factor: 40%



Crazy Taxi City Rush

SCORE: 30

It is official. Sega has ruined the Crazy Taxi series with Crazy Taxi City Rush on the iPhone/iPad. The car violence I can understand. Why is there enticement to lust? Why is this a repeat pay to play app? I would happily pay five to ten dollars to play this game without having to pay for it over and over again. Sega needs to wise up. The free app market is falling apart because families do not want these kinds of games.

The in-app purchases are annoying enough in Crazy Taxi City Rush. What makes this hand held video game even worse is it is constantly advertising other lame free apps at you. I am deleting Crazy Taxi City Rush from my iPhone as soon as I finish this review. Sega can brag about how many people downloaded this free app. The important number is how many actually



keep it on their devices. Which is always way lower. Another lower number is how many people actually continue to play a game like Crazy Taxi City Rush.

The cel shaded graphics in Crazy Taxi City Rush irritate me. The runner nature of Crazy Taxi City Rush does not stay true to the original. Plus there are too many runners on



Taz in Escape from Mars

SCORE: 68

I hope you have been enjoying the Genesis game play videos on our website and Youtube channel. Taz in Escape from Mars is one of the Genesis games we recently ran a game play video for. I realized we had not reviewed this Tazmanian Devil based video game. I remember this game from back in the day. I liked it even though it has a few glitches.

Spinning with Taz in Taz in Escape from Mars is so much fun. The downside is Taz is not invulnerable. So he can spin into an enemy, and they both take damage. I understand not wanting to make Taz invulnerable as a game play mechanic. It still feels really messed up that Taz takes damage for spinning into an enemy. That should be his main attack.

There is action adventure cartoon violence in Taz in Escape from Mars. Taz can eat bombs and have a Looney Tunes explosive animation. A variety of different enemies will attack Taz in Taz in Escape from Mars. The



sounds are okay for the era. I can generally tell what song is being played.

I like how Taz is trying to escape his kidnapper. This is a great lesson to teach kids. I hope this franchise comes back some day. - Paul

Greendog The Beached Surfer Dude

SCORE: 72

Greendog The Beached Surfer Dude is another game out of our video capture project. This home console Sega Genesis game is interesting on a few levels. We play a surfer dude in a 2D side scrolling action adventure game seeking treasure. There is some enticement to lust with women in bikinis. The surfer dude is not wearing a shirt. There is also action adventure violence with our character attacking a variety of creatures.

I dig the music in Greendog The Beached Surfer Dude. It is fun, and fresh to listen to while throwing a yo-yo, and avoiding things like piranhas. The bicycle helicopter levels are a blast to play, and collect food items. What a great idea too. Having food items refill your health. Although technically Greendog The Beached Surfer Dude goes the opposite direction. We collect damage in this game. When it fills up we lose a life. So eating a health item drops that bar.

Greendog The Beached Surfer Dude on the Genesis has a few issues families will want to be aware of. The violence, and enticement to lust are at the top of the list. With that said, Greendog The Beached Surfer Dude is a fun retro game that I still enjoy playing. - Paul



Publisher: Sega
Developer: Hardlight
System: iPhone/iPad
Rating: '4+' - 4+

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



Publisher: Sega
Developer: Sega
System: Genesis
Rating: 'GA' - General Audiences

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

Publisher: Sega
Developer: Interactive Designs
System: Genesis
Rating: 'NR' - Not Rated

Graphics: 55%
Sound: 85%
Replay: 75%
Gameplay: 80%
Family Friendly Factor: 65%

SPORTS

PES 2015
PRO EVOLUTION SOCCER

21 Times Brasileiros no Jogo
THE PITCH IS OURS #OCampoÉNosso

Product: PES 2015
Company: Konami
System: PS4/Xbox One/PS3/Xbox
360/PC
Release Date: November 13, 2014
Rating: 'E' - Everyone
{Lyrics}

clubes estão disponíveis na versão física do jogo. Jogadores dos outros times estarão disponíveis em forma de D

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Product: NHL 2K
Company: 2K Sports
System: iOS/Android
Release Date: TBA
Rating: 'RP' - Rating Pending

