

FAMILY FRIENDLY

GAMING

The VOICE of
the FAMILY in
GAMING



ISSUE #96

July 2015

Lego Dimensions,
Hatsune, Ninja
Pizza Girl, Fifa 16,
Super Mega Base-
ball and more!

Yoda summons the
Clone Troops in
Disney Infinity 3.0 -
Coming this Fall!

Pier Solar, Caprica,
Alien Nation, Spla-
toon and more re-
viewed in this issue!



Links:

Home Page
<https://www.youtube.com/user/FamilyFriendlyGaming?feature=mhee>

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EDITOR'S DESK

FEMALE SIDE

Blessed

We routinely talk about how blessed we are. God has bestowed so many blessings upon us. Did you know one of the blessings we have received here at Family Friendly Gaming is persecution? Some of ya'll may be a bit confused by that statement. Jesus said something very important in **Matthew 5:11-12** "*Blessed are you when people insult you, persecute you and falsely say all kinds of evil against you because of me. 12 Rejoice and be glad, because great is your reward in heaven, for in the same way they persecuted the prophets who were before you.*" Not only is our reward great in heaven for being insulted, falsely accused, and persecuted for the name of Jesus, we are also blessed for it. One of the really important parts of that is the class we are associated with. It is very humbling to be in the same esteem as the prophets of old.

Those out there that have been rude, mean, hateful, nasty, and unprofessional to us have only encouraged us to stay strong in Jesus. We won't deny Jesus to appease mere mortals. We won't reject God to make here today gone tomorrow humans happy. Their strong arm tactics fail on us every single time. We will continue to stand up for what is right. We will continue to do God's will right where He placed us. We will continue to point people to God, and preach the gospel. The more we are attacked the more blessed we feel. Satan sends his troops after us because we are making a difference. If we were not being attacked there could be something wrong. Satan is nervous, and wants us silenced. Those that follow Satan are out there doing his bidding. In contrast we will do God's bidding.

All of those discriminating against God's people will be judged. All of those persecuting God's people will be judged. All of the greedy, and selfish will be judged. All of the haters will be judged. They won't weasel their way out. They won't hack their way past it. They will face it. They might think they are being funny now, but that will change when they are judged by God. Why heap punishment on yourself by acting evil? Why make the afterlife worse for yourself by being so evil here on earth? If you are doing evil in this world you should think long and hard about the price you will pay for that when God judges you.

I look at all that the prophets of old went through.

I look at all Jesus went through. I do not feel worthy to suffer half as much as them. People treating me like dirt seems small in comparison to what they went through. Death threats, lies, and unprofessionalism I face seem like child's play compared to what they went through. I still feel just peace and joy for doing God's will. I feel such strength for standing up for God against those being mean, and nasty. I feel such contentment for calling them out, and pointing out the mistake of worshiping at the idolatry of political correctness. I feel such a blessing each and every time they persecute and discriminate.

God bless,
Paul Bury



Price was Paid For You

One of the foundations of the Christian faith is Jesus Christ died for our sin. The price was already paid. All any of us has to do is accept that fact, and submit to Jesus Christ. There are plenty of people who feel they have to do all of these things to get God to accept them. They have trouble accepting the price was paid for them. They have trouble accepting the work is done. They can not add to it. Why am I talking about this in my column this month?

That is an excellent question. Family Friendly Gaming has pointed out over the years that the work we do has a cost to it. The work we do brings a value to the entire industry. The work we do makes many companies a lot of money. Did you know the super majority of these companies pay nothing to us for all the work we do that is in their favor? Did you know the super majority of these companies pay us nothing for all of the money we make them? We pay the price for them. They benefit from the work we already did for them. Does that sound familiar? Yes it is a way we can be Christ like.

The normal reaction of any Christian (believer in Jesus Christ) is thankfulness. We tell others about our relationship with Jesus Christ. We serve and help others. We appreciate the price that is paid for us, and we follow God's will for our lives. We grow daily in our relationship with Jesus Christ. He changes and improves us. We become more giving and more Christ like every single day. It can be a long process filled with pitfalls and mistakes along the way.

Know what the normal reaction from these companies and their PR firms is for Family Friendly Gaming paying the price for them? For the super majority it is the opposite. They are not thankful for all we have done for them. They are not thankful for all of the money we made them. They are not content at all. In fact they just want more. Do ten things for them, and then they want twenty. We are taken for granted. Which is a real shame. It is sad too many are so ungrateful. It is sickening that they are never content with all we have done for them. It is sad they never follow our fine example.

For years now we have tried to educate these companies and PR firms on this concept. Either they are

not listening or they are not comprehending. They chop down all the trees in the forest, and refuse to replant new trees in the forest. When we explain it to them, they want to leave the forest for another forest and never return. How does that show thankfulness? How does that address the debt? How does that address the price that was paid for them? It doesn't. Instead they want to go and hide from the reality. Their motto seems to be: use, abuse, and lose. It is my prayer that their eyes, ears, and minds will be opened to the reality of showing thankfulness. That they will grow and mature past their constraints.

God bless,
Yolanda Bury



LESSON-BASED EDUCATION & FUN



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



Interactive Bible Series for Windows by GraceWorks Interactive



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

14 DVD ROM titles
\$10.99 each

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

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

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

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

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

This catalog features **1500+** of **9000** available Homeschool titles.



For a complete listing,
visit our reference only website

www.homeschoolstore.com

Products can be ordered from your
local Homeschool Retailer.

MISSION STATEMENT

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

Working Man Gamer

Cheerleaders

Ever wonder where some of the issues in the video game industry came from? Like the lack of integrity at so many different gaming media outlets for example. It came from the idea that video game journalists should be cheerleaders for these companies. Unpaid generators of sales for extremely wealthy and very self centered corporations. These gaming companies have smart people. People that realized good reviews give them more sales than bad reviews. So decades ago they tried different tactics to manipulate the gaming media into making them more money. Gaming media and gaming companies are a symbiotic relationship. Without gaming companies there would be no games. No games means gaming media has nothing to write about, video capture, talk about, etc. So the two need each other. It should be seen as some equal partnership where both share the benefits. But they don't. Instead gaming media is expected to be cheerleaders whether the team is good or bad. Whether the game is awesome, or filled with bugs. Because more sales keeps everything going. Too bad so many cheerleaders out there have lost all credibility with the gaming public because they cheered for the buggy products.

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!

Reform

I hope you realize how much we appreciated your article on reform in the video game industry. I can't find any other gaming site tackling this very important issue. I love how you expose what these companies are doing. For years I looked at IGN with distrust. I believe they are corrupt and bought off. I know many fellow gamers who feel the same way.

I think some of these companies discriminate against Family Friendly Gaming because you stand up for truth, honesty, integrity, and honor. Their behavior make them look bad. They are losing business because they are trying to corrupt one of the few gaming sites on the Internet. Keep up the good work. Keep your honesty, honor, and

integrity. I won't buy games from companies that discriminate against Family Friendly Gaming.
- Shawn

{Paul}: WOW! Thank you so much for the kind words, and the encouragement. There are other gaming sites out there with integrity. We routinely mention them in News Articles and run interviews with them. In fact you can find out about a new cool one in this very issue. There is also Christ Centered Gamer.

We have found it very important to honest, sincere, genuine, and transparent. Too many people and companies claim those things, but living them out is where it is at. I believe in being part of the solution and not part of the problem. All of this is more loving, and caring. We consistently treat the people in these companies and in the PR firms better than they treat us. We want the corrupt ones to improve and turn into the light. We pray for them on a daily basis, and will continue to do so.



Youtube

Your Youtube channel is awesome. I love the dance videos. We use your videos at school. Thank you, thank you, thank you.
- Sarah

{Yolanda}: You are very welcome. Our team spends a tremendous effort on making these videos. We spent quite a bit of money on a variety of video capture devices. It has been a lot of hard work, but fun at the same time. Also we feel so blessed with many millions of views on our Youtube channel. Thanks.

E3

My family and I appreciate all of the work you did covering the E3 event. I also loved your story entitled "E3 is NOT the Super Bowl of Video Games." Your points are absolutely awesome. What do you think of the Super Bowl of Video Games is?
- Karl

{Paul}: You are so very welcome. You would be amazed how much thought, prayer and discussion goes into all that we do, including articles like that one. That one may end up

in a revised version of the Video Game Lies book. Time will tell.

I personally do not think the video game industry has a Super Bowl. Maybe some of those people that play video games competitively could have a Super Bowl of playing a certain game. There would need to be a competition among gamers playing a variety of different games. Not just the murder simulators. Some games they are prepared for, and some surprises they had to adapt to quickly. In my mind the industry does not yet have one yet.

How Many Toy to Video Game Products Will the Market Support?

Loved your How Many Toy to Video Game Products Will the Market Support? article. I think the toy to video game products are the latest trend in video games. We have the indie games, and we have the toy to video games. Those two are the prevailing trends right now. I am excited about Lego Dimensions. Skylanders I am tired of. If I could buy a new game and use my old portal then I would consider Skylanders. Do you know if Disney Infinity 3.0 will use portals from Disney Infinity 1.0 and Disney Infinity 2.0? The portal from Disney Infinity 1.0 worked on Disney

Infinity 2.0.
- Aaron

{Paul}: Thank you for your kind words. I can't help but wonder if the whole vehicles idea for Skylanders came about because of the vehicles in Lego Dimensions. I find it interesting how different companies come to the marketplace with the same ideas around the same time. Suspicious huh? You are not the first person to tell us they are getting tired of Skylanders. Especially with having to buy a new portal every single year. It gets old when a company is not being supportive of earlier adopters. It is like they look at us and see dollar signs.

I contacted our press contacts over at Disney Interactive Studios and was told: "Yes, the portals are forward compatible. However, you will still need to purchase the Disney Infinity 3.0 software, which will be available for download online, to play the 3.0 Play Sets and Toy Box games." Are you excited about the Star Wars levels? It seems like Disney makes new worlds based on recent company acquisitions.

Christian Game Reviews

Thank you for reviewing Christian products again. Loved the review for Unity, and all of the cool ideas related to the game. Also loved your

Left Behind video game review. Keep up the amazing work. You are doing the right thing, and going the right direction.
- Tammy



{Yolanda}: You are very welcome. Quite a few factors have gone into this change. All of which God has turned to good, and it has been amazing. As we continue to get time for doing more of what we want to do, we will be doing more Christian products.

Ten Million Dollars

I told Nintendo a week ago they needed to pay Family Friendly Gaming ten million dollars for all of the money you made them. I am one of the millions in Family Friendly Gaming Universe. I buy games you guys recommend. I will not buy games from any company that discriminates against Family Friendly Gaming. I will not buy from any company that discriminates against Christians. I am still waiting to hear back from Nintendo. Is this how they treat you guys? Ignore anything they do not want to hear?
- Larry

{Paul}: Thank you so much for taking a bold, important, true, honest, genuine, loving, and holy stance for what is right. All of us here at Fam-

SOUND OFF Continued

Family Friendly Gaming appreciate it. The same can be said for everyone in Family Friendly Gaming Universe who tells these companies to do the right thing, the moral thing, the ethical thing, and honorable thing, the honest thing, and the selfless thing.

I doubt they will provide payment like you requested. I would love to be wrong about that. And yes that is how they have treated us. They hear something they do want to then they act like the Emperor in the Emperor's New Clothes. Which is why we keep praying for them, and keep talking to them. We don't take a hint. We don't quit. We don't give up. We don't go away. We persevere through their hatred. We continue to love them in spite of the evil they do to us.

Advertisement link

I read one of your news stories and it said: "For more information please click on one of their paid advertisements." I can't find any advertisements from this company. Help!!!

- Caroline

{Paul}: Thank you so much for your email. We appreciate it. This is a multi-pronged campaign going on. What happens is these companies send over all kinds of advertisement links in their press releases. They do not provide funding for

these advertisements though. They try to slip them through under the radar. Plenty of gaming sites do not pay attention and give them these advertisements for free. We took a bold stand around a year ago that these companies making hundreds of millions of dollars to even billions of dollars should pay for the advertisements and not expect us to spend all of our money making them wealthy.

The next prong is we are encouraging these companies to advertise. They have an opportunity to do the right thing and show their thankfulness for all of the money our work has made them. They didn't build that alone? So we are trying to get these companies to think of others and not just themselves. We want them to do just what you did - look for an advertisement, realize they dropped the ball. Then they can pick the ball up and correct their misstep.

Excellent find on your part. You are also the first reader to take note and ask us about it. We really appreciate that because it gives us the opportunity to discuss it in the public forum.

Retro

Thank you, thank you, thank you, thank you, thank you, thank you! Retro reviews are awesome. It makes me happy to hear Family Friendly Gaming is open to doing retro reviews. Finally a gaming site

that does not discriminate against older video games. You ROCK! Family Friendly Gaming ROCKS! - Bart

{Paul}: Thank you for your kind words of encouragement. As these greedy companies try to get even more control, and go towards downloads only we realized consumer rights were being trampled. As these greedy companies decided to discriminate against FFG because of our relationship with Jesus Christ we decided to be efficient with the money God allows us to have. We get more games for the same amount of money, and enjoy them more when we bring in retro video games. There are plenty of retro video games we never sound off on, so it is a cool adventure and exploration for us too. We have broadened our focus.

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.



TALK TO ME NOW

Micheal Morejon (Gaming and God, Geeks Under Grace) took some time to answer some questions for FFG Universe.

Q. So tell us a little about yourself Michael.

A. Sure thing, and let me thank you for giving me the opportunity to answer your questions and to be on your magazine.

I was born in Brooklyn, NYC and raised in Miami, FL. My family is all Cuban, so I am Latino (or Hispanic, whichever) and speak Spanish and am grateful for my culture and upbringing. I am 30 years old (as of this writing) and am married to the most amazing woman on planet Earth!

I was raised Catholic, but gave my life to Christ when I was 17 at my high school bible study. My life was radically transformed by having a relationship with Jesus Christ and I have never looked back. It's been a daily journey with God, and I strive to get to know Him better as my Heavenly Father and to experience a deeper relationship with Christ daily.

In regards to gaming, I've been a gamer since I was about 7 or 8 years old, starting with the good ol' NES and GameBoy (the big one with batteries and no color!), and working my way up to the PS3 which I have at the time of this writing. I am an avid RPG fan, especially JRPG's (Japanese Role Playing Games) and action/adventure games. So basically, I will be playing a Final Fantasy or Tales Of game, then pop in Destiny the next.

Q. Where did the idea for Gaming and God come from? Is there a story behind it?

A. To be honest, there isn't a big story behind it. I was wondering if anyone had ever put their faith and video games together somehow, and I was hard-pressed to find a website, blog, book, etc. that did that so I decided to make my own blog. Of course, I have found quite a few of them after spending more time in this sub-culture, but I didn't find anything that matched my style.

