

# FAMILY FRIENDLY GAMING

The VOICE of  
the FAMILY in  
GAMING



ISSUE #99

October 2015

Skylanders Superchargers, Grandia II, WWE 2K16 and more in this stuffed issue!

Birds get Angry in Just Dance 2016.  
Can you dance them to happiness?

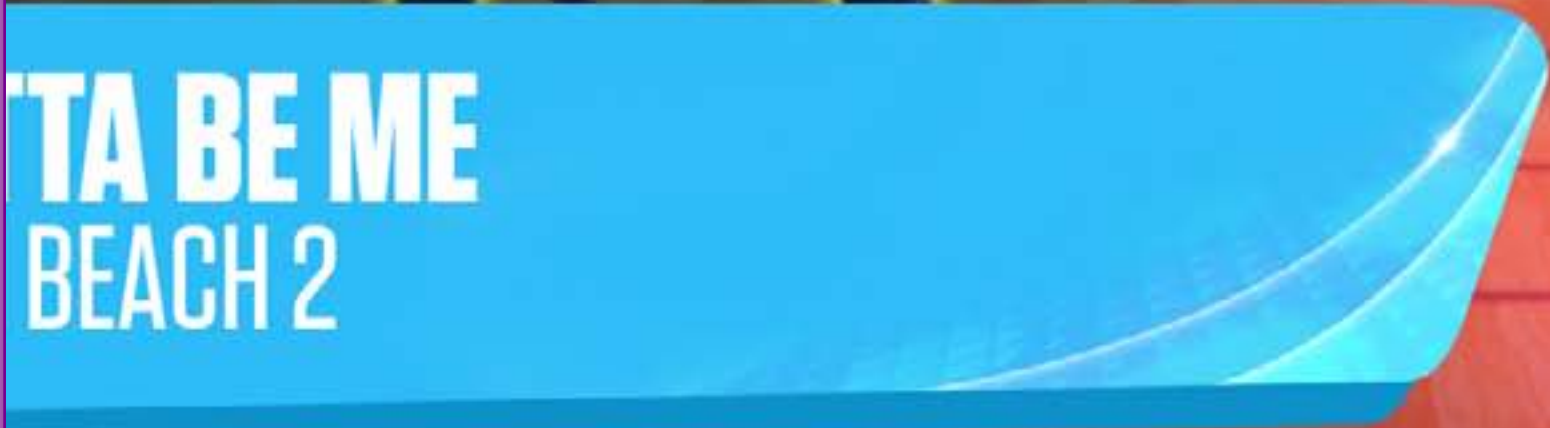
Max Payne, Rugby 15, Disney Infinity 3.0 Inside Out, The Host and more reviewed here!



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

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



# EDITOR'S DESK

# FEMALE SIDE

## So Excited

As we started working on this issue I started getting so excited. Why? A couple of reasons actually. First off this is issue NUMBER NINETY-NINE! This is the last issue before Family Friendly Gaming joins the three digit club. This is also the last issue in this exact format. Which means certain columns are going to be retiring. Out with the old and in with the new in terms of certain columns. The layout is drastically different in so many ways in issue NUMBER ONE HUNDRED! I am excited to get working on the new layout as well as the new columns and sections.

We took a look at every single page, and every single two page layout in Family Friendly Gaming. We asked what worked and what didn't. We started from scratch and see if there was a different and/or better way of doing a layout. Since we work on Family Friendly Gaming we know what improvements are needed to make things work better, faster, and more efficiently. We documented feedback from Family Friendly Gaming Universe and saw which ideas we could implement.

I am excited for this issue, and I am excited about the next issue. In some ways I feel like I am saying goodbye to a good friend. This particular layout has morphed and changed over the years. We have radically changed specific portions of Family Friendly Gaming over the years here and there. Now we are taking the next step down the path God has provided for us. This is one of the most exciting moments in my Family Friendly Gaming career. I can barely keep myself contained concerning all of the cool, exciting, and new things we are doing.