DEVELOPING

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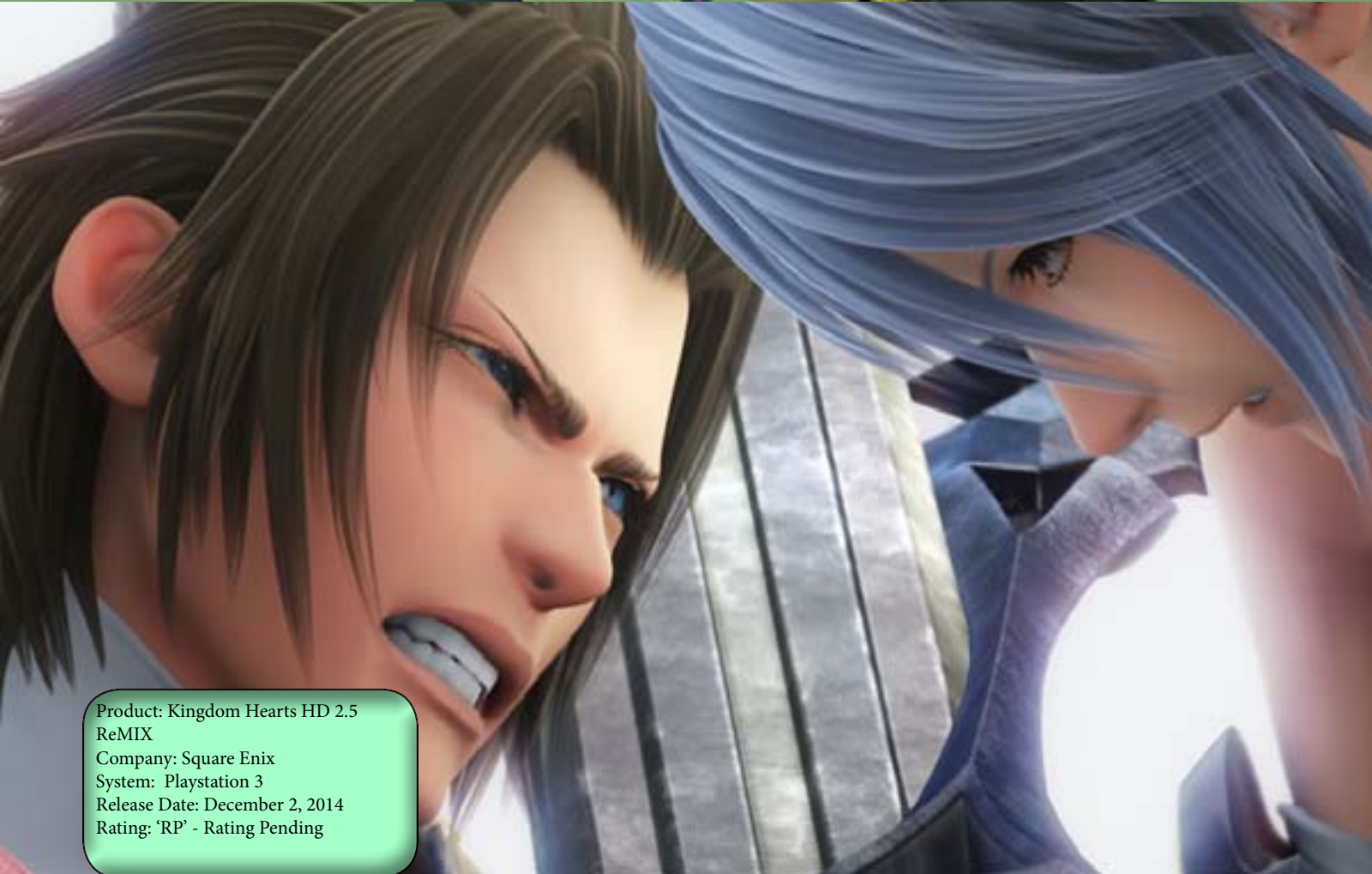
DEVELOPING GAMES



Product: Kingdom Hearts HD 2.5 ReMIX
Company: Square Enix
System: Playstation 3
Release Date: December 2, 2014
Rating: 'RP' - Rating Pending

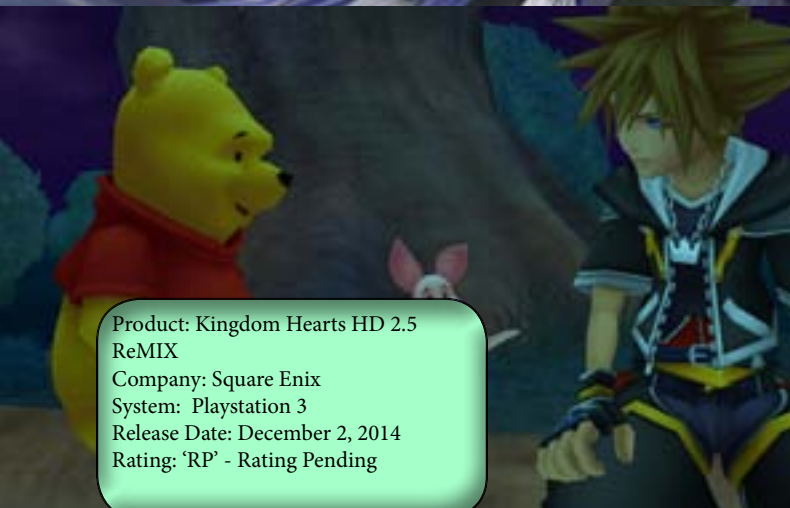


DEVELOPING GAMES



Product: Kingdom Hearts HD 2.5
ReMIX
Company: Square Enix
System: Playstation 3
Release Date: December 2, 2014
Rating: 'RP' - Rating Pending