Q. How long has Gaming and God been around?

A. About a year right now, I did my first post on June, 2014.

Q. What is the mission of Gaming and God?

A. My blog/site's mission is to show my readers that Christ can be found in many different video games, and this huge culture that geeks have in general can bring God glory. I want to show that God can be found in video games in various different ways, and that we can even grow closer to Christ through them. Also, I am praying that people would come to know Christ as their Savior through the site as well.

Q. You also write for Geeks Under Grace. What can you tell us about that website?

A. Yes, I have been on staff with them about as long as I've been writing for my own site. I found them about the same time I decided to do my own blog, and am very grateful to be a part of their ministry. GUG (Geeks Under Grace) is a website dedicated to bringing the gospel to every geeky interest from comics, video games, anime, TV, movies and books. It's a place where you can get informed about your favorite interests while also being given a biblical perspective on the content. So if a game is full of gameplay that a Christian will want to know beforehand, that's included, while we also do Christian Living articles to edify believers and challenge the average geek to know God and know that He loves them and can be a part of their lives.

Q. What change(s) would you like to see in the video game industry?

A. Wow, that's a good question. Well, I would love to see more games that are different to be given more of a platform to impact gamers. The video game industry, just like the music, movie and even book industry, is running out of creativity in my opinion. We constantly see the same game being released, but with a different color, title and characters. The plots are similar and so are the gameplay and immorality.

Indie gamers who are bringing fresh ideas and perspectives are not given enough credit and are left scraping the bottom of the barrel to compete with AAA games. This is what the video game industry needs if it wants to continue to make it's billions of dollars, games that are new and don't look like every other title and it's sequel.

Q. Have you read the Video Game Lies book? If so what is your opinion?

A. Honestly I have not, but I looked it up on Amazon.com and it looks like a book I need to read.

Q. Favorite video game system?

A. PlayStation 4, no competition.

Q. Which reform do you feel is the most important one the modern day American church needs to make?

A. Myself being Hispanic and seeing the different aspects of the Hispanic churches and typical American churches, I can tell you one main thing that American churches lack that many Latino churches have.

Hunger for God's presence and knowing Him intimately.

I see that America has become a nation where we know everything, have it all figured out and we want to analyze God like He's a specimen in our laboratory. We need to stop trying to figure Him out and let God be God. We were made to worship Him, to be part of His family, to be an extension of Heaven on Earth, not to look up at Him and show off how smart we are.

America needs to get passionate about Christ and get to know Him personally, on a daily basis, not just on Sunday. Jesus Christ needs to become our reality, our reason for living and be poured out into everything that we do.

Q. Where do you see Gaming and God in ten years?

A. I am not sure, I hope I'm still writing that's for sure! To be honest, Gaming And God is just one project that I believe will lead to other things, like books or even speaking engagements. I would also hope to see my writings impact bigger outlets of media like major gaming websites or even industry employees. Most of all though, to see people come to Christ whether through an article, social media post or interaction with me. I don't care, so long as it's God working behind the scenes.

Q. Do you agree/disagree with the Churches Fail Christian Video Games article?

A. Both actually. I agree that churches should help out gamers who want to reach out to other gamers with the gospel, but at the same time that's the responsibility of other Christian gamers to do. Their church should be helping them at least through prayer or guidance on how to go about an evangelistic outreach, but a pastor (unless they are a geek/gamer) won't have a clue on how to reach that niche of people.

Yes, the Christian bubble reaches far and wide even to video games, and until it changes they will think video games are of the devil, or whatever other excuse is used. Christian video games are great, but most gamers don't play them. Going to where a gamer is, playing their own games, and sharing Christ with them to me is the best way. Christ went to people where they were, and preached the Kingdom to them.

DEVOTIONAL Video Games 101

Reform Part 8

Evangelism is more than inviting people to your building. It is shocking to me to see so many modern day American churches tell their attendees that they need to evangelize by inviting people to that location on Sunday mornings, Sunday nights, and Wednesday nights. This is how you evangelize? This is the only thing you do to reach the lost for Christ? **Acts 17: 24** *“The God who made the world and everything in it is the Lord of heaven and earth and does not live in temples built by human hands. So what are you inviting people to do at your local building? So where is the temple? **1 Corinthians 6:19-20** Do you not know that your bodies are temples of the Holy Spirit, who is in you, whom you have received from God? You are not your own; 20 you were bought at a price. Therefore honor God with your bodies. Our own bodies is where God dwells. Invite people to a relationship with God - that is evangelism. Not to invite them to some building that only proves those claiming to be church leaders are wasting God’s money on frivolous things instead of what the Holy*

Bible teaches they are to do with money.

I know some of ya’ll out there are like wait a minute, then what should we do to evangelize? Simple answer is to witness to those around you. Share your life experiences and relationship with Jesus Christ. If you care about those around you. The longer answer requires even more from all of us. **Mark 16:15** *He said to them, “Go into all the world and preach the gospel to all creation.”* That includes the area of the world called video games. I know a variety of believers who are missionaries within the world of video games.

Perfect church attendance is not evangelism. A tropical trip to a warm climate on a church sponsored trip may contain evangelism, and it may just be a nice vacation from your normal life. I am amazed how many people who go on church sponsored trips come back and tell me what a wonderful vacation it was. My response is: “I’m sorry did you say I paid for you to have a nice tropical vacation? I thought I was paying to obey the Holy Bible, God, Jesus, the Holy Spirit, and to bring more people with us into heaven.”

I know another interesting question related to this

is - where is God if not in some overpriced building? **Matthew 18:19-20** *“Again, truly I tell you that if two of you on earth agree about anything they ask for, it will be done for them by my Father in heaven. 20 For where two or three gather in my name, there am I with them.”* So God can be in a church building. In your home, at work, at a home Bible study, at the store, at a project helping someone’s home, and so many other places. It amazes me how many different places I find God. My body is the temple.

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.

Cooperation

One of the coolest things families can do in some video games is cooperate. Work together for a common goal. One of the games families love to cooperate in is Minecraft. Families can work together to create the environment they want. They can work together to build a castle, bridge, Noah’s Ark and more. At least that was before Microsoft bought Mojang. Drove of cooperating gamers have been leaving Minecraft due to Microsoft’s greed, bad image, and ways they are slowly ruining the Minecraft experience.

Video games are known for their competitive nature. Yes there are many video games that

have the players compete against one another. There are also plenty of video games where players work together for a common goal. Most of these video games are easier with a second human being helping out. Whether you are on the same team in a football, basketball, soccer, hockey, or some other sports game; or if you are working together to get to the end in a Gauntlet like video game. Either way it is always more fun playing with another human being.

I also believe working together toward a common goal is a better game play experience for both family members. When you compete, one family member wins, and the other one loses. This does lead to real world anger, and real world problems. When the two family members work together toward a common goal, both of them win. There is a sense of satisfaction in both of them as together they did so much more than they could have done by themselves. Plus it is amazing to see the brainstorming that comes from working together. Two minds working on a problem are better than one. Cooperative game play leads to less anger, and way less real world issues. Do you desire peace in your household or do

you desire strife?

One of the reasons MMORPGs became so big for a time is because gamers work together. In fact many of these online role playing games allow for both cooperative and competition. Teams of players can go after massive monsters. Teams of players can also attack other teams. Each player has a role to play in their team. Winning or losing depends on how well the teams execute. These kinds of video games prove many gamers want to play together. The war simulation video games also fit into this category. Teams of soldiers work together to beat the other teams. Bear in mind the war simulators are not exactly family friendly. They are just mentioned to reinforce the point of playing together.

It is my hope that cooperative video games continue for years to come. Competitive video games have their place. Competitive games have their downfalls. Cooperative gaming is something that families should look for, support financially, play, and tell others about. Just like this article took some time to focus on it. So now what can you do? Can you find a good, clean, safe, and fun cooperative video game?

IN THE

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Cities Skylines Offers New Content

Paradox Interactive and Colossal Order have released the first major update for Cities: Skylines, the world dominating city builder for PC, Mac and Linux, all for the princely sum of nothing!

The first brand new content since the game's release, this free update titled "Version 1.1 - European Theme" includes:

- Three new European Themed Maps

- Over 50 European style buildings for the new European map themes

- Wall-to-wall buildings enabled for the European Style buildings

- Tunnels, one of the community's most requested features

NEWS

A number of Asset Editor additions including the ability to import custom vehicles

A multitude of smaller cosmetic additions and bug fixes.

Full patch-notes can be found on the forum

Commenting on the forthcoming roll-out of brand new content, Brand Manager Jakob Munthe said, "Cities: Skylines will continue to follow the traditions set by other recent Paradox releases such as Crusader Kings II and Europa Universalis IV of paid expansions combined with large updates of free content ensuring that all players, whether they choose to purchase the expansions or not, will have plenty of new features to look forward to. One of the major differences, however, between those titles and Cities: Skylines will be that minor DLC updates will be uncommon. The majority of content updates will be significant upgrades and additions."

Munthe continued, "Going forward, we will focus on giving away the main features for free and im-

proving the modding tools, while also selling major expansions around new mechanics. But we will also con-

tinue to offer free content such as new buildings and road types."

Cities: Skylines is a modern take on the classic city simulation, introducing new



game play elements to realize the thrill and hardships of creating and maintaining a real city whilst expanding

on some well-established tropes of the genre. Boasting a fully realized transport system, Cities: Skylines also includes the ability to mod the game to suit your play style as a counter balance to the layered and challenging simulation.

RISEN - Epic Re-telling of the Resurrection of Jesus in Theaters January 22

Twelve years after the blockbuster film about Jesus' crucifixion and many others like it, RISEN picks up where that film dropped off in the biblical story of Jesus' death, resurrection and ascension. In RISEN—a wide-release feature film in theaters on Friday, Jan. 22, 2016—a Roman military tribune, second to Pontius Pilate, who saw Jesus die, now must dispel rumors that He is alive. RISEN is produced by LD Entertainment and distributed by Sony Pictures Entertainment's TriStar Pictures in association with AFFIRM Films, known for faith-and-family hits such as SOUL SURFER, COURAGEOUS and WHEN THE GAME STANDS TALL.

“RISEN is a gripping story of a top Roman official ordered to prove Jesus' resurrection was a hoax by finding the body and crushing His few but passionate followers,” Rich Peluso, AFFIRM Films senior vice president, said. “Christians know it was no hoax. But seeing a doubter, a skeptic, unravel

the mystery of Jesus' death and resurrection brings a new outsider's perspective to the Gospel's account of the most important event in human history.”

RISEN is an LD Entertainment and 50 Dias Producciones A.I.E – Fifty Days Productions LLC, co-production. RISEN stars Joseph Fiennes, Tom Felton, Peter Firth and Cliff Curtis. The film was directed by Kevin Reynolds and is being edited by Steven Mirkovich.

RISEN is an epic biblical story of the weeks immediately following Jesus' death on the cross, as seen through the eyes of the unbelieving Clavius (Fiennes), a high-ranking Roman military tribune. Clavius and his aide Lucius (Felton) are instructed by Pontius Pilate to ensure that Jesus' radical followers don't steal His body and claim resurrection. When the body goes missing within days, Clavius' mission is to find the body, dispel rumors of a risen Messiah and prevent an uprising in Jerusalem.

Producers believe the film's unique approach of seeing Jesus' resurrection from the viewpoint of a nonbeliever in addition to the faithful scriptural treatment of the story will attract wide audiences. Additionally, outreach to a coalition of leading Protestant and Catholic influencers will be a key aspect of RISEN's promotional campaign.

RISEN is produced by Mickey Liddell, Patrick Aiello and Pete Shilaimon, and executive produced by Robert Huberman and Scott Holroyd. Screenplay by Kevin Reynolds and Paul Aiello. Story by Paul Aiello.



Save The Children To Bring Sustainaville To PC, Mac and Mobile

Save the Children has teamed up with international developer of iOS and Android-based entertainment and edutainment applications, Good Game Productions, to launch an all new charity-focused game, Sustainaville.

Developed for mobile, PC and Mac, Sustainaville gives players the unique opportunity to confront challenges similar to those faced by aid workers – and the communities they help – in the real world every day.

This could include anything from providing food and healthcare for families so that their children can stay healthy and concentrate at school each day, to ensuring stable water supplies for communities and making sure those living in areas prone to disaster are well-prepared for natural hazards like earthquakes and hurricanes.

Players can utilize a unique “donation platform” to donate money directly to Save the Children and, in return, receive in-game currency and rewards like special characters. Around the world, Save the Children works to inspire breakthroughs in the way the world treats children and to achieve immediate and lasting change in their lives.

“No game can adequately convey the effort and dedication embodied by Save the Children's aid workers, some of whom have risked their lives to help children in need. But it is our hope that through Sustainaville, players will gain a better appreciation for the challenges that aid workers face and, in their own way, work towards a better future for all children,” said Paul Ronalds, CEO of Save the Children in Australia, which is leading the project.

Sustainaville will launch on PC, Mac, Android and iOS.

Nintendo of America Hires Bowser as New VP of Sales

Nintendo of America has hired a new Vice President to lead the United States sales organization with a name that's well-known in the Mushroom Kingdom. Effective today, Doug Bowser (no relation to the King Koopa and Mario's longtime nemesis) will oversee a variety of sales-related functions, including Sales, In-store Merchandising, Retail Strategy and Retail Marketing. He will play a key role in driving national sales strategies to generate demand and achieve revenue objectives across all of Nintendo's product lines. Bowser also will manage Nintendo's key retail customer relationships and will oversee retail marketing for the Nintendo World store in New York. Bowser will report to Scott Moffitt, Nintendo of America's Executive Vice President of Sales & Marketing.

“Doug Bowser is an outstanding addition to our Nintendo team, as he brings a deep blend of both consumer package goods and video game sales experience,” said Moffitt.

“I know he will work tirelessly with our internal and external partners to ensure the broad Nintendo product lineup of hardware, software and accessories are strongly represented throughout U.S. retail points of distribution.”

Bowser comes to Nintendo from Electronic Arts, where he has worked since 2007, most recently as Vice President of Global Business Planning, a role that made him responsible for EA's console, PC and mobile game forecasting. Prior to EA, he worked at Procter & Gamble in various sales leadership roles.

Nintendo is desperately trying to turn around their miserable sales. Maybe they should stop discriminating against Christians.

In The News Continued

The Escapists Emerges on PS4

Team17, and indie dev, Mouldy Toof, have issued a warning to all inmates. Having already sold over 500,000 copies on Xbox One and PC, the indie smash hit of 2015, The Escapists, is available to download on PlayStation 4 worldwide from today. The award-winning sandbox prison-escape game features:

- 6 unique prisons to escape – from the minimal security of Center Perks to the harsh confines of the Stalag Flucht POW camp
- 6 different methods to bust your way out including digging out and prison takeovers!
- 10 prison jobs to earn you some vital escape funds. Choose from Laundry, Janitor, Mail Man, Metal Shop, Kitchen, Wood Work, Tailor, Deliveries, Gardener and Library work
- Crafting system. Gather the necessary items you'll need to craft items for your escape plan. Craft tools such as Cutters, Shovels, Sheet Ropes and weapons such as the Sock Mace, Comb Blade or Cup of Molten Chocolate!