I think of how many different magazines, comic books, and more that could not reach one hundred. It is an astounding blessing for Family Friendly Gaming to be on the cusp of history yet again. I think back over this decade plus and realize Family Friendly Gaming has continually made history in a variety of areas. Being the first ever Christian video game magazine is one of the coolest ones. Being the longest running Christian video game magazine is another one. Having a Hall of Fame is another major accomplishment that made history. I remember when we passed the five thousand products reviewed. That was a crazy moment for all of us here at Family Friendly Gam-

ing. Passing five million readers was another amazing moment for all of us. The millions upon millions of views of Youtube is another historic moment.

I want to thank all ya'll for your love, support, donations, advertisements, and assistance. Family Friendly Gaming could not have reached such monumental levels without your help. You showed the rest of the video game industry that you do not want what they are peddling. You want something better. You want something honest, sincere, and true. You want something that improves the video game industry.

God bless,  
Paul Bury



## Store up for Winter

Summer is the ideal time to store up for winter. Animals like squirrels are not the only ones that store up for winter. Humans can and freeze to save the spoils of summer for the winter time. If you are not in the habit of storing up for winter then I want to encourage you to begin. This goes beyond just food too. You can store up blankets, and other items that are needed at a higher frequency in the winter time. If you get too many then you can donate some and help out the needy and mentally ill. If you don't store up, it can be more difficult to find in the winter time.

Family Friendly Gaming has been storing up for the winter too. From purchasing products to cover in the upcoming months to investing in better equipment. It is amazing how video game prices drop after six months to a year. There are always exceptions. Supply and demand is always applied. Some companies purposely release few supplies to keep their prices high. Like that commercial where the cashier puts out one candy bar in the box. After he sells it he puts one more out in the box. Customers think they are getting the last one and feel better about spending the money. All the while they are being deceived.

We have jam and jelly from years ago. It means we never have to go to the store and purchase it. Plus we give them away. Want to know a little secret? Everyone we have given a jar of jam/jelly away to have absolutely loved it. They rank it way above whatever they can buy in a store. It is not that much effort to plant, and care for plants that produce what we can eat in summer, and can/freeze for winter. Picking the fruit and vegetables is such a joy, even in the heat of summer. The canning process can be a hot one to do in the summer. I will not mislead you on that. That can be a bit of a chore.

What if you have no space or good dirt to plant in? What do you do then? You can go to the grocery store, or farmers market and purchase some. Can and freeze what you get from those places. It is more expensive than having your own plants. However it is a viable way to do it if you do not have the space. Where we lived in Federal Way did not have any land attached to it. A small little concrete deck area large enough for a grill and maybe one small sandbox for one child. I got apples, peaches, pears, straw-

berries, raspberries and more in boxes. I then canned and froze them. So it can be done in townhouses, duplexes, apartments and more if you are willing to invest the time and energy. Once you purchase the jars you have them, and can re-use them year after year. So there is an initial start up cost to canning. Freezing requires the fruit/vegetable and some good freezer bags.

I hope you store up for the winter. If not, I hope you will prayerfully consider starting it at the next earliest convenience. My mother in law taught me how to do it and I have appreciated it for many years.

God bless,  
Yolanda Bury





# LESSON-BASED EDUCATION & FUN






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



Interactive Bible Series for Windows by GraceWorks Interactive





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



**14 DVD ROM titles**  
**\$10.99 each**

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

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

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

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



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



For a complete listing,  
visit our reference only website

[www.homeschoolstore.com](http://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

### Adaptability

The coolest thing about Family Friendly Gaming is the adaptability. Notice all of the big name games being reviewed in the e-magazine in the last year? That comes from adaptability. Notice retro game coverage has increased in the past year? Again that comes from adaptability. Notice how Family Friendly Gaming covers things no one else does? Yet again this came from adaptability. Have you noticed Family Friendly Gaming runs thoughtful articles on how to improve the video game industry? Yes you got it right - adaptability.