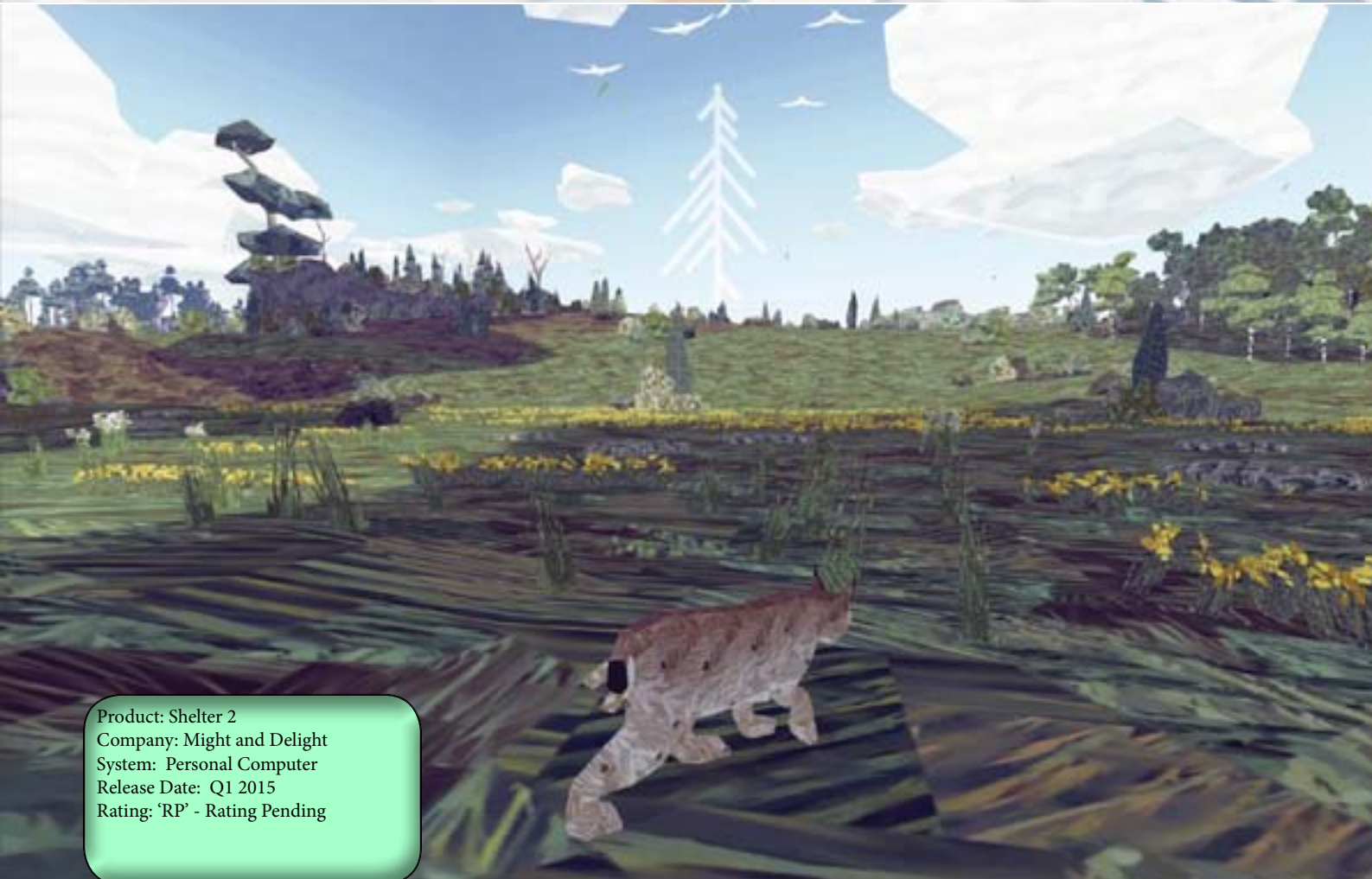




Product: Kingdom Hearts HD 2.5 ReMIX
 Company: Square Enix
 System: Playstation 3
 Release Date: December 2, 2014
 Rating: 'RP' - Rating Pending



Product: Shelter 2
Company: Might and Delight
System: Personal Computer
Release Date: Q1 2015
Rating: 'RP' - Rating Pending



Product: Shelter 2
Company: Might and Delight
System: Personal Computer
Release Date: Q1 2015
Rating: 'RP' - Rating Pending