The Escapists is available to download worldwide for PS4 via the PlayStation Store for \$19.99. Once you've tried your hand at all 6 prisons, you can even try to escape from one of the most famous prisons in the world with the Alcatraz DLC prison! Many have tried to escape, many have failed. Now is your chance to add your name to this list of 'famous' escape attempts as you try and escape from one of America's strongest prisons. Alcatraz Federal Penitentiary has been rebuilt in The Escapists. Master the daily routine, plan your strategy and execute your very own Alcatraz escape! It's Make or Break Time. The Escapists Alcatraz DLC prison is also now available to download for \$2.99.

Family Friendly Gaming Rejects Age Based Discrimination

You already know Family Friendly Gaming refuses to discriminate against Christians, and Christian video games. You already know Family Friendly Gaming refuses to discriminate against children's video games, family friendly video games, and physical copies of video games. Now it is time to find out Family Friendly Gaming refuses to participate in age based discrimination. There are plenty of wonderful, fun, fabulous, and fantastic retro video games. Family Friendly Gaming has not been able to sound off on all of them. Nor have we been able to review all of them. We have not also been able to video capture all of them. So why should we discriminate against them? Too many gaming sites do what the large video game companies tell them to do. Whether they are bought off or just lackeys I don't know. To be honest I don't care. We are going to do the right thing at Family Friendly Gaming. We are not going to participate in the discrimination against older video games. We will continue to bring in retro video games in our reviews and video capture. Even this news article helps the retro video games, and the retro gaming community. We all know why most of the major gaming sites spend the overwhelming majority of their time on the newest, and latest video game. They want you to keep up with them as they are given free games left and right. They are giving their advertisers what they want. They are focusing on the games and companies that pay their bills. I suppose you could look at them as a form of prostitutes. Which is why age based discrimination is so rampant in video game journalism. They feel they need to be cutting edge. How many are fiscally responsible? How many help you save money? How many help you find more games for the same amount of money? I believe there are plenty of fun, cool, and awesome retro games you have never played. Family Friendly Gaming is being even more inclusive.

In The News Continued

PlayStation Mobile Shuts Down

Sony Computer Entertainment Inc. (SCEI) has announced that PlayStation®Mobile (PSM) will cease distribution of new content in-app on July 15, 2015. Purchase via browser and re-download of purchased content will be discontinued on September 10, 2015. In addition, "PlayStation®Mobile for Android," which allows you to access PSM content on a variety of PlayStation®Certified devices, will be unavailable for download after September 10, 2015.

You will still be able to access PSM content you have purchased and downloaded on up to three devices activated before September 10, 2015. Devices that are deactivated after September 10, 2015, will no longer be able to play purchased and downloaded PSM content. Refunds will not be provided for lost PSM content.

This is yet another example of why physical copies of video games is so important. At any point in time a company selling downloadable video games can stop. They can decide they are not making enough money, and pull it. What happens when you swap devices? Do you lose the money you paid for these games? It certainly sounds like it. Sony sold this property to families, and Sony is taking it back. They won't give you your money back. Talk about selfish and one sided.



Corsair Brings Backlighting to New STRAFE Mechanical Gaming Keyboard

Corsair Gaming announced the addition of the STRAFE mechanical gaming keyboard to Corsair's award-winning line of PC gaming accessories. By bringing the lighting customization and Cherry MX switches found in Corsair's RGB keyboards to STRAFE, Corsair has created the most advanced mono-backlit mechanical gaming keyboard available. Sporting a sleek new industrial design, STRAFE will be widely available in late June at an MSRP of \$109.99.

The STRAFE mechanical gaming keyboard's brilliant red backlighting can be customized to a virtually unlimited number of lighting configurations and effects. Each key can be programmed with automated macros using CUE (Corsair Utility Engine) software. Users can choose from six unique lighting effects or craft their own custom profiles.

STRAFE Features:

- German-made Cherry MX red switches with gold contacts for fast, precise key presses
- Fully programmable brilliant red LED backlighting for unrivaled personalization
- USB pass-through port for easy connections
- Textured and contoured FPS/MOBA keycaps
- 100% anti-ghosting technology with 104-key rollover
- Enhanced, easy-access multimedia controls

Chris Hülsbeck and Machinae Supremacy to produce Dream Runners soundtrack

Giana Sisters: Dream Runners is the latest addition to the renowned gaming franchise that started on the Commodore 64 in 1987. Back then, music played an important role in cultivating the fanfare for Giana Sisters, which has lasted for decades. Black Forest Games and EuroVideo are very happy to have the original composer, Chris Hülsbeck, on board once again. Chris will be putting together six brand new songs for the release of Giana Sisters: Dream Runners, while Swedish metal/chiptune group Machinae Supremacy, who also brought you the Music for Giana Sisters: Twisted Dreams, will add six songs to the Dream Runners soundtrack.

The challenge for the Dream Runners team was to create music that fits the game's faster pace of play. Here's what Chris Hülsbeck has to say: "Creating the score for a racing game differs quite a bit from that of a traditional platformer. The music has to intensify the racing frenzy on screen - which requires much more upbeat and fast tracks. My collaborators Fabian Del Priore, Machinae Supremacy and I had a blast exploring another round of new and classic Giana Sisters music themes in this fast-paced style."

Two samples of the new soundtrack are available for streaming via Soundcloud, and will be part of the full game, with Giana Sisters: Dream Runners set to release later this summer for PC, Xbox One and Playstation 4.



Chris NetEase and Zen Studios Partner to Launch CastleStorm in Mainland China

Chinese gaming industry giant NetEase and leading digital game publisher Zen Studios have announced that they are partnering to bring the hit mobile action-strategy game, CastleStorm, to mainland China. The game, a medieval action-strategy hybrid with a focus on groundbreaking 2D physics-based destruction, will be available for iOS and Android devices later this summer.

The mobile version of CastleStorm carries over classic elements from the console versions, including epic medieval sieges and intense fights between Knights and Viking Warriors. Additionally, the game's touch mechanics make for a simple to learn pick-up-and-play experience.

In addition to creating CastleStorm, Zen Studios is an award-winning developer of other hit games including Pinball FX 2, Zen Pinball, and KickBeat. The CastleStorm franchise has already proven to be successful on Xbox, PlayStation, Nintendo, and mobile platforms in the western markets, earning the coveted "Editor's Choice" award in the US Apple App Store, as well as an "Editor's Choice" distinction from Google Play.

Additionally, it has earned a silver reward from "Pocket Game" and won the title of "Best iPad Game of 2014" in six European countries. Zen Studios chose to work with NetEase on distribution, acknowledging its distribution capability, in order to bring this great franchise to a new audience of Chinese players.

Castlestorm on the mobile and tablets is a repeat pay to play app. Millions of families have complained about the deceptive nature of the repeat pay to play apps since they inaccurately call themselves free apps.

Shout Factory Announces US Theatrical Release of the Seventh Dwarf

This summer, join your favorite storybook characters in a hilarious mash-up of the most celebrated fairy tales when the highly anticipated feature-length movie THE SEVENTH DWARF opens theatrically in New York and Los Angeles on July 31, 2015 from Shout! Factory Films. This CG-animated feature boasts an exceptional voice cast of Peyton List, Norm MacDonald, internationally renowned singer and actress Nina Hagen and Joshua Graham. Directed by Harald Siepermann and Boris Aljinovic, and produced by Douglas Welbat, THE SEVENTH DWARF is a wonderfully magical movie adventure packed with fantastical characters, non-stop laughs and toe-tapping songs that the whole family will enjoy! Join all seven dwarfs for an adventure as big as they are small! It's the eve of Princess Rose's 18th birthday. Everyone in the kingdom has come to Fantabularasa Castle to celebrate, including Snow White, the Seven Dwarfs, Cinderella and Red Riding Hood. But just before the stroke of midnight Bobo, the youngest dwarf, accidentally pricks the finger of Princess Rose with a cursed needle and sends the kingdom into a century-long slumber! To find Rose's true love Jack to save her with a kiss, Bobo and the other six dwarfs must go on a treacherous journey, face a fiery dragon and outwit the evil witch, Dellamorta.

Written by Harald Siepermann, Daniel & Douglas Welbat, based on the characters by Otto Waalkes and Bernd Eilert, THE SEVENTH DWARF is produced by 7 Dwarves Animation Company in co-production with Cinemendo, Erfttal Film- & Fernsehproduktion, CC Medienproduktion, TransWaal Film, VIP Medienfonds 2 / VIP Medienfonds 4B, Rialto Film, MCC Independent, Universal Pictures Productions.

E3 is NOT the Super Bowl of Video Games

Family Friendly Gaming drank the Kool-Aid in the past. We got sucked into the propaganda and lies told by PR and these self-centered, self-absorbed, and greedy companies. We decided to take an honest, real, and genuine look at the Super Bowl, and the Electronic Entertainment Expo (E3). These two events are drastically different. All of us associated with Family Friendly Gaming want to apologize to you the reader. We are sorry that in years past we regurgitated the center of the universe disease lie that E3 is the Super Bowl of Video Games. It is not. E3 is just another expo event featuring companies trying to generate interest in their products. They are trying to drum up sales.

Too many gaming cheerleaders err gaming journalists have propped up this lie. They have compared a meaningless expo to a real sports event where one team wins. In fact let us look at the National Football League (NFL). Real players compete on teams of offense and defense. They have sixty minutes to compete in regular play. If the game is tied then it goes into overtime. Ever heard of E3 going into overtime? E3 goes on for days, and the Super Bowl happens in a few hours with penalties, time outs, and a half time. The NFL has a season. The top six teams from each conference play each other in the playoffs. Winner continues on, and the loser go home. Finally the NFL comes down to two teams. The AFC champion, and the NFC champion. They go at it in one game - winner takes home the trophy. At E3 as long as you have money, your company can buy space. You buy your way into E3.

There are no clear or real winners in E3. There are not two teams going at it.

Full story can be found here.



State of Gaming



REVIEWS

Now the E3 expo is over with, video game companies are working on their marketing and advertising campaigns. They have gotten many in the gaming media excited about their products, and they know that gives them free advertising. Fanboys are also preaching the praises of upcoming products. They also argue amongst themselves over which company is better. They all make good products, and they all make stinkers. Not one of them is perfect. None of us are.

The contraction/shrinking of the video game is very apparent. The indie video games are one of the things keeping the industry moving forward. Isn't it interesting that the industry had to go backwards to move forwards? There are still big name video games being made. They are getting smaller on launch days with less content. Then these companies with mas-

sive bank accounts from fleecing consumers are releasing additional content for even more money. Any way they can find to make their massive bank accounts even larger. Many consumers are tired of feeding their greed. Many consumers have left the self centered video game industry to find more economical entertainment. Other consumers have decided to play retro games on older systems. Even other consumers have gone off the grid entirely. Deciding instead to live off the land.

The lack of effort from too many of these companies is blossoming into what we have today in the video game industry. Family Friendly Gaming warned them years ago. All they could see were the dollar signs. So the bowed down and worshiped the dollar. Obviously that was a very bad decision. They did not learn how to

be content. Now it has cost them.

Too many in the PR industry try to prop up the video game industry with lies, and propaganda. Only complete and total fanboys buy into it. E3 is a fantastic example of this. What is E3 called? The Superbowl of Video Games. What two companies are present at E3? What two companies compete for a trophy? Who wins the trophy at E3? Who has been the E3 Superbowl champions more times? The more we look at it logically, the more we realize calling E3 "The Superbowl of Video Games," is pure propaganda. Oh Family Friendly Gaming was caught up drinking the kool aid years ago. Not now. We see E3 for what it is. A way for these companies to drum up excitement for their upcoming products. Which ultimately increases their sales - their one true goal.

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

CONTENTS Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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Philippians 4:11-13

11 I am not saying this because I am in need, for I have learned to be content whatever the circumstances.

12 I know what it is to be in need, and I know what it is to have plenty. I have learned the secret of being content in any and every situation, whether well fed or hungry, whether living in plenty or in want.

13 I can do all this through him who gives me strength.



Ketzal's Corridors

SCORE: 47



A Kappa's Trail

SCORE: 66



Ketzal's Corridors is one of the worst video games on the Nintendo 3DS eShop. Players take a shape - some of them remind me of Tetris. That shape is falling down toward walls.



There are holes in the walls. Players move the block around to fit into the hole in the wall. The storyline in Ketzal's Corridors revolves around false gods that have a Mayan feel to them.

One of the reasons Ketzal's Corridors is so bad is the clunky control scheme. Each button rotates the block in a different 3D direction. It takes forever to figure out how to move the block. Did I mention you are free falling really fast toward each of the many walls in a level? Time is a luxury players are not given in Ketzal's Corridors on the Nintendo 3DS.

The colors are bland

and a bit washed out. The music is odd. Gamers are being taught to worship false gods, and ignore the one true God. No wonder so many gamers are hostile to God. Video game companies like Nintendo have been brainwashing them to away from God for decades now.

The holes have hearts in them. The more hearts you



collect the better. The way to collect the majority of the hearts is to fill the holes as perfectly as possible. Players can fit through and miss some hearts. I did that many times just to avoid smashing into the wall, and getting a level over screen.

The storyline in Ketzal's Corridors revolves around the false god of destruction beating the false god of creation. Hearts were disperses all over, and the player is on a mission to get those hearts back. To awaken the false god of creation. I have a major issue with this story. We all know God is more powerful than Satan. Satan was cast down after failing to overthrow God. Satan will eventually completely lose

as was prophesied in the book of Revelations in the Holy Bible. Ketzal's Corridors teaches the exact opposite of the Holy Bible. Complete and total rebellion against God and His followers.

- Kid Gamer



Just before Nintendo closed Club Nintendo I used some of my remaining points to download A Kappa's Trail. It didn't cost me much except the time it took to fill out those surveys for Nintendo. A Kappa's Trail is a downloadable only Nintendo DSi game that is also available on the Nintendo 3DS. No 3D effects though.

A Kappa's Trail is a puzzle game where the players

draw where they want the character to go on the screen. And you thought Kirby and the Rainbow Curse was innovative.

Nope. A Kappa's Trail did it five years ago. There has to be a catch right? Oh yes. The tiles your character walks on



fall away. You can only go over a certain space once.

A Kappa's Trail started easy. After a few levels it got harder. I found myself hopelessly stuck too many times in A Kappa's Trail. Which ultimately led to frustration, stress, and real world anger. What really upset me is Nintendo



normally makes money off of products that cause real world problems. I am out the time, and cost of doing this review, others are out their money.

A Kappa's Trail looks okay, and it sounds okay. I got tired of watching my little guy fall to his death. The game play in A Kappa's Trail

feels really limited and it can be difficult to draw perfect lines. I also noticed at times A Kappa's Trail was mean to me. I avoided a certain block, but it dropped off the map anyway.

The positive side to A Kappa's Trail is it will

make you think. Family members will plot out where they want to their character to go. Planning how to go from start to the number one, and then number two, and so on can take some real thought. Especially when you have to keep an open path to the exit.