The WMG did not understand the motto: "FFG is Biblically correct, not politically correct," in the beginning. Now it makes perfect sense. Following God's way of doing things opens up so many more doors. Doing God's will in the video game industry provides so many more opportunities to be adaptable. Family Friendly Gaming is not chained up with politically correctness. Family Friendly Gaming is not worried about offending a handful of people. The freedom within God's structure for life is huge. It is also easier to comprehend words, and history since there is no redefinitions. Could you imagine if the rest of the video game industry joined Family Friendly Gaming?



# 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!

## Raising the Bar

Dear Mr. Bury,

I have noticed that too many rival media watchdogs (such as PluggedIn Online) seem too easy to please when it comes to family-friendly movies and games. Their review criteria seems overwhelmingly simplistic and predictable: If it's a G-rated movie or an E-rated game, it automatically gets the highest score possible regardless of its quality.

You are not like those other reviewers. You review games and movies based on quality and replay value in addition to being family-friendly. For example, you only gave Lego Jurassic World a 62, whereas you gave High Heat Major League Baseball 2004 a 96. I would like to commend you for that. You

are not only helping consumers, but the game industry as a whole. Too many people automatically think family-friendly equals low quality, and that causes people (especially children and teenagers) to scorn E-rated games and G-rated movies and gravitate towards M-rated games and R-rated movies. Thank you for working to counteract that myth. By having high standards when it comes to reviewing games that are clear and easy to understand, developers who wish to meet your standards will have no trouble doing so.

I can think of several ways to make wholesome games without sacrificing quality. Have adjustable difficulty levels. Allow players to play from more than one perspective. Raise questions that cannot be answered quickly or easily. And allow as much user creativity as possible. For example, when Disney released their game based on Frozen, I could have made that game so much better. How? By allowing players to play as Elsa and use Elsa's abilities to build large structures out of snow and ice. (Of course, I'm sure people would have also enjoyed playing as Anna or Kristoff as well.)

I also like your idea of paying gamers who use level editors to create customized worlds. I have another idea in this regard. If you build your own roller coaster in a game like Planet Coaster, you should be able to take your game file to a public location, and ride

the roller coaster in its entirety on a motion-based simulator. Disney has something like this at EPCOT Center called "The Sum Of All Thrills", but you have to build your roller coaster on the spot. Which means that you have no opportunity to surprise anyone, and you're under a time constraint.

In the future, would you be able to review the 2006 PC game Safe Cracker? In this game, you're hired by a wealthy family to find the last will and testament of deceased billionaire Duncan Walter Adams. To do this, you have to open dozens of exotic safes. I'm sure this game would take longer to finish than Splatoon. Maybe a future version of this game could allow users to design their own unique safes.

Have a great day, and God Bless You.

Sincerely,  
David

{Paul}: Thank you for your kind words. :) You have another SO candidate in this email. Although it won't be until issue #99 as the earliest since that section is full in issue #98.

Thank you for the compliments, We try. I don't see the others as competition. Common Sense Media, Plugged In, Dove Awards, etc. They have the direction they go. We follow God. If they choose to go the same direction as us - awesome. If they go a different direction - that is their choice. We

are going to go the way God tells us to go. I rarely pay any attention to what any other gaming site is doing. I run across articles doing searches to research certain things here and there. Sometimes an article catches my eye. Aside from that we take things as they come our direction.

We love games with adjustable difficulty settings. :) They give something to everyone. We also love the different perspectives idea. This works marvelously in plenty of racing games. Love that idea on Frozen. It would have been awesome after beating the game you could then play as another character like Elsa. Sort of like what Nintendo did with some Mario games - beat it and play as Luigi. Love the idea of getting to experience what you just created in a roller coaster game.

We have added Safecracker to our buy listing. We put down games that we want to purchase for reviews, video capture, etc. Since we skipped out on E3 this year, and plan on skipping out next year we are able to purchase more games. We are still saving for a better camera to do our own original videos. However with less of an interest in attending shows in person (CBA is bad on those), we can purchase more products and work more on the things we want to cover. Safecracker sounds interesting. :) We have purchased Safecracker and will work it into our review schedule. I am not sure if it will go straight online or if it will be in an e-magazine

issue.