DEVELOPING GAMES

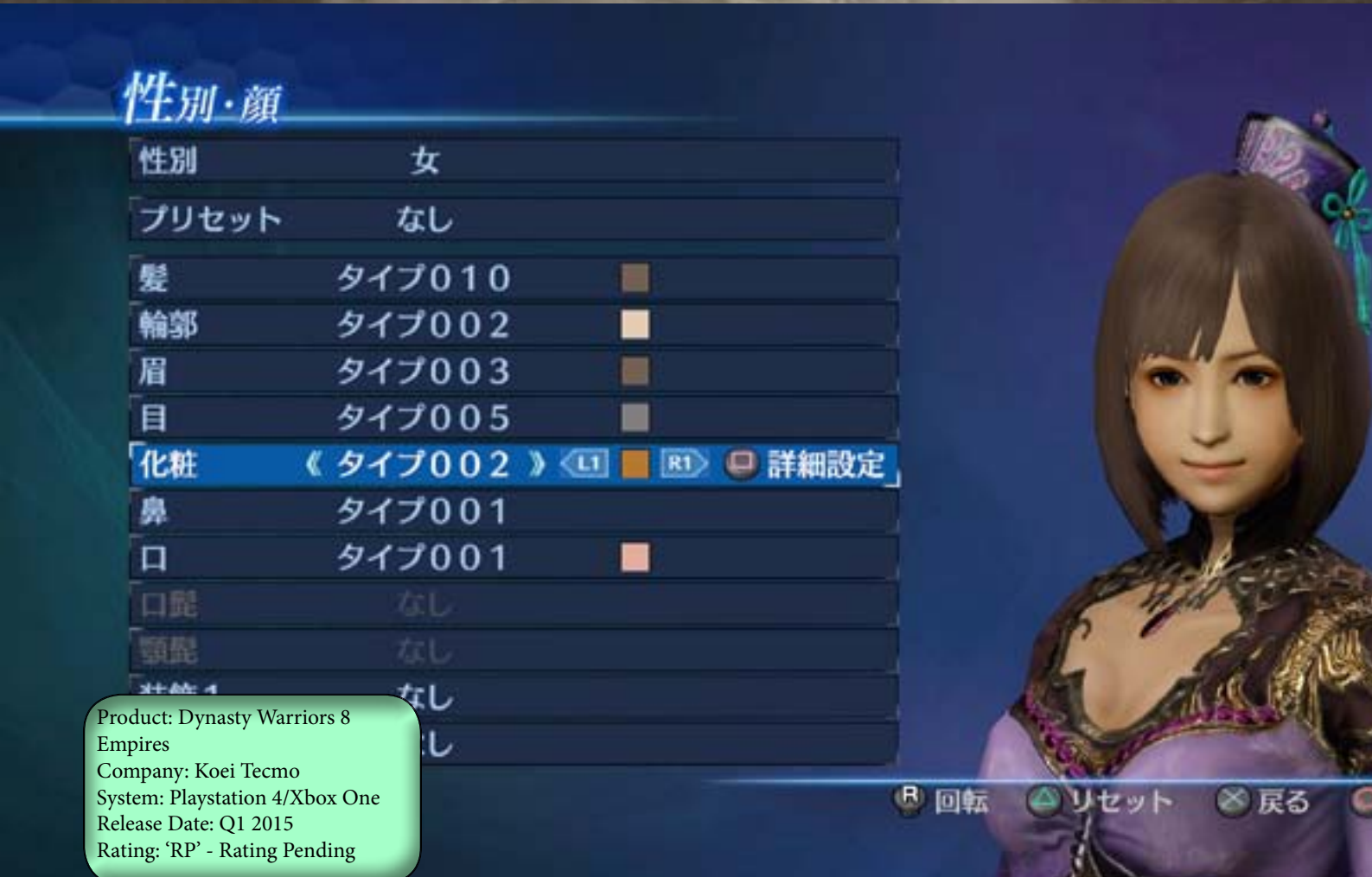


Product: Final Fantasy Type-0 HD
Company: Square Enix
System: PS4/Xbox One
Release Date: March 17, 2015
Rating: 'RP' - Rating Pending





Product: Final Fantasy Type-0 HD
 Company: Square Enix
 System: PS4/Xbox One
 Release Date: March 17, 2015
 Rating: 'RP' - Rating Pending





Product: Dynasty Warriors 8
Empires
Company: Koei Tecmo
System: Playstation 4/Xbox One
Release Date: Q1 2015
Rating: 'RP' - Rating Pending



Product: Dragonball Xenoverse
 Company: Bandai Namco
 System: PS3/PS4/Xbox 360/Xbox One/PC
 Release Date: 2015
 Rating: 'RP' - Rating Pending