As a downloadable only video game A Kappa's Trail is very forgettable, disposable, and expendable. I recommend our readers save their money for physical copies of video games that are more valuable, and dependable.

- Yolanda

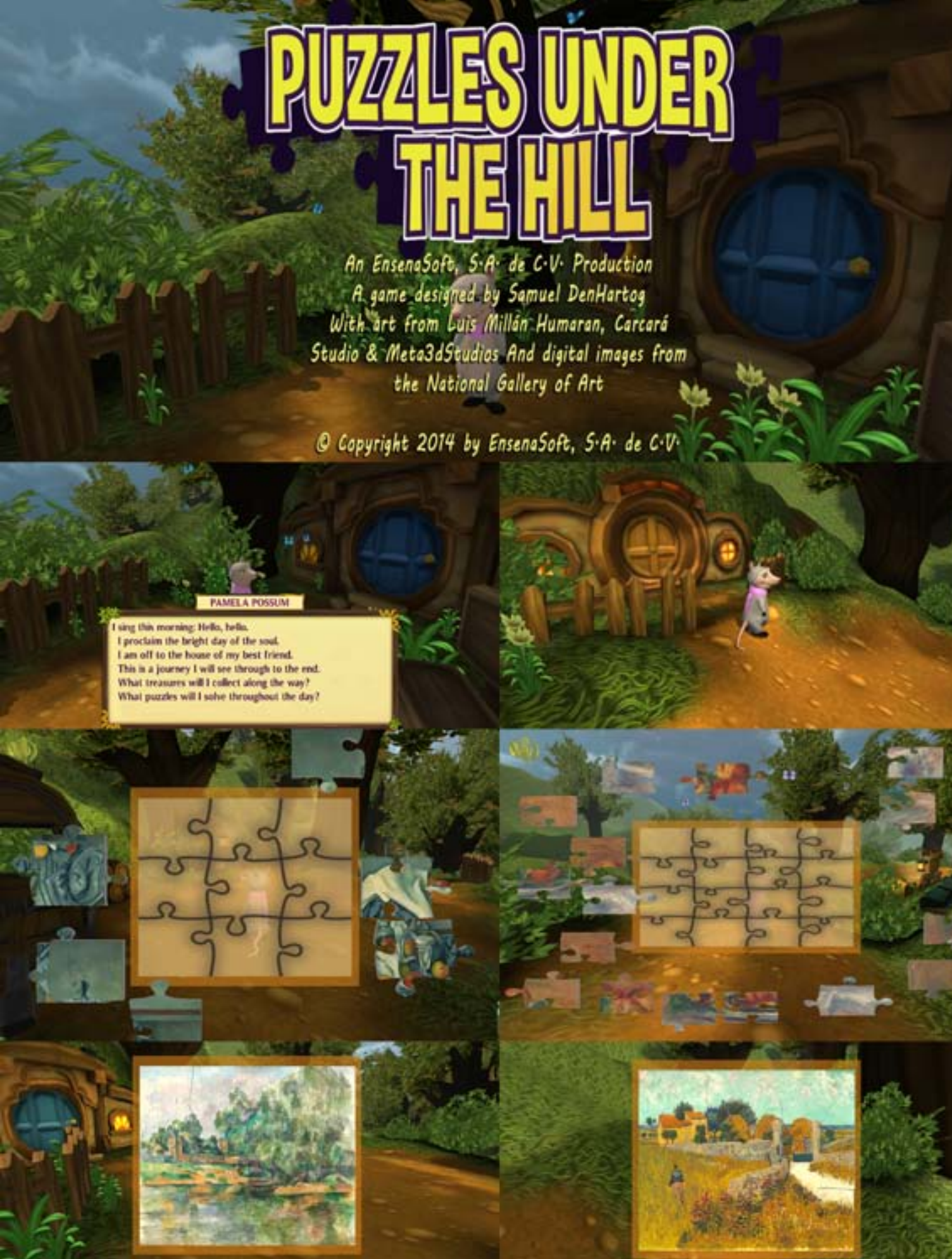


Publisher: Nintendo
Developer: KeysFactory
System: Nintendo 3DS
Rating: 'E' - Everyone

Graphics: 55%
Sound: 40%
Replay: 65%
Gameplay: 25%
Family Friendly Factor: 50%

Publisher: Nintendo
Developer: Brownie Brown
System: Nintendo DSi
Rating: 'E' - Everyone
{Comic Mischief}

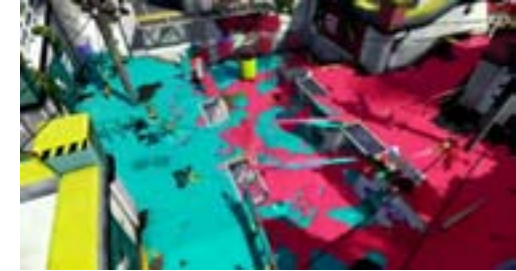
Graphics: 60%
Sound: 70%
Replay: 70%
Gameplay: 50%
Family Friendly Factor: 80%



ADVERTISEMENT



Splatoon



SCORE: 65

I was all ready to declare Splatoon the next big thing. We held off on saving for better video equipment and plopped down \$60 for the game, and another \$35 for the Amiibo three pack. After massive taxation we wound up paying over one hundred dollars on this franchise. The single player mode was beaten in five to six hours. There is one local multiplayer mode, and then a handful of online modes.

Splatoon is a rental at best. Nintendo claims additional modes are coming. Who knows how much they will charge for that upcoming DLC. Nintendo has billions in their bank account for a reason - fleecing families with overpriced products. I hoped Splatoon would last our kids

the entire summer. Three days after purchasing it they are done with it. Splatoon does not have staying power unfortunately.

Splatoon is colorful, and players get to color much of the levels in Splatoon. Players can also turn into squids and go into the paint (or ink) that they have colored. This will clean up your health if paint of another color hit you, and fill up your paint meter. Paint meter? You can only shoot so much paint before you have to fill it back up.

There is one major game play mechanic in Splatoon. Ready to hear it? Shoot paint in front of you, go into squid mode, and pop out in front of an enemy and shoot it. If you can get that down then you will breeze through Splatoon. It gets boring really quickly.

Splatoon has pleasant sounds. In fact we have heard



them before. Nintendo really loves to recycle. As in reuse content from other games. That way they spend less on development, and can maximize their profits. Here is a thought Nintendo - give your fanboys a break in price.

Compared to other shooters on the market Splatoon is much safer for families. Of course there are many fun games that are much safer for families than Splatoon. I guess it depends on your perspective, comparisons, and baseline.

If you pay enough to your Internet provider then you can enjoy the few online modes in Splatoon. I suggest families save their money for a better game. - Paul



Publisher: Nintendo
Developer: Nintendo
System: Wii U
Rating: 'E10+' - Everyone 10+
{Cartoon Violence}

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





Pier Solar and the Great Architects

SCORE: 46



I wanted to love Pier Solar and the Great Architects after spending so much money on this new retro styled role playing game. I played this 2.2 gig download-

able only video game on the Wii U. How is it retro games from the 16-bit era could look as good as Pier Solar and the Great Architects and clock in under one hundred meg?

To make matters worse Pier Solar and the Great Architects has no charm. It is full of venom, hatred, and bile. This home console video game is hard to play. The false gods, and arrogance of the main characters is horrible. Then the game play elements come up. Expect to constantly grind in almost every single area before making any kind of progress. What happens when you don't? The game over screen becomes a constant companion. The



grinding in Pier Solar and the Great Architects is worse than many 8-bit games.

I felt like I was trudging through Pier Solar and the Great Architects with all its bad language, violence, and blood. The turn based battles are tedious and mundane. You need to dull your senses and go through them just to get any progress in the extremely lame story. I could see some people defining Pier Solar and the



Great Architects as torture.

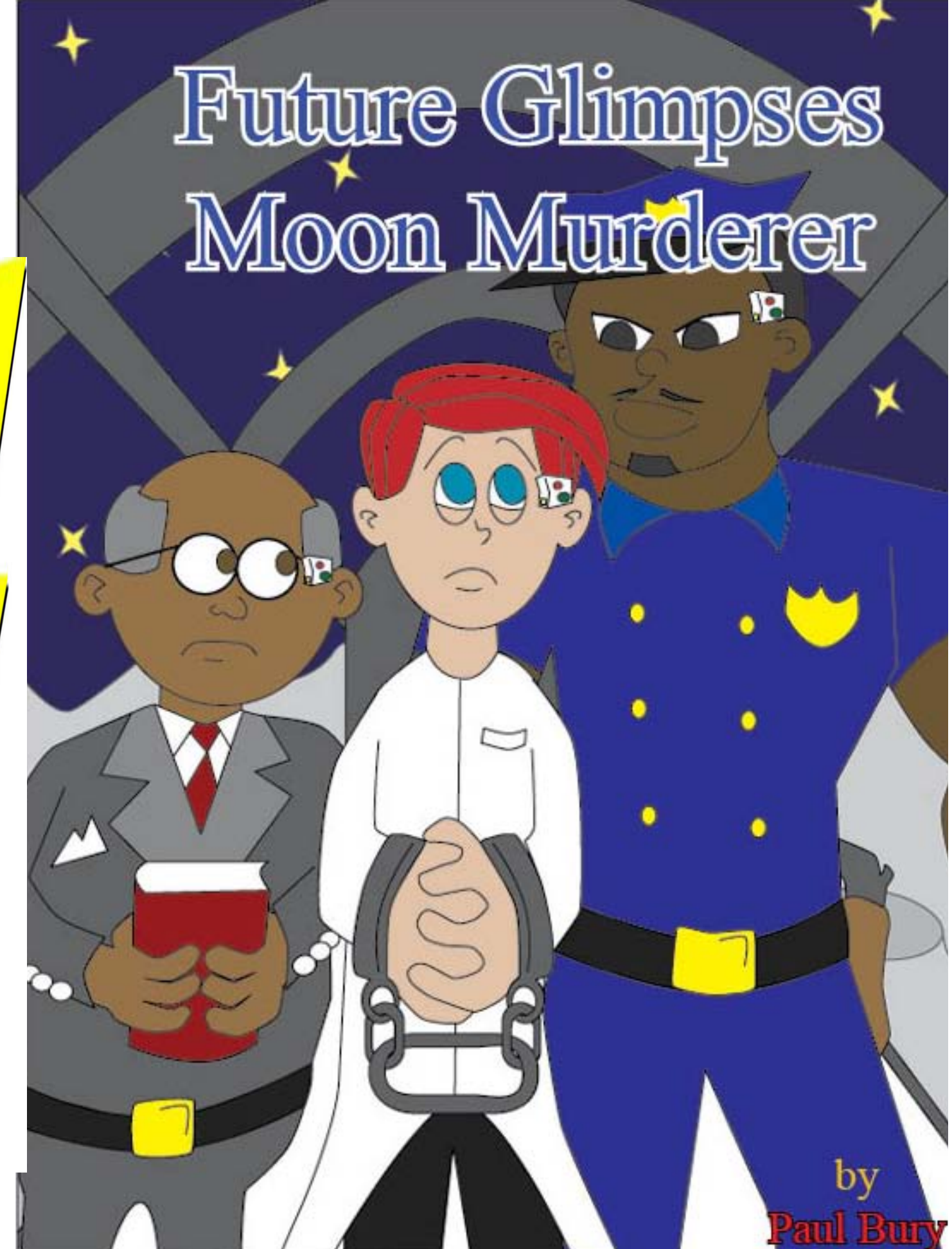
The music in Pier Solar and the Great Architects is really good. That is one of the stand out areas in this downloadable only video game. The bad language is what brings the score down in that section though. Boss battles are insanely long, and even with higher levels your characters won't do much damage. Pier Solar and the Great Architects takes a long time to get moving.

Save your money for a physical copy of a better video game. Pier Solar and the Great Architects is not worth the time. Pier Solar and the Great Architects is a fine example of what not to do in creating a video game, along with what not do to in writing a story. I died early and often in Pier Solar and the Great Architects. I had to go back and grind some more. I would then try again. Sometimes I won, and other times I had to go grind some more.

- RPG Master

Publisher: Watermelon
Developer: Watermelon
System: PS3/PS4/PC/Xbox One/Wii U
Rating: 'T' - Teen (Violence, Blood, Mild Language, Crude Humor, Use of Alcohol and Tobacco)

Graphics: 50%
Sound: 60%
Replay: 50%
Gameplay: 40%
Family Friendly Factor: 30%



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Caprica Season 1.5

SCORE: 42

Sometimes I can taste the end of something. I just want to finish a franchise off and move on. That is how I felt with



of another character. The lies, deceit, blood, death, gore, immorality, smoking, drinking,

Caprica Season 1.5, and this entire dark franchise. I wanted to finish it, and begin to forget about it. What baffles me about Caprica Season 1.5 is the most deviant characters survive. Other characters are routinely killed off.

Caprica Season 1.5 is a cesspool of disgusting behaviors. It is a wonder anyone survives for very long. Thanks to the virtual world in Caprica Season 1.5 characters can be killed off and brought back. There are multiple threads that run through this final season of Caprica. At times it was difficult to figure out who was allied with whom. Also who was trying to kill of which characters. At times multiple different characters wanted to kill

and other depravities become too much. The hatred against Christians is apparent in Caprica Season 1.5. Although some could argue it is an attack on Jews and Muslims as well. Watching Caprica Season 1.5 is like watching filth. I am glad this show was canceled. It needed to be.

The level of corruption in Caprica Season 1.5 is insane. The STO and the mafia have both infiltrated at the highest



levels. They both get away with murder - literally. The plot lines in Caprica Season 1.5 are so predictable they are boring. There is one shock near the end, but then what happens after is very predictable. I do not know why Caprica Season 1.5 had to have so much repugnant content.

I also felt like Caprica Season 1.5 drags things on. We know where this ends up since it is a prequel. Certain things in Caprica Season 1.5 are way too convenient after we have been left in a holding queue for so long. Other things drag on and on. Still others are left for us to wonder about.

Those that hate Christians, hate tradition, and hate morals will love Caprica Season 1.5. Those that support the decay, and corruption in our own society will support Caprica Season 1.5. Those that want things better will be appalled and offended by Caprica Season 1.5. - Paul



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

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

Caprica Season 1.0

SCORE: 44



We had a reader request come in asking if we would please review the Caprica television show. They had been told it was hate speech against Christians. So we saved up for months, and purchased Caprica Season 1.0. This science fiction television show is disgusting on so many levels. It is also a bad buy on so many levels.

There are nine episodes in Caprica Season 1.0. The first one - the pilot is longer than the rest. It is around the size of two episodes. The unedited, and completely Sodom and Gomorrah pilot is also included in this miniature season. Caprica Season 1.0 is almost half a season.

Caprica Season 1.0



contains blood, gore, death, sexual deviancy, enticement to lust, group marriage, homosexual marriage, crime, corruption, blackmail, extortion, threats, drug use, selfishness, lies, deceit, terrorism, and more. It was a real chore to sit through Caprica Season 1.0. I wanted to vomit at so many occasions while watching this show.