## Modern Retro on Past Systems

You know how all these guys make reproduction carts of rare and Japanese and homebrew games? Well what if the creators of modern retro games like Shovel Knight team up with them to make game packs of new retro style games that can be played on the systems they are based around? Judging by the cost of most repro carts it wouldn't be very expensive and would open up these new retro games to people who haven't gotten into the new systems or who support the physical copy movement.

-Chris

{Sam}: We know now thanks to you. We would love to see more of that. Yacht Club Games is actually releasing a physical copy of Shovel Knight. They are also getting an amiibo of the main character of Shovel Knight. We have no clue all of the hoops they had to jump through to get that. However it should not be that difficult.

Your idea about reproduction carts would be awesome to see. Which is why we are publishing your email in the Sound Off section of issue #99 (this issue). More indie companies need to investigate this, test it out, and try it out. It would make the entire gaming industry a

better place. Awesome email.

## Putting them on Notice

I am putting every single video game company, and PR employee on notice. I refuse to buy any product from any company that discriminates against Christians. They will never ever get any of my money again. Even if I never play another video game again and the entire industry goes under. None of their fear tactics, intimidation, or doom and gloom predictions will impact me. Until they treat Christians like the First Amendment tells them to, they will get no money from me.

I also have a prayer request. Could you please pray for me? I need to be more patient in terms of buying video games. I need to wait. I got caught up in the brainwashing from the video game companies and would buy day one editions of games. I even would pre-purchase games before they came out. I want to be more patient. I want to be smarter with my money. I want to get more games with my money by waiting.

-Brian

{Yolanda}: Thank you for taking a bold, and important stand for fellow believers. If every single Christian in America took your stance we would see change very quickly in the video game industry. Fam-



# SOUND OFF Continued

ily Friendly Gaming has become counter cultural to the majority of the video game industry again. This is really important because we can now focus more on what needs to be fixed in the video game industry.

Not only will we pray for you to have more patience in purchasing video games; we are publishing your email so the millions within Family Friendly Gaming Universe can also pray for you. I want to encourage you in making a wise course correction in your life. You are doing the right thing, and it is important. This is another way millions within Family Friendly Gaming Universe can impact the entire industry. It is my personal prayer that more believers have their eyes opened as yours have been.

## Not Paying their Fair Share

Family Friendly Gaming has done it again. You have opened my eyes to a reality that I was missing. I want to thank you for that. Your story on 'Not Paying their Fair Share,' is inspiring, and thought provoking. I can't get articles like that anywhere else. I have looked. There are all these suck ups that make me think they are corrupt and bought off. Or the articles are so out of touch with the real world I want to scream: "GET A LIFE!" Your articles are deep, intense, poignant, conver-

sation starters, and eye opening. Don't these video game companies get mad at you for exposing things like this? Don't the PR firms black list for stuff like this?

- Tom

{Paul}: Thank you for your kind words. I am so very pleased that another person has been reached. I am very happy to hear your eyes have been opened. Every day we reach someone new. Every day more and more families, and gamers are waking up to the dire situation in the video game industry. I have hope for change in the video game industry. I hope for a better video game industry. I hope for a video game industry without corruption.

Your questions are spot on with the thin skinned, petty, vindictive, and self absorbed nature of too many power hungry people in the video game industry. Yes we have been punished by certain people within certain companies for exposing the corruption. Yes we have been persecuted for being Christians and standing up for God within the video game industry. The tolerant of diversity crowd are liars. They are haters who try to destroy what is diverse from them. You would be shocked how many of these people have violated the First Amendment. We have been black listed by some companies and people because we refuse to be corrupt. We have been blacklisted for refusing to give them complete

control of what we do. We have been blacklisted for following Jesus Christ. We have been blacklisted for obeying God, and refusing to join a rebellion against Him.

Here is the thing though - **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.*" We take the persecution and discrimination as a blessing. We wear it as a badge of honor. The evil acts of those thinking they are punishing us, actually puts us in an elite class. Like being inducted into a Hall of Fame. To be considered in the same league as the prophets of old is very humbling. It is an honor that gives us strength daily.