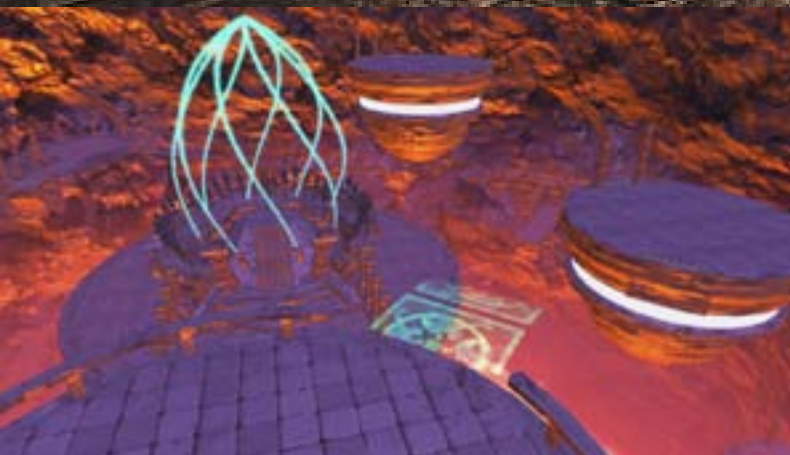
Product: Dragonball Xenoverse
Company: Bandai Namco
System: PS3/PS4/Xbox 360/Xbox
One/PC
Release Date: 2015
Rating: 'RP' - Rating Pending

RECENT

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Tales of Hearts R
Through The Shadows
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Digimon All-Star Rumble

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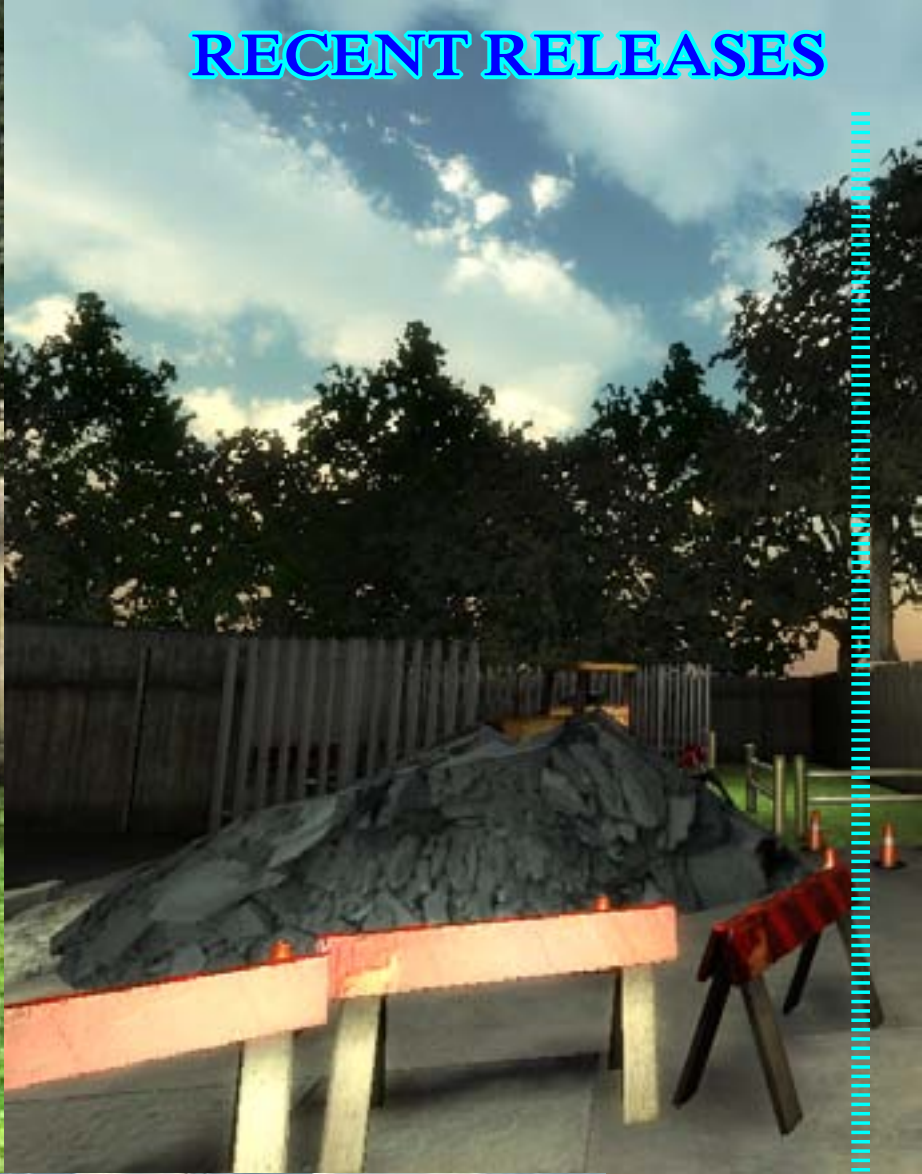