The whole Cylon birth is stretched out in Caprica Season 1.0. Christians are shown as terrorists. The Christian belief is attacked over and over again in Caprica Season 1.0. Everything we find good and moral is under attack in Caprica Season 1.0. Does that make Caprica Season 1.0 hate speech against Christians? I am not sure. You can draw your own conclusions. To me it is certainly close to that.

The whole Virtual Reality world with the holobands is interesting. It



is a way for characters to die in Caprica Season 1.0, and be brought back. Speaking of dying, there is an assassin character in Caprica Season 1.0. He is the uncle to William Adama. William Adama is a boy in Caprica Season 1.0. We find out about his Tauron roots.

The Graystones are the other major family in Caprica Season 1.0. Their interactions are always interesting. As is the corporate intrigue between the Virgis Corporation and Graystone Industries. It gets nasty at times. Especially when one decides he wants to completely destroy the other one. I advise passing on Caprica Season 1.0 because it is so evil.

- Paul



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

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



The Hobbit The Battle of the Five Armies

SCORE: 60



Alien Nation The Complete Series

SCORE: 57



The Hobbit trilogy of movies finishes off with The Hobbit The Battle of the Five Armies. We purchased a DVD when it went on sale locally. I was curious to see how Peter Jackson would wrap things up. I have not read the book in some years. I remembered certain things. The Hobbit The Battle of the Five Armies has a battle that just keeps on going.

There is plenty of blood, death and gore in The Hobbit The Battle of the Five Armies. In fact decapitations seems to be a preferred way of death in this movie. There is also some bad language and lying in The Hobbit The Battle of the Five Armies. I don't recall any enticement to lust images. The core of The Hobbit The Battle of the Five Armies is the



fighting.

The dragon gets killed early on in The Hobbit The Battle of the Five Armies. Lake-town is destroyed in the process. The town turns to the dwarves in the Lonely Mountain for help, and their share of the gold. Elves show up and want some jewels that are pre-



cious to them. A dwarf army, an orc army, and a goblin army all appear. The orcs and goblins want to kill off the men, dwarves and elves. The other three are there for the gold.

The Hobbit The Battle of the Five Armies has an important lesson about being content. Do not chase after fame and/or fortune. The Hobbit The Battle of the Five Armies also shows us how horrible war in. Another lesson in The Hobbit The Battle of the Five Armies is fighting is the only way to stop those serving evil. They won't stop because you ask nicely and give them whatever they want.

I enjoyed the special features on the two disc set we purchased. The Last Goodbye music video is exceptionally well done. It is also a wonderful tribute. The other bonuses are behind the scenes that are fascinating to see. It is great to see this series finish. - Frank



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

Graphics: 40%
Sound: 60%
Replay: 80%
Gameplay: 70%
Family Friendly Factor: 50%

Alien Nation The Complete Series is a six DVD disc set that lets viewers see the television show from 1989 - 1990. It takes 989 minutes to watch Alien Nation The Complete Series. There are also commentary on some of the episodes, and behind the scenes featurette. The basis of the show is a slave ship of aliens crash lands on earth, and a quarter of a million aliens are dumped into Los Angeles.

Alien Nation The Complete Series is all about racism. The aliens are stronger, smarter, and more adaptable. They are discriminated against by the purists. Numerous instances of Alien Nation The



Complete Series try to mirror African Americans. In fact many of the same things are said. Slavery, and sex are routine topics in Alien Nation The Complete Series.

What I find sad personally is slavery still happens in our world in Africa and Asia today. I am honestly baffled why people so offended by slavery obsess about the past, yet ignore what happens in this day and age. You can do something about slavery happening today. Why ignore it and focus on the past?

Salt water acts like acid to the Tenctonese. They also had Overseers who merged in with the general population once they arrived on planet Earth.



The majority of Alien Nation The Complete Series follows the newcomer George Francisco (and his family), and Matt Sikes. They are detectives teamed up together. Making Alien Nation The Complete Series part cop show, and part stop racism now.

Alien Nation The Complete Series shows racism on both sides. Aliens hate humans, and some humans hate them right back. Alien Nation The Complete Series supports a variety of sexual deviancies, breaking the law, and doing whatever you feel is right. - Paul



Publisher: 20th Century Fox
Developer: 20th Century Fox
System: DVD
Rating: 'NR' for Not Rated

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



The 10th Kingdom

SCORE: 65

Peter and I were both interested in The 10th Kingdom. This seven hour and twenty-seven minute three disc DVD set sells for five dollars. How bad could this movie mini series be for only five dollars? The 10th Kingdom has its issues here and there. Overall both of us enjoyed this story. It was a bit stretched out, especially chasing after the mirror.

The 10th Kingdom is all about the world of fairy tales. See they have nine kingdoms, and when characters use a magical mirror to cross the dimensional shift they decide our world is the tenth kingdom. I never said they were very bright. A father and a daughter from our world wind up going into the fairy tale world. This is where stories of



Snow White, Cinderella, and more come from.

The father and daughter both want to get home. That means finding the magic mirror and using it to get home. Complicating things are



Klax

SCORE: 90

I need to send a shout out to Tim Emmerich of Graceworks Interactive for letting me borrow his Atari Lynx library to do reviews. Klax is the first game I checked out. I missed this franchise. It is a puzzle game where different colored tiles roll along a conveyor belt. The player must match the colors vertically, horizontally, or diagonally.

As you play Klax the speed of the conveyor belt gets faster. There are more and different colors to deal with. The graphics of Klax look great on the Atari Lynx. The sounds and music are very nice. The noise gets louder as a tile gets closer to the bottom. It will grab your attention.

Klax is played with the Atari Lynx turned sideways. This felt weird at first. Then I remembered Nintendo copied this concept on the Nintendo DS. I adapted to it rather quickly. I found the game play in Klax to be very enjoyable. So much so that I have put this



game down on my wish list to purchase for myself at some future date.

If you have an Atari Lynx, then look into purchasing Klax. You can find Klax on other systems as well.
- Paul



Qix

SCORE: 82

I have an app on my phone that is a lot like Qix. Bear in mind the app copied the older video game. Our character is on the outer frame of a box. We move into the box and capture a section of the game play area. There are two enemy characters that go around the edge of the frame, and there is a bigger one in the middle. Once we capture enough of the game play space then we complete the level. Die too many times and we get a password.

I like Qix and wish more modern day video games played like it. In other words I wish someone would make a sequel. This Atari Lynx game looks okay, and it sounds really good. Two family members can play Qix. The puzzle action in Qix is fantastic. I love the strategy.

Most of the time while I played Qix I was faced with one decision. Go for it or wait. That is the main lesson in this hand



held video game. Do you take a risk? Sometimes taking a risk pays off. Other times it does not pay off. So Qix is a great tool for learning that real life lesson. I had fun playing this game. - Paul

Publisher: Mill Creek Entertainment
Developer: Sonar Entertainment
System: DVD
Rating: 'NR' for Not Rated

Graphics: 60%
Sound: 70%
Replay: 80%
Gameplay: 60%
Family Friendly Factor: 55%



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

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

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

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





SPORTS CONTINUED

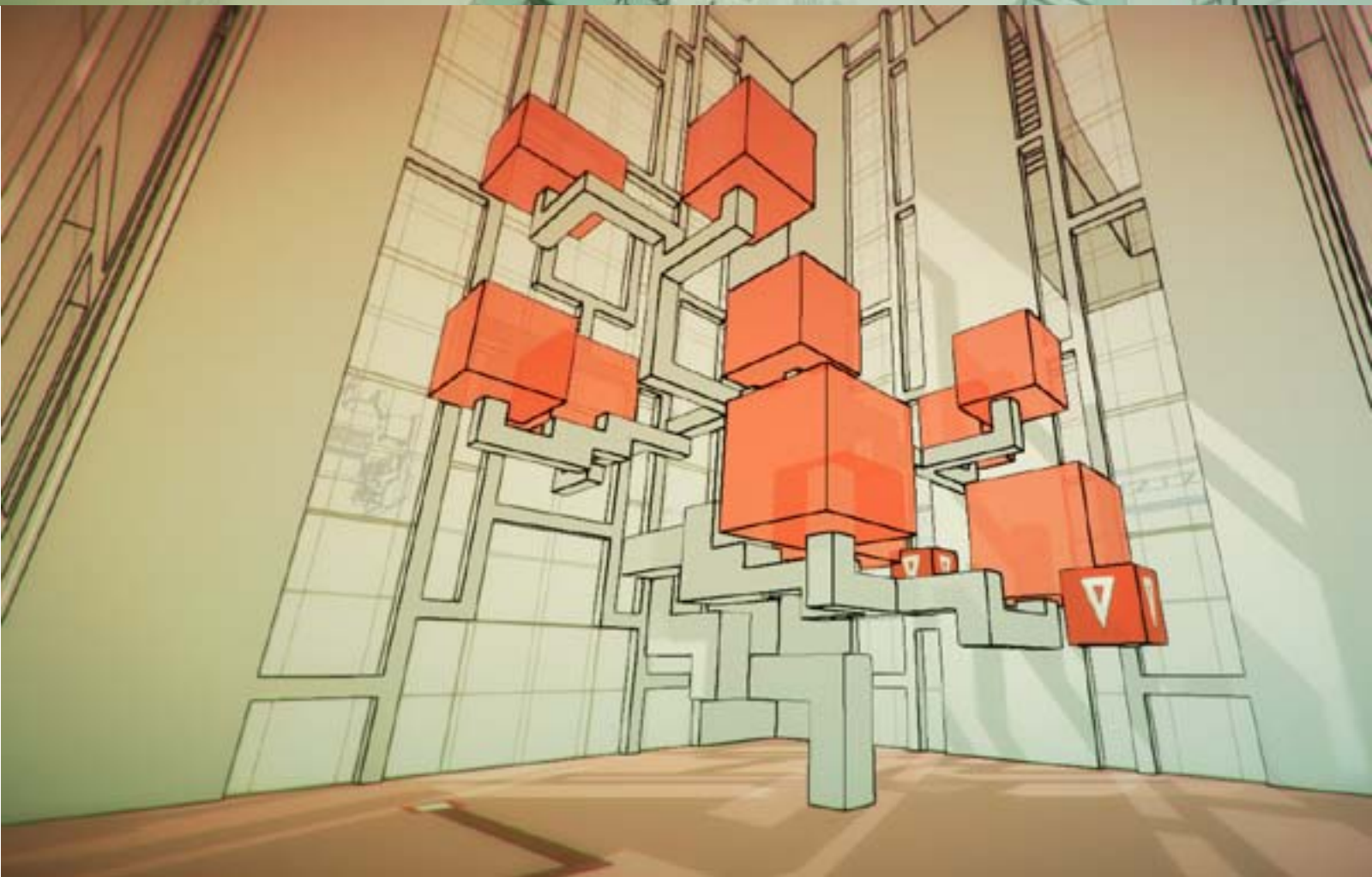
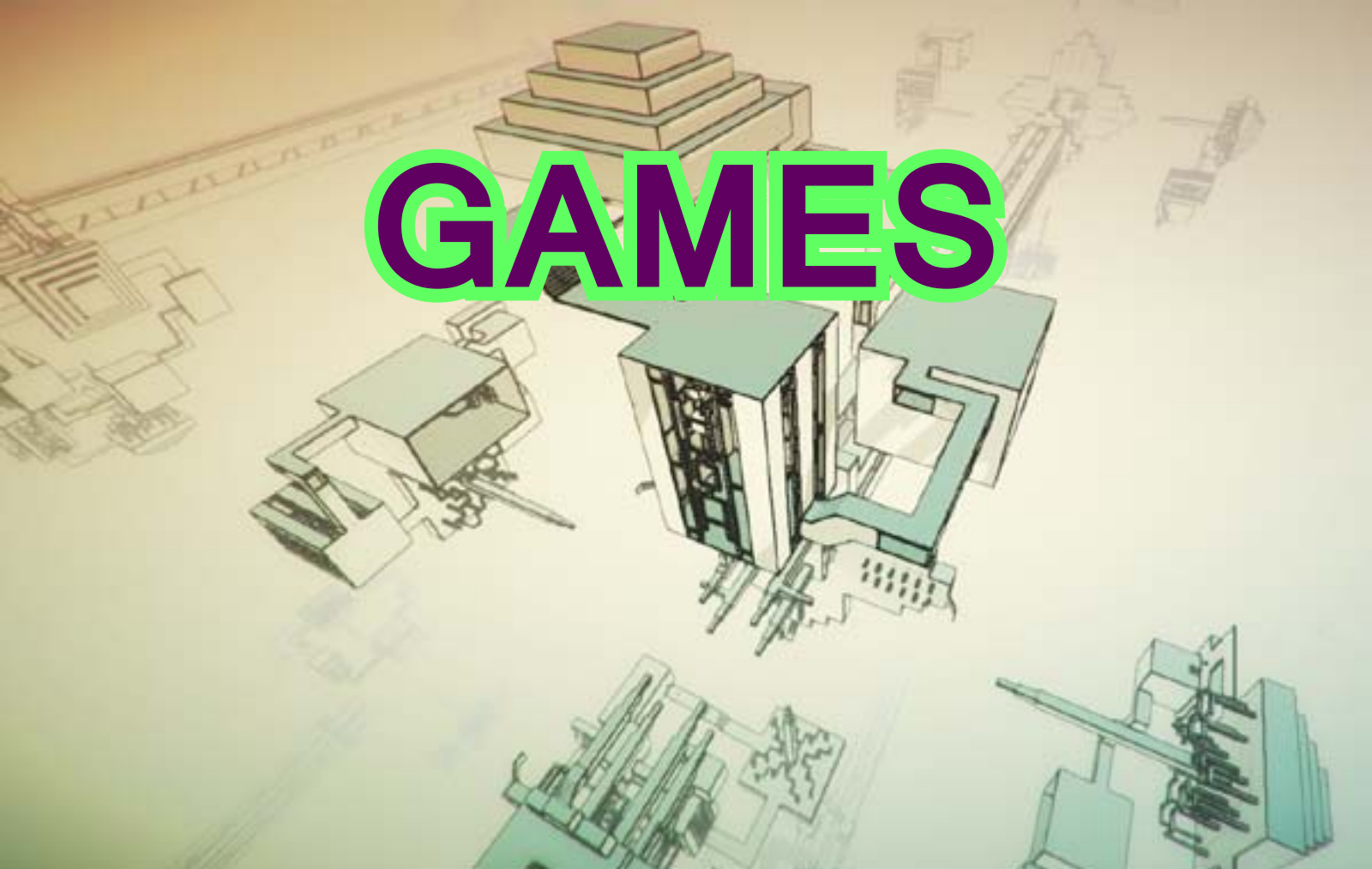


Product: Forza Horizon 2
 Company: Microsoft
 System: Xbox One/Xbox 360
 Release Date: Out Now
 Rating: 'E' – Everyone 10+ {Mild
 Lyrics, Mild Suggestive Themes, Mild
 Violence}