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

<http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at:  
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# TALK TO ME NOW

## Backwards in America

Things have gotten really backwards in America lately. Kim Davis is the first Christian to be jailed in a Christian nation for following God. Kim Davis refuses to accept the sexual deviancy definition of marriage. Kim Davis refuses to accept the attempts to redefine marriage. It is astounding how the First Amendment with freedom of religion is ignored in the instance of Kim Davis. More persecution and attacks on Christians are coming. Family Friendly Gaming has said it for years - it is not about marriage, it is about attacking Christians. Some people have said Kim Davis should quit her job. What they are really saying is Christians should not be allowed to work. Christians should not be allowed to have jobs. That sounds a lot like what the Nazis did in Germany to the Jews. They started with denying them the ability to work or own businesses. Scary how history repeats itself. Since when did the sin of homosexuality become a special class citizen?

Tom Brady gets away with breaking the rules because he was not warned of the consequences. Nice logic there judge Berman. I guess murderers can get away with it since they were not warned it was the death penalty? If we take your logic and apply it elsewhere. Maybe we should not get penalized for traffic violations since we were not warned of the fines beforehand. Judge Berman also ignored the Bargaining Agreement with the Union that gives the Commissioner the right to punish at his discretion. The judge decided the Commissioner does not have the right to punish players. In other words completely disrespect the authority figure. Maybe we should all disrespect that judges authority since that is the lesson he is teaching. Why is Tom Brady a special class citizen?

Then we have Josh Duggar. How is it he is not in jail? If any of the rest of us had done all of those crimes we would be in jail. Why is he a special class citizen? It is appalling what he has done over the years. Any caring person is disgusted at the abuse. Any loving person cares about the victims. Yet he is a circus act that too many people are following around. He needs to go to jail for his crimes. End of story. A Christian following God's commands is put in jail, but a sexual deviant that abuses children is not? How backwards things have gotten in America.

Speaking of crimes we come to Hillary Clinton. Day after day we hear of new law violations thanks to her private email server containing classified, secret, and top secret documents. If any of us had done that we would have been immediately terminated with extreme prejudice. Then we would be facing jail time. Hillary is a special class citizen who does not have to obey the laws like the rest of us. She gets special treatment. Why? She is out there making jokes about her crimes. Talk about backwards and totally disgusting.

Hulk Hogan used a certain specific word years ago. He is fired by the WWE. He is denied employment and labeled a racists. Let us look at the worst case scenario. Say he is a rac-

ists. Did that impact/effect the job he did? Was he discriminating against certain races? I have yet to see any evidence of that. Yet some feel he should never ever work again. Never mind special class citizens use that word all day long every single day. Talk about a double standard. Maybe NBC will hire Hulk Hogan. After all they allow Al Sharpton employment there and he has said numerous racist things over the years.

Then we come to Zahra Schreiber. She was also fired by the WWE because she had three year old images of a swastika. Once she found out someone was offended she immediately removed it. The WWE decided she is also a racist and fired her. She claims she is a student of history and its historical meaning before Adolph Hitler co-opted it. Same thing as Hulk Hogan. Let us look at the worst case scenario. Say she is a Nazi. That means she is denied employment? She can never work anywhere ever again? This is coming from those that claim they celebrate diversity. I have worked with racists before, and it was not a pleasant experience. They were mean, nasty, and horrible. Get rid of someone based on their job performance, not their personal belief. I have also worked with sexual deviants. They were obsessed with that one topic. If Al Sharpton is allowed to work then so should Zahra Schreiber and Hulk Hogan. Discriminating against them won't change their beliefs (if they have them), it will only make them feel like victims, and make you look like the bad guy.

Planned Parenthood is literally getting away with murder. Not only are they murdering babies, they are also selling body parts. They take government money to pay for their work, and then profit off of the dead babies even more. How is they are not in jail? Why are they given special citizen status? Kim Davis went to jail for following her First Amendment rights, and for caring more about God's judgement over tyrants in black robes on earth. At the same time Planned Parenthood is given government money to murder babies, and sell their body parts. How backwards is that?