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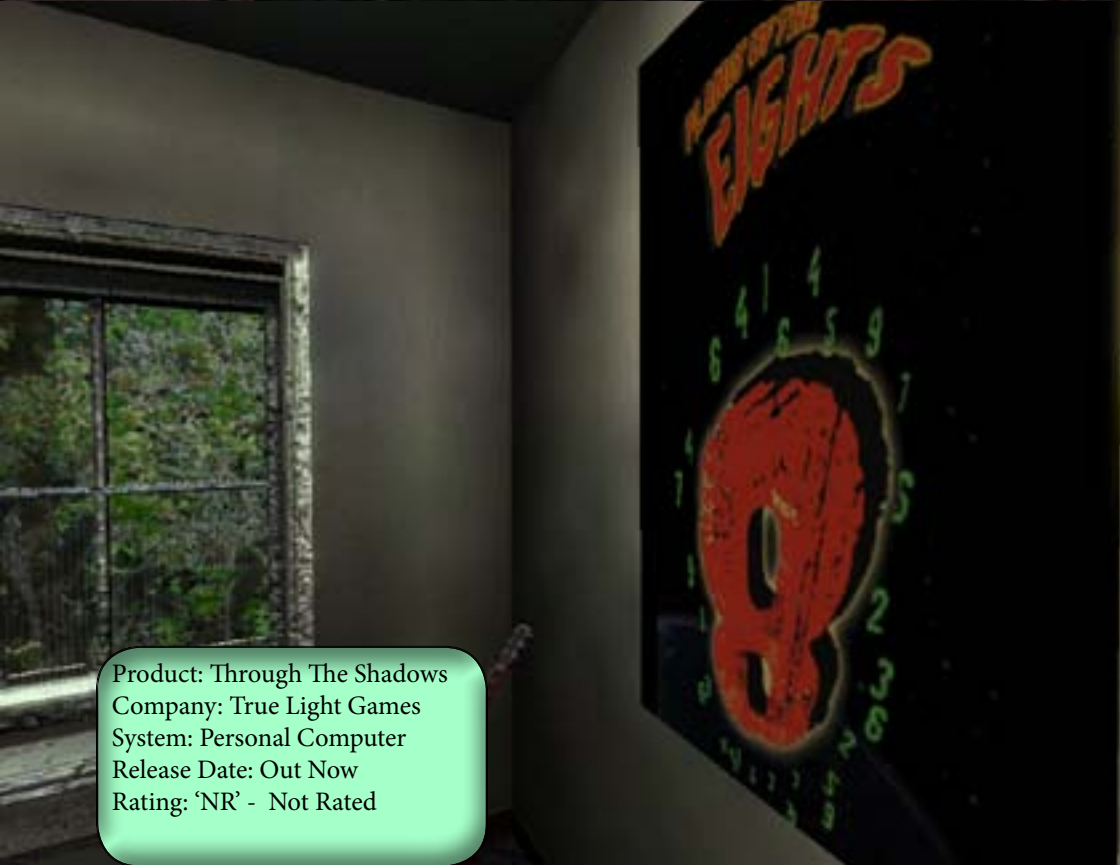




Product: Tales of Hearts R
Company: Bandai Namco
System: PS Vita
Release Date: November 11, 2014
Rating: 'T' - Teen
{Mild Language, Suggestive Themes,
Violence}



RECENT RELEASES



Product: Through The Shadows
 Company: True Light Games
 System: Personal Computer
 Release Date: Out Now
 Rating: 'NR' - Not Rated

EXHIBITION



LEGENDARY
MANAGER



+21 POW AND +21 CHA
TO DECK

LEGENDARY

BROCK LESNAK

POW 420
TGH 382
SPD 353
CHA 368

F-5
+42 TO POW AND +42 TO TGH

SUPER RARE

BATISTA

PRO

POW 194
TGH 201
SPD 172
CHA 202

21 / 30

SPINEBUSTER
+11 TO TGH AND +11 TO CHA

Product: WWE 2K15
Company: 2K Sports
System: PS3/PS4/Wii/Wii U/Xbox 360/
Xbox One
Release Date: Out Now
Rating: "T" - Teen