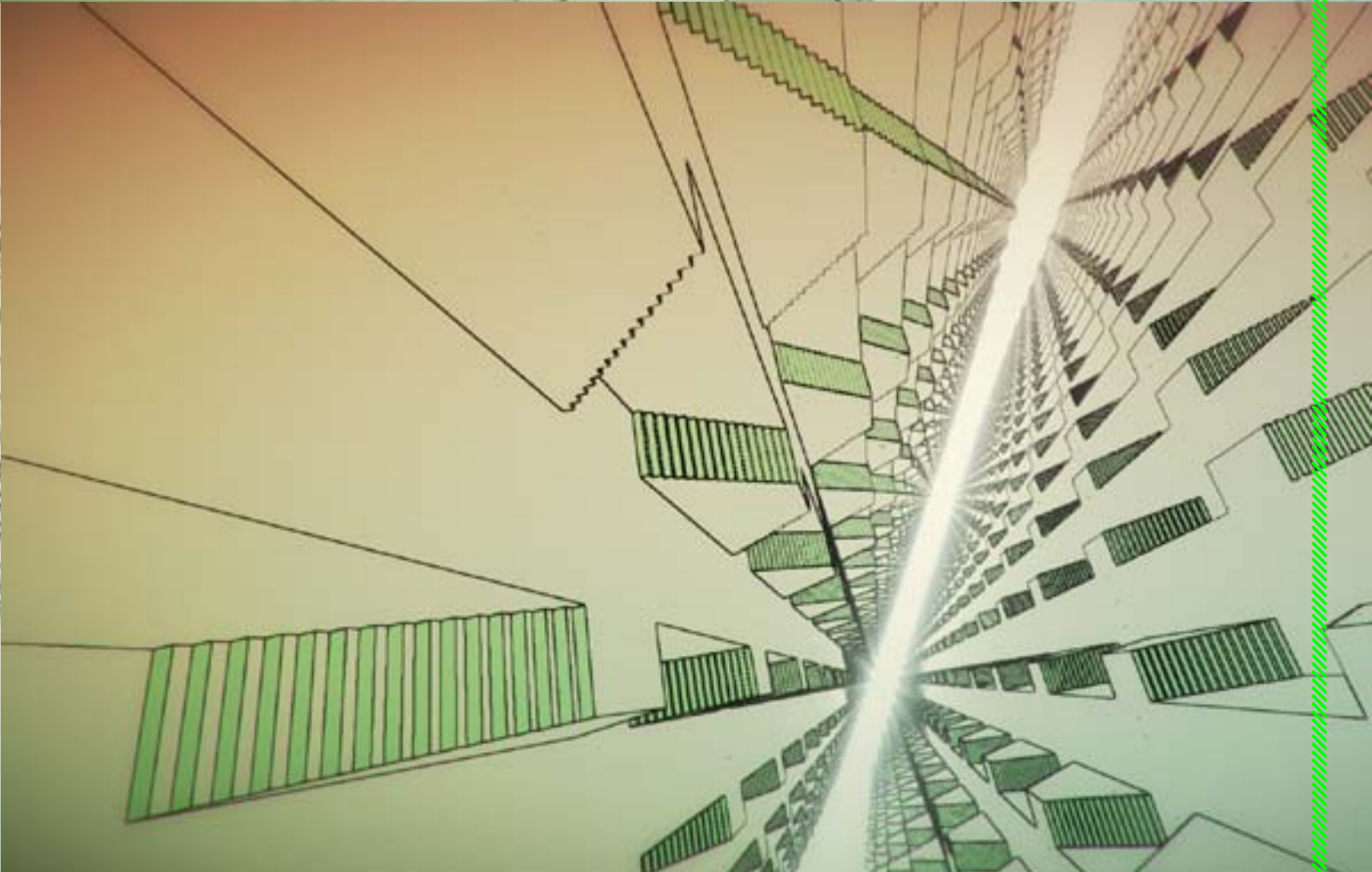
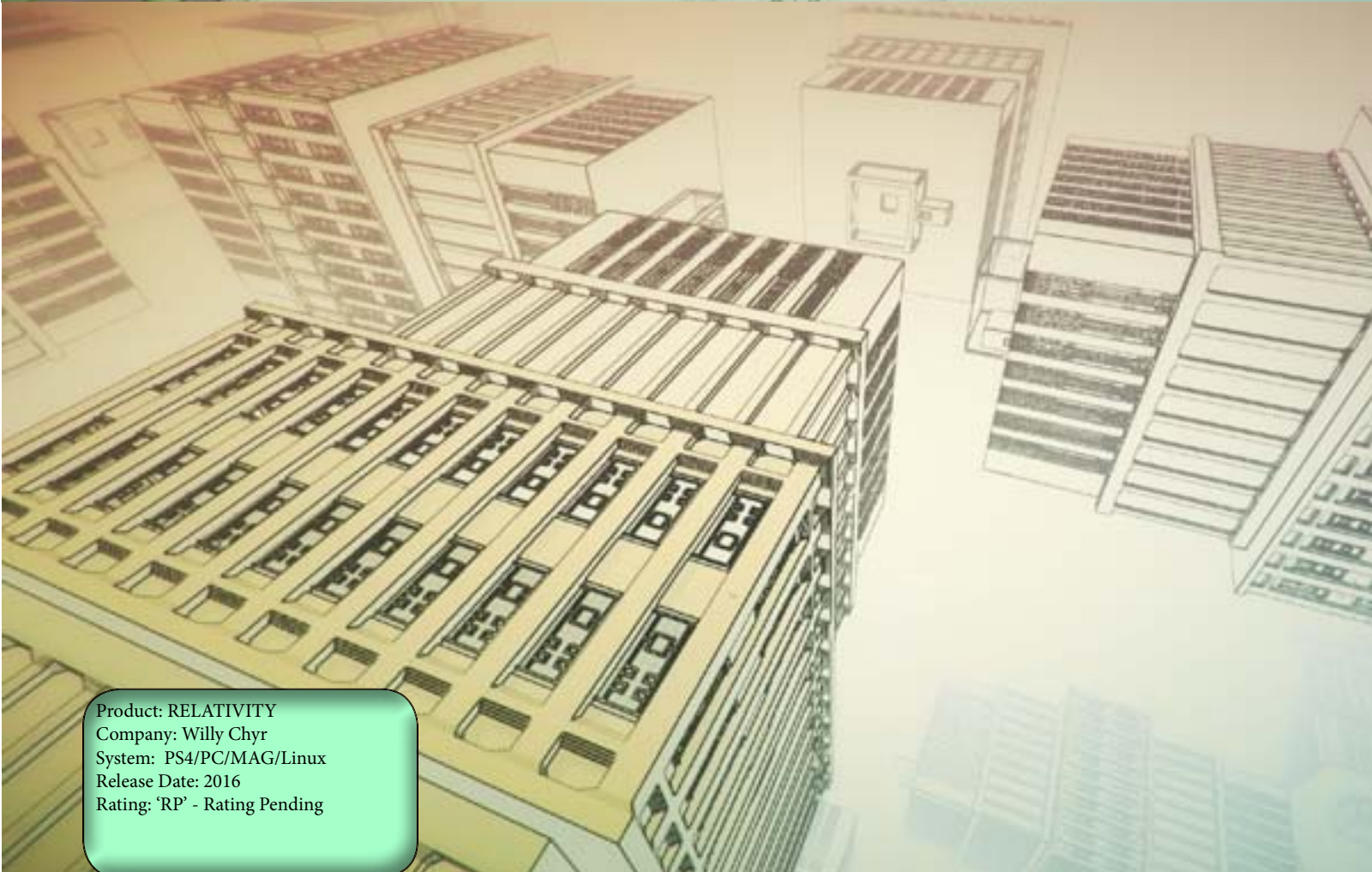
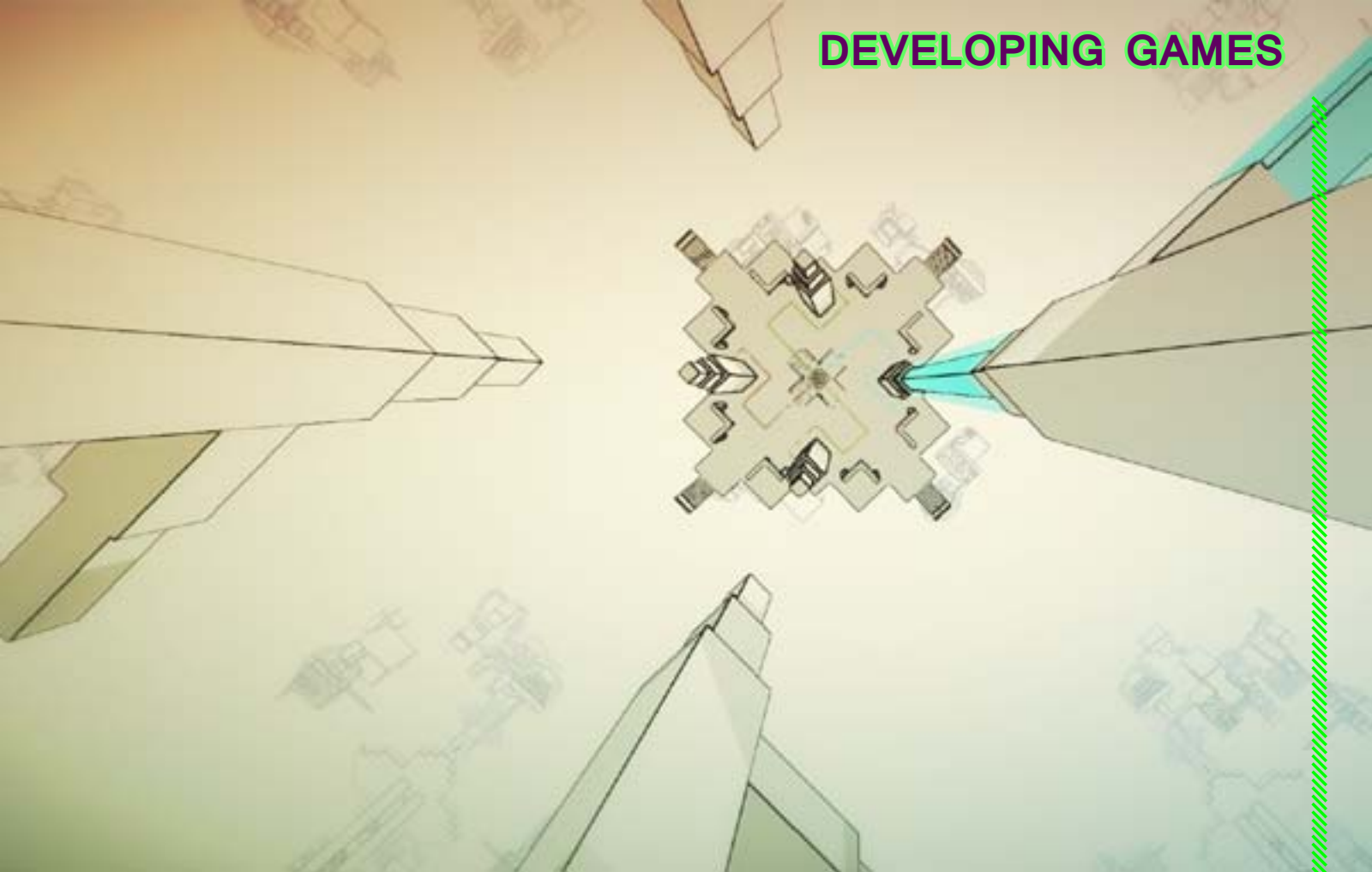
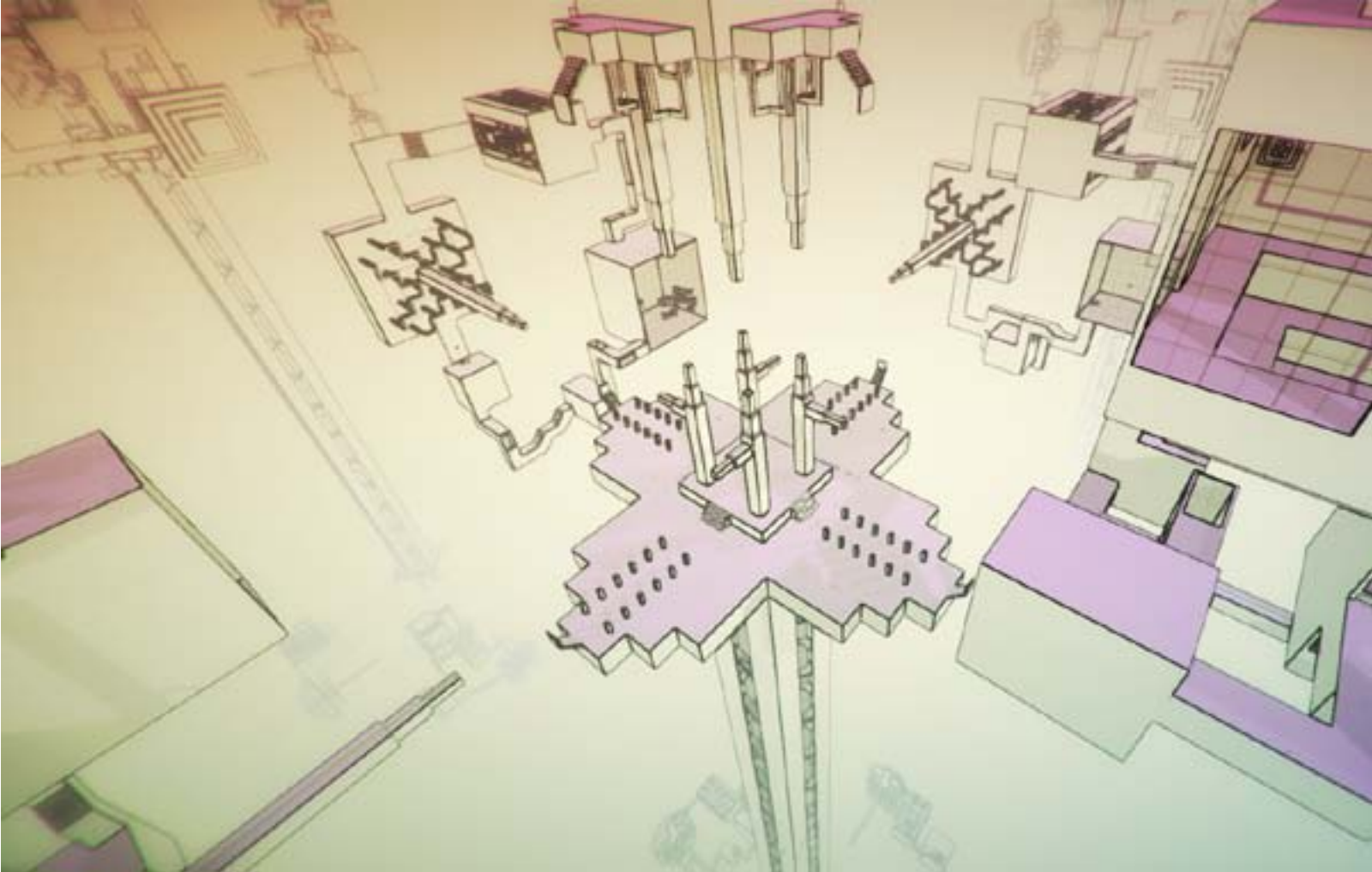