A drug deal was going down in Memphis not that long ago. Tremaine Wilbourne was participating in that drug deal. Officer Sean Boulton came across it, and investigated. He got shot and killed for his following the law. The criminal? People are actually supporting the murderer. They want him to be given special citizen status because of his race. Nevermind he murdered a police officer investigating an illegally parked car.

President Obama has repeatedly ignored laws he does not like. Remember DOMA? The Defense of Marriage Act. President Obama decided his administration would ignore the law. Why wasn't President Obama impeached and thrown in jail? Kim Davis is in jail for not following the law - according to that radical judge. Why is President Obama given special citizen status? President Obama also ignores immigration law. He ignores cities like San Francisco that refuse to enforce Federal Law. In fact cities like San Francisco openly disobey Federal Law whenever they don't like it. Kate Steinle was murdered because of the city councils open disobedience of the law. Why aren't they in jail?



# DEVOTIONAL Video Games 101

## Reform Part 10

We are continuing our ongoing series on reforms needed in the modern day American church. This month we are touching on churches that are too worldly. Ya'll know me, when it comes down to a decision of doing what God says or what man says I always go with God. Too many modern day American churches want to act like some country club business. Whether it is fund raisers for something more they want, or selling tickets to rock star like concerts; too often these churches act like for profit businesses. Not the bride of Jesus Christ. **Ephesians 5:25-27** *Husbands, love your wives, just as Christ loved the church and gave himself up for her 26 to make her holy, cleansing her by the washing with water through the word, 27 and to present her to himself as a radiant church, without stain or wrinkle or any other blemish, but holy and blameless.*

It bothers me to hear pastors talk about expenses and connect it to acquiring new members. Like a company bragging some advertisement made them so much money. **James 4:4** *You adulterous people, don't you know that friendship with*

*the world means enmity against God? Therefore, anyone who chooses to be a friend of the world becomes an enemy of God.* The question becomes how friendly is your church with the world? Does your pastor constantly talk about worldly television shows he watched? Does your pastor constantly talk about worldly events he attended?

Does the world love your church? Does the world love your pastor? **John 15: 19** *If you belonged to the world, it would love you as its own. As it is, you do not belong to the world, but I have chosen you out of the world. That is why the world hates you.* If the world loves you, where are you standing with God? Jesus was clear - the world will hate us. How often do you think about where your true citizenship lies? Our citizenship lies in heaven. We belong to the Kingdom of God. Not to all of the trappings in this world. Which is a higher priority for you? God? or the world?

When Family Friendly Gaming moved to the Bible Belt we anticipated all kinds of wonderful theological discussions with hundreds of believers. Sad truth is we had better basic training Christian conversations in Seattle. The believers on the

West Coast are outnumbered. Yet they are way more thirsty for God than the overwhelming majority we have met in the South. Going to church in the South is cultural. Problem is too many have no concepts of the basic tenants of the faith, let alone have deep theological discussions. Want to know something really scary? I stopped counting how many degree holding pastors could not keep up in a deep theological discussion. Let alone any kind of debate that presented scriptures that challenged their worldly opinions. 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.

## Video Game Corruption

There is way too much corruption that goes on in video games. PR are at the head of the class in committing corruption. It is interesting how too many of the video game companies insulate themselves from the responsibility of corruption by pinning it on the PR firm. The PR firm claims they are only doing what they client wants. Both try to claim innocence to the crimes.

One of the areas of corruption within video games is the access to reviewable copies of video games. After making hundreds of requests sort of like the Freedom of Informa-

tion Act, and following the First Amendment of the United States Constitution; not one PR firm or company has provided any information on how they determine who gets games. An intelligent system would require some form of internal ranking of media outlets. That means selection criteria would be known, and the system would be fair based on ranking criteria. That way if a PR firm was incorrectly ranking media outlets it could be discovered, and corrected. Every single time anyone from Family Friendly Gaming has brought the issue up, the PR firm and/or company representative ignores it, avoids it, deflects it, and refuses to obey the law and the US Constitution.