POW 106
TGH 111
SPD 120



76
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LADDER REWARDS

GAMES PLAYED: 0

200
GAMES PLAYED
A 2ND RARE
PAIGE TO
CREATE A PRO

PAIGE

POW 75
TGH 76
SPD 98
CHA 89

CLOVERLEAF
+18 TO SPD

450
GAMES PLAYED
SUPER RARE
JOHN CENA

JOHN CENA

POW 117
TGH 116
SPD 100
CHA 125

W SUPER

PEOPLE'S CHAMPION



WINS 72

VS



WINS 32

PLAY FOR YOUR SUPERSTAR
WINS: 1 LOSSES: 2

LEADERBOARD

REWARDS

HOW TO PLAY

RECENT RELEASES





POW 420
TGH 382
SPD 353
CHA 368

REWARDS

TAUNT



+42 TGH AND +42 CHA
TO OPPONENT

x1

OR

MANAGER



+21 POW AND +21 CHA
TO DECK

x1

RANK: 2 - 10

JOHN CENA

POW 449
TGH 446
SPD 399
CHA 401

ATTITUDE ADJUSTMENT
+42 TO POW AND +42 TO CHA

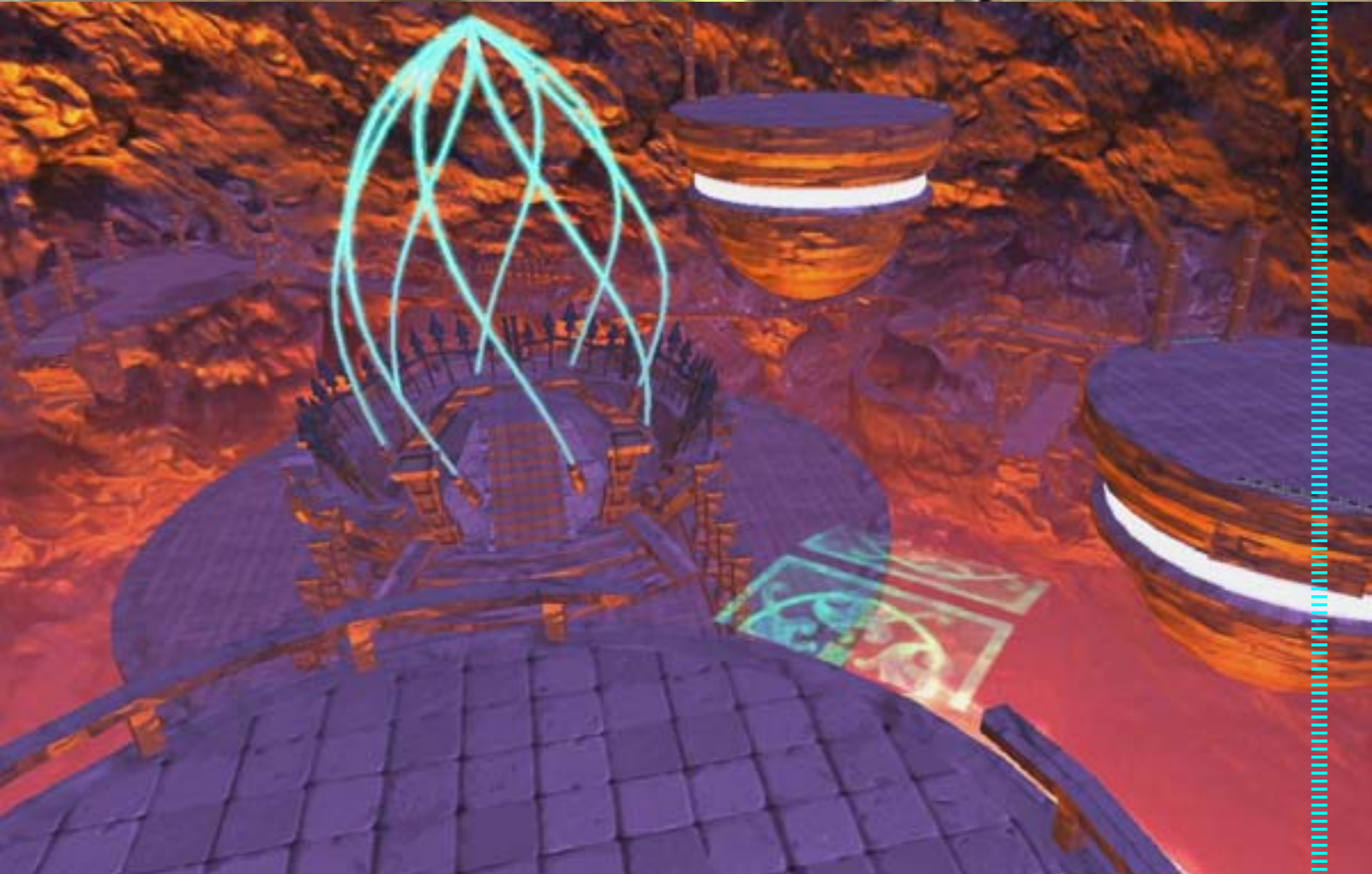
x1

OR

BROCK LESNAR

POW 462
TGH 421
SPD 389
CHA 401

x1



Product: Digimon All-Star Rumble
Company: Bandai Namco Games
System: PS3/Xbox 360
Release Date: November 11, 2014
Rating: 'E10+' - Everyone 10+
{Fantasy Violence, Mild Suggestive Themes}



Product: Digimon All-Star Rumble
 Company: Bandai Namco Games
 System: PS3/Xbox 360
 Release Date: November 11, 2014
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence, Mild Suggestive Themes}