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Product: RELATIVITY
 Company: Willy Chyr
 System: PS4/PC/MAG/Linux
 Release Date: 2016
 Rating: 'RP' - Rating Pending



Product: RELATIVITY
Company: Willy Chyr
System: PS4/PC/MAG/Linux
Release Date: 2016
Rating: 'RP' - Rating Pending

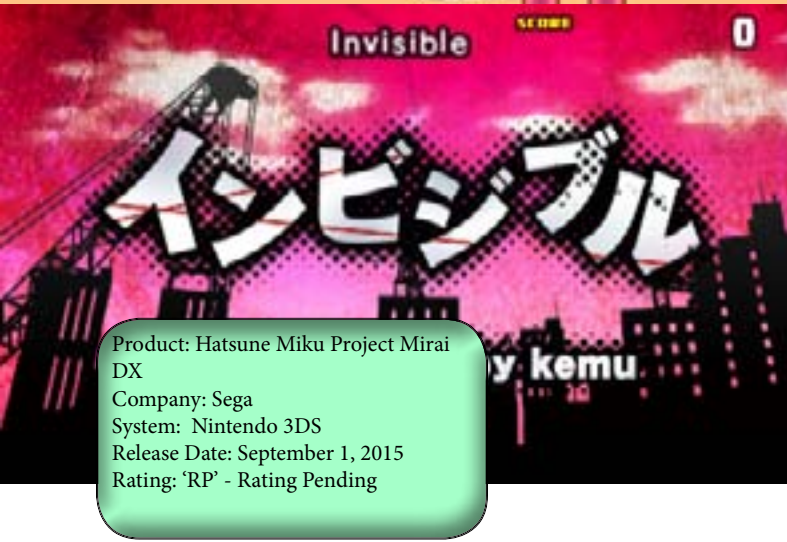


Product: Upside-Down Dimensions
 Company: Hydra Interactive
 System: PC
 Release Date: TBA
 Rating: 'RP' - Rating Pending

Upside-Down
DIMENSIONS



Product: Upside-Down Dimensions
 Company: Hydra Interactive
 System: PC
 Release Date: TBA
 Rating: 'RP' - Rating Pending



Product: Hatsune Miku Project Mirai DX
Company: Sega
System: Nintendo 3DS
Release Date: September 1, 2015
Rating: 'RP' - Rating Pending



Product: Lego Dimensions
Company: WB Games
System: Wii U/PS3/PS4/Xbox 360/
Xbox One
Release Date: September 27, 2015
Rating: 'RP' - Rating Pending



Product: Class of Heroes 3
Company: MonkeyPaw Games
System: PSP/PS Vita/ PS TV
Release Date: Late 2015
Rating: 'RP' - Rating





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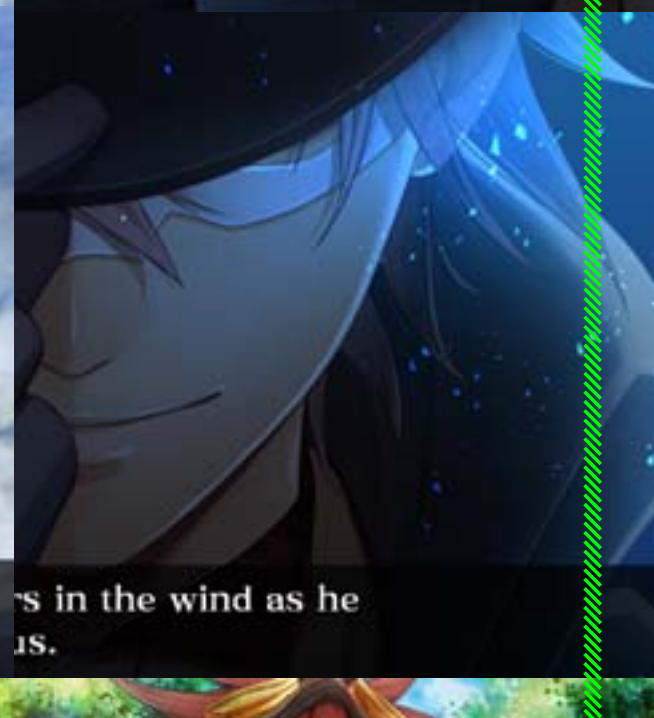
DEVELOPING GAMES



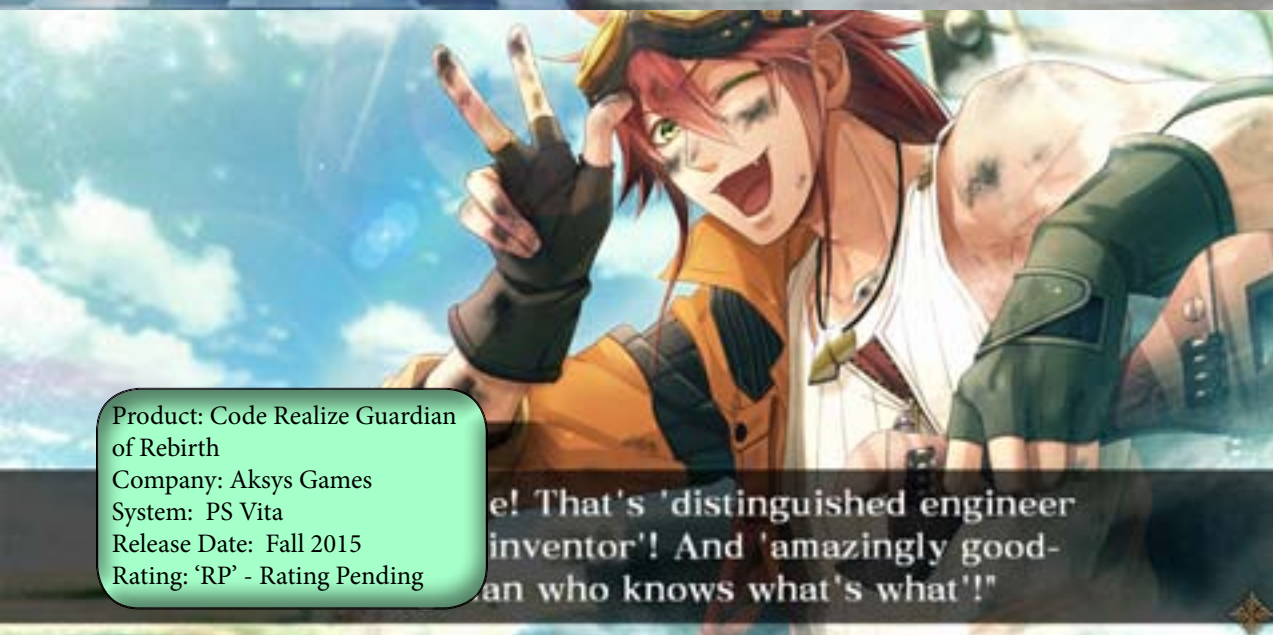
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He looks back at me with an excited smile, a smile that seems totally unfitting for the current situation.



His cloak flutters in the wind as he stares down at us.



Product: Code Realize Guardian of Rebirth
Company: Aksys Games
System: PS Vita
Release Date: Fall 2015
Rating: 'RP' - Rating Pending

...e! That's 'distinguished engineer inventor'! And 'amazingly good-man who knows what's what'!"



Melancholy eyes, slowly opening.



Impey

"The design is also light and compact. Science is so...beautiful, right?"



Product: forma8
Company: MixedBag Srl
System: Wii U
Release Date: Q3 2015
Rating: 'RP' - Rating Pending





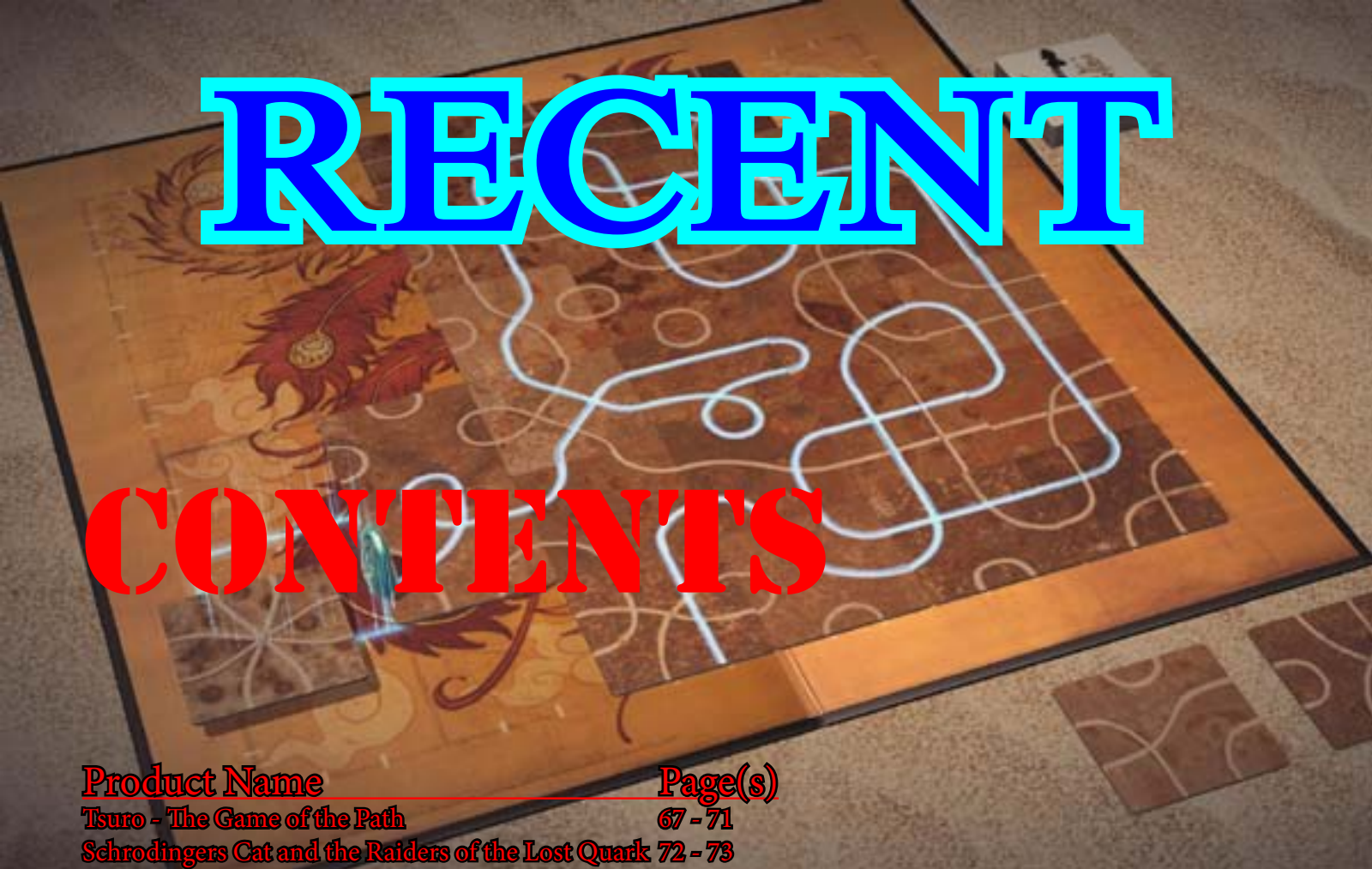
DEVELOPING GAMES



Product: Nobun's Ambition
Sphere of Influence
Company: Koei Tecmo
System: Playstation 4
Release Date: September 1, 2015
Rating: 'RP' - Rating Pending



Product: Nobunagas Ambition
 Sphere of Influence
 Company: Koei Tecmo
 System: Playstation 4
 Release Date: September 1, 2015
 Rating: 'RP' - Rating Pending



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Now it's **your go...**
Choose a stone and drag
it to a start point!



Product: Tsuro - The Game of the Path
Company: Thunderbox Entertainment
System: Android/iPhone/iPad
Release Date: 2015
Rating: '4+' - 4+



Bishop
1 loop



Product: Tsuro - The Game of the Path
Company: Thunderbox Entertainment
System: Android/iPhone/iPad
Release Date: 2015
Rating: '4+' - 4+



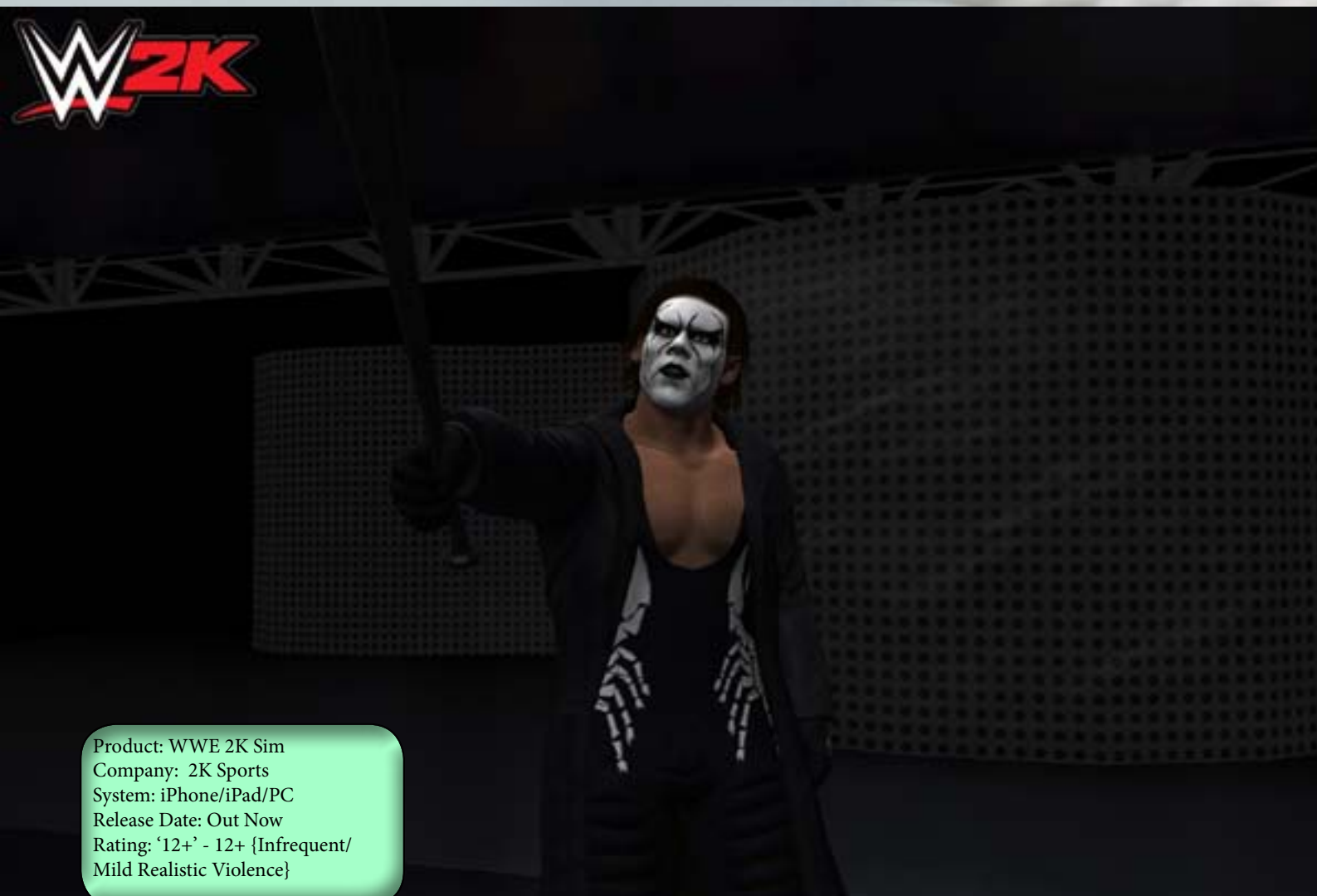
Product: Schrödingers Cat and the Raiders of the Lost Quark
Company: Team17/Italic Pig
System: PS4/Xbox One
Release Date:: Out Now
Rating: 'E' - Everyone
{Mild Fantasy Violence}





Product: Ninja Pizza Girl
 Company: Disparity Games
 System: Wii U
 Release Date: June 2015
 Rating: 'E10+' - Everyone 10+
 {Fantasy Violence}





Product: WWE 2K Sim
 Company: 2K Sports
 System: iPhone/iPad/PC
 Release Date: Out Now
 Rating: '12+' - 12+ {Infrequent/
 Mild Realistic Violence}



RECENT RELEASES



Product: WWE 2K Sim
Company: 2K Sports
System: iPhone/iPad/PC
Release Date: Out Now
Rating: '12+' - 12+ {Infrequent/
Mild Realistic Violence}



Last Minute

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Tiddbits





Product: Disney Infinity 3.0
Company: Disney Interactive Studios
System: PS3/PS4/Xbox One/Xbox 360/
Wii U/PC
Release Date: Fall 2015
Rating: 'RP' - Rating Pending





Product: Disney Infinity 3.0
Company: Disney Interactive Studios
System: PS3/PS4/Xbox One/Xbox 360/
Wii U/PC
Release Date: Fall 2015
Rating: 'RP' - Rating Pending





Product: Super Mega Baseball
Extra Innings
Company: Metalhead Software
System: Xbox One/PC
Release Date: Summer 2015
Rating: 'RP' - Rating Pending



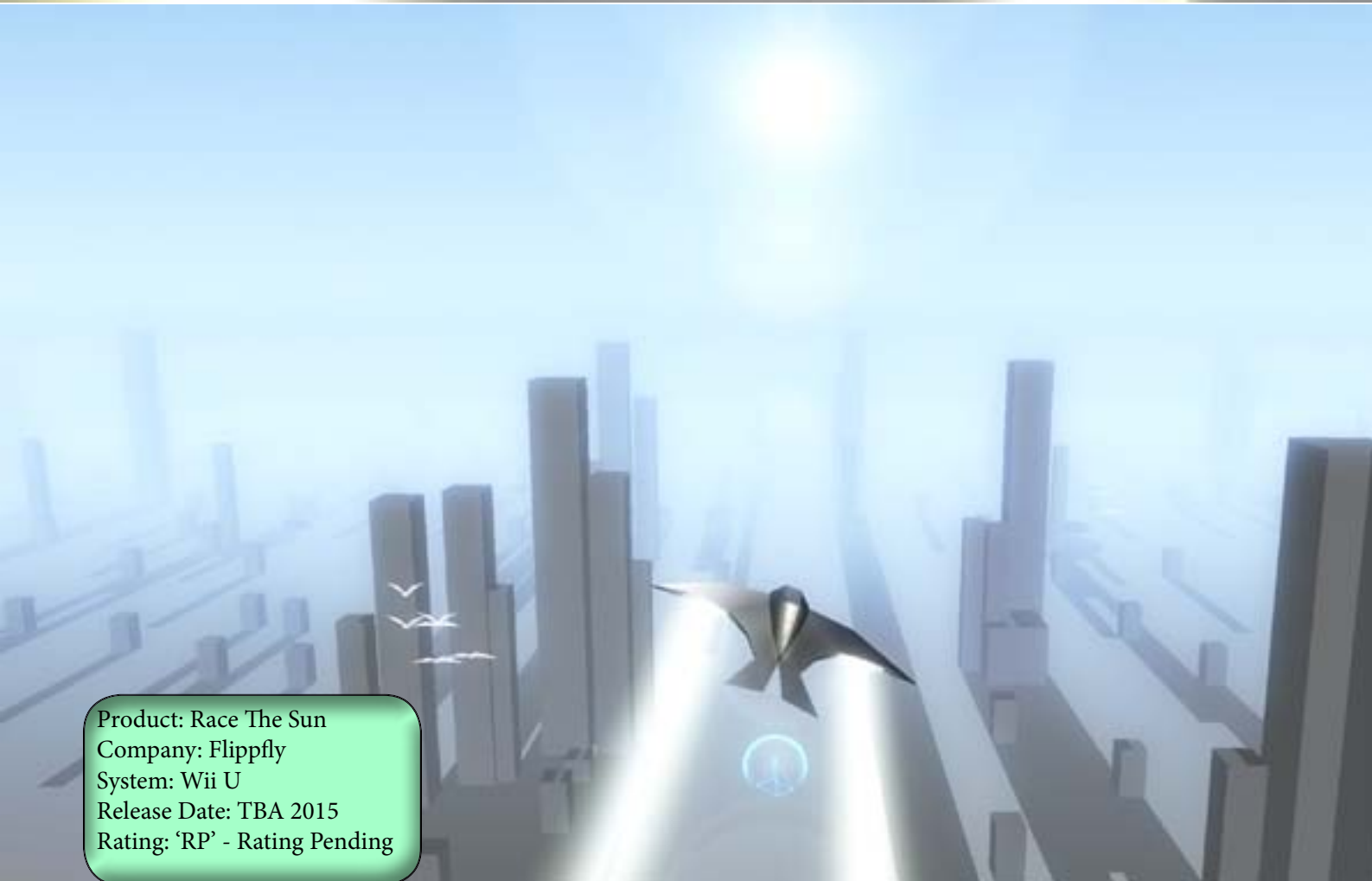
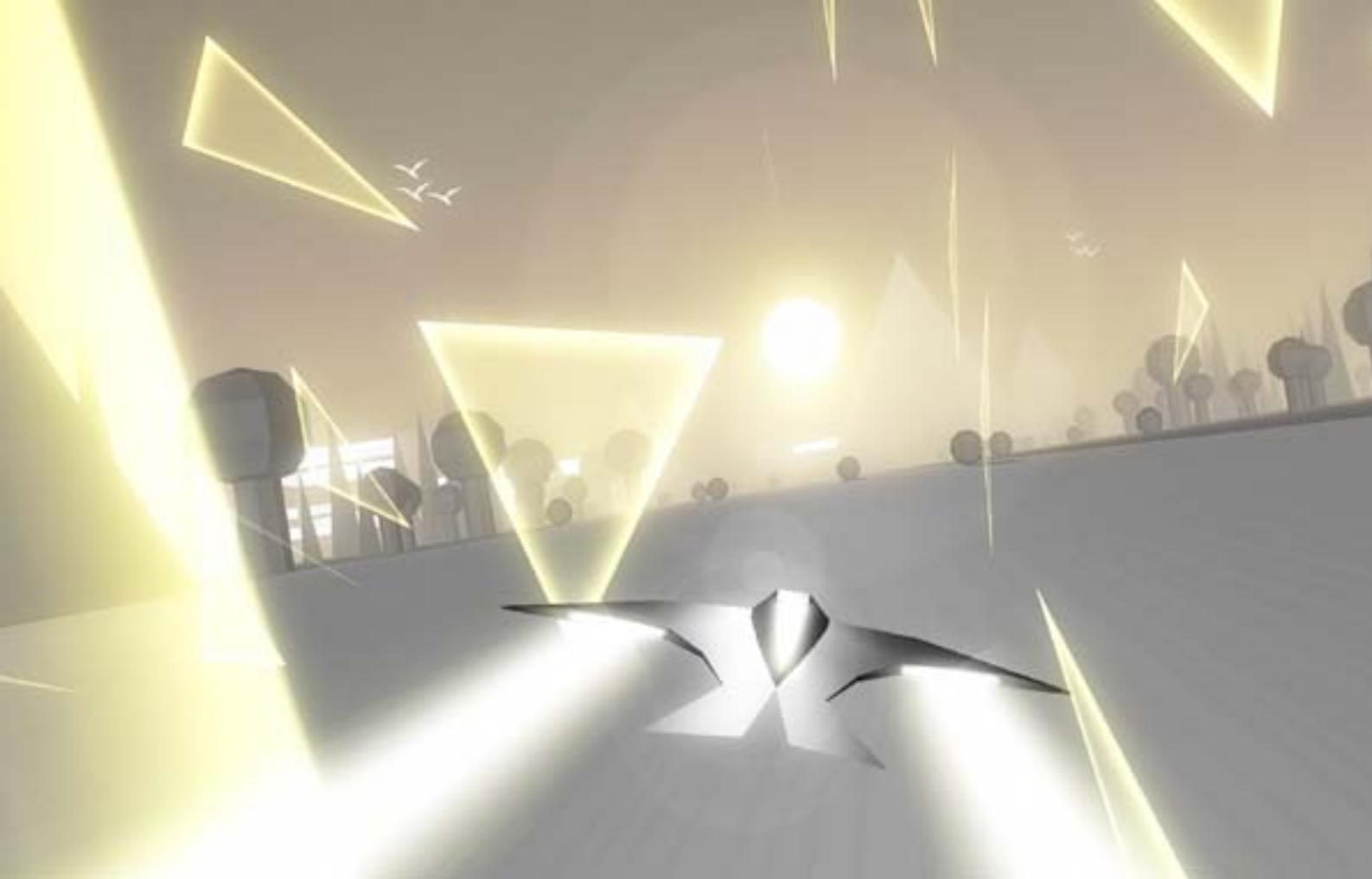


Product: Super Mega Baseball
Extra Innings
Company: Metalhead Software
System: Xbox One/PC
Release Date: Summer 2015
Rating: 'RP' - Rating Pending

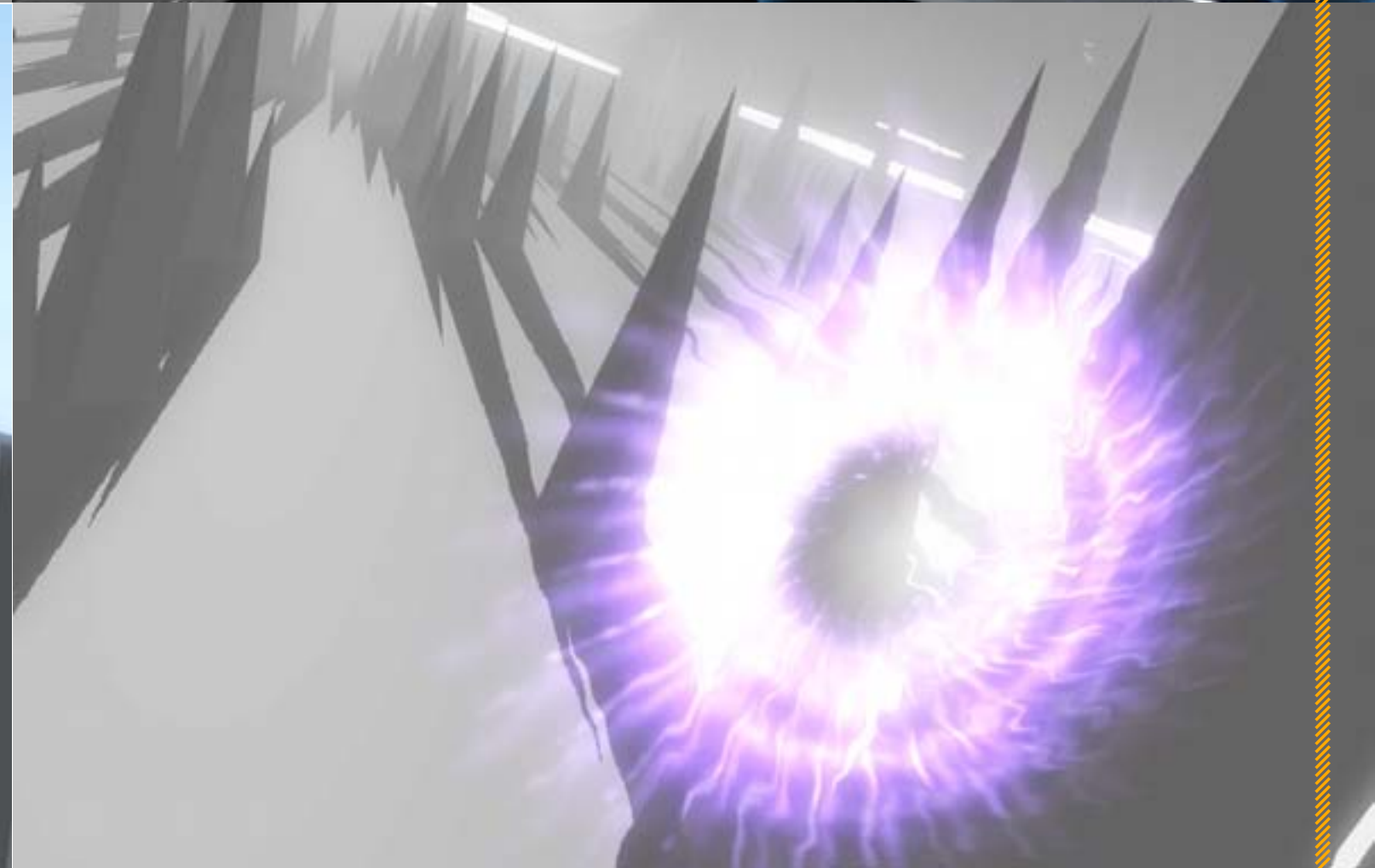




Product: Fifa 16
 Company: EA Sports
 System: PS4/Xbox One/PC/PS3/
 Xbox 360
 Release Date: November 22, 2015
 Rating: 'RP' - Rating Pending



Product: Race The Sun
Company: Flippfly
System: Wii U
Release Date: TBA 2015
Rating: 'RP' - Rating Pending





Product: Runbow
 Company: 13AM Games
 System: Wii U
 Release Date: 2015
 Rating: 'RP' - Rating Pending



VIDEO GAME LIES



by
Paul Bury

Version 2

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