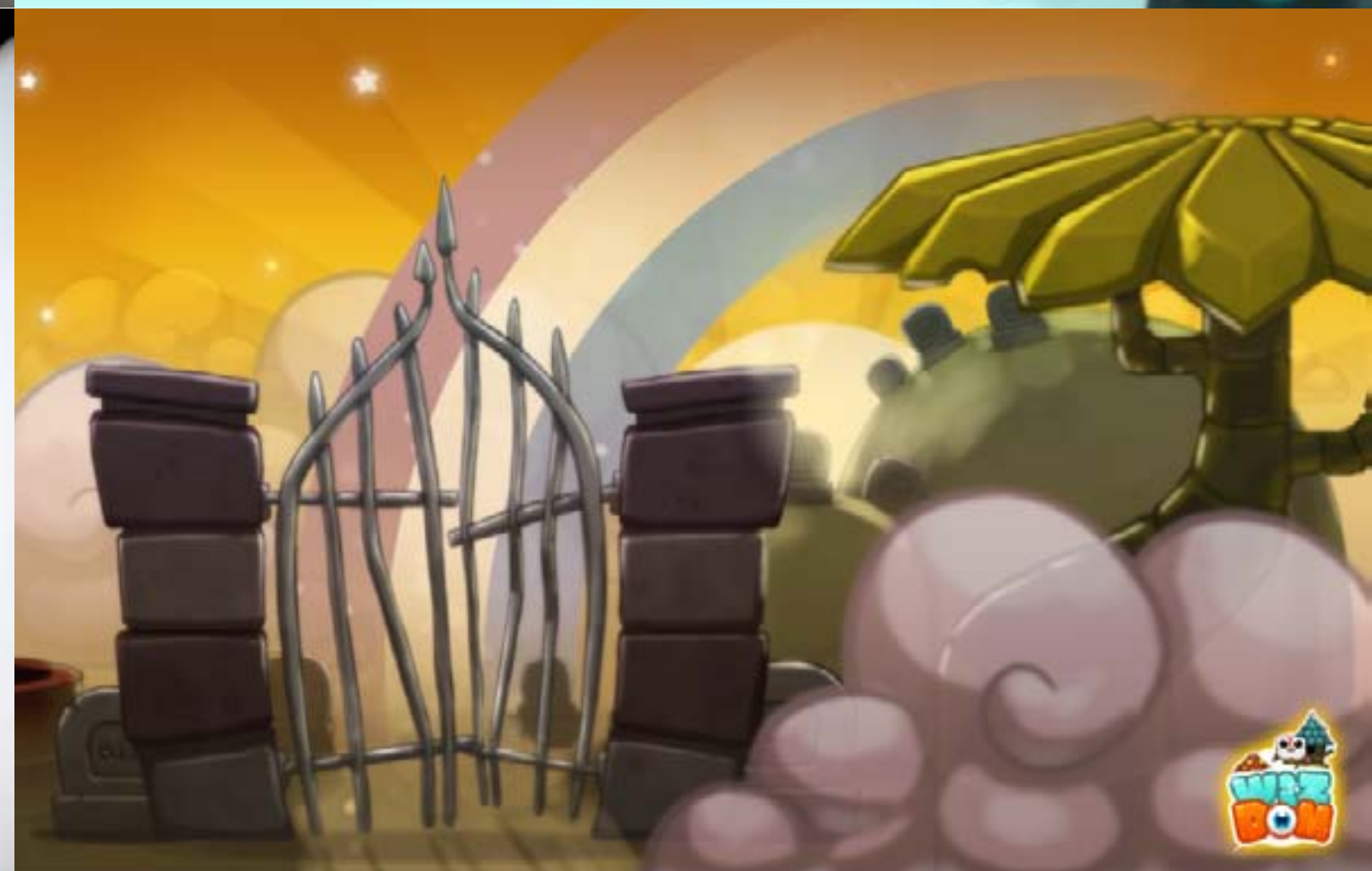
Last Minute

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Tidbits





Product: Wizdom
Company: Moving Player
System: Nintendo 3DS
Release Date: Q4 2014
Rating: 'RP' - Rating Pending







Product: Darklings Season 2
 Company: MildMania, Balloon 27
 System: iOS, Android
 Release Date: Winter 2014/2015
 Rating: 'RP' - Rating Pending



Product: Rocksmith 2014 Edition
 Company: Ubisoft
 System: Xbox One/PS4
 Release Date: November 2014
 Rating: 'T' - Teen
 {Mild Fantasy Violence, Mild Lyrics}





Product: MotoGP 14
Company: Bandai Namco Games
System: PS3/Xbox 360/PC/PS4/PS Vita
Release Date: November 2014
Rating: 'E' - Everyone {Alcohol Reference, Mild Violence}



VIDEO GAME LIES



by
Paul Bury

Version 2

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