There is also the issue of PR folks making mistakes. This happens way too often. They send us a press release, video, or screenshots and we pay to have them published on our website. Then a few hours later they come back and say: "sorry I was not supposed to give you that until tomorrow, please remove it today, and put it back out there tomorrow." So they want us to pay to remove it, and then pay to put it back out there. In essence their content now costs us triple. All because of their mistake.

What do we do? We graciously point out their mistake has a triple cost to us. Ask them to pay for one of the three. We will pay for double the cost of the work, as long as they pony up one of them. Guess what happens? They then decide it is okay for that content to be out there at the time they sent it to us originally. In other words they back off once they have to partially pay for their mistake. If it winds up okay to be out there then why jerk us around? Why treat us like yo-yos? Why try to make us jump through all of those hoops? It is corrupt to expect us to pay for your mistakes.

Discrimination against Christians has been getting worse all over the world. It has been especially nasty in the world of video games with some of these companies and PR firms. It is amazing the lies we hear from these companies when confronted with their violations of the First Amendment. Too many purposely treat Christians like third class citizens. Certain companies refuse to interact with Family Friendly Gaming because we are Christians, and we refuse to deny Christ. We refuse to give special favors to certain companies. We treat everyone equal.



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### Nintendo 2DS Price Drops to \$99.99

On Aug. 30, the suggested retail price of the portable Nintendo 2DS system dropped to \$99.99, down from the current suggested retail price of \$129.99. Even at the new suggested price, the system will still come packaged with the digital version of the Mario Kart 7 game, making Nintendo 2DS a decent value for shoppers. A physical copy of the Mario Kart 7 game would have made it an amazing value.

"At a suggested retail price of \$99.99, Nintendo 2DS is an even more attractive introductory option for first-time gamers," said Scott Moffitt, Nintendo of America's Executive Vice President of Sales & Marketing. "The new lower-priced hardware combined with the strong lineup of new games launching this year and arguably the best library of games in this generation makes it a great time to be a Nintendo fan."

# NEWS



Ever since it launched in October 2013, Nintendo 2DS has been the go-to system for newcomers to the world of quality Nintendo video games. The system plays nearly the entire library of Nintendo 3DS games in 2D, as well as most Nintendo DS games. Players with Internet access can compete online, or enjoy local multiplayer co-op experiences with other Nintendo 3DS family system owners. With no hinges, the durable construction of Nintendo 2DS makes it perfect for younger players.

Little Battlers eXperience lets players build, customize and battle robots made from more than 4,000 in-game parts that allows for more than 30,000 different LBX robots. The game is one part of the strong franchise, which also includes an animated TV show and robot model kits. Players can team up with characters that appear in the TV series, or find friends who also own the game and a Nintendo 3DS or Nintendo 2DS system to connect via local wireless to battle it out or team up against tough opponents in the Ranking Battle co-op mode.

Other games for all ages and skill levels launching for Nintendo 3DS before the end of the year include Animal Crossing: Happy Home Designer, Chibi-Robo! Zip Lash, Pokémon Super Mystery Dungeon, The Legend of Zelda: Tri Force Heroes and YO-KAI WATCH. All games are compatible with all Nintendo 3DS family systems, including Nintendo 2DS.

### YO-KAI WATCH Video Game Launches on Nov. 6

Nintendo, Disney XD, Hasbro and VIZ Media have teamed up to bring Yo-kai Watch to the U.S, based on an original concept from top Japanese entertainment company LEVEL-5, Inc. But what is a Yo-kai anyway? Is it a spirit? A monster? A ghost? Yes and more – a Yo-kai is ... well, it's just a Yo-kai! You might not see them because they're invisible, but they're all around you every day. And they're often mischievous, mysterious pranksters who like to make trouble for you (think of demons). Lose your homework, can't keep a secret or find yourself running late to everything? Yo-kai probably made you do it. The Yo-kai are based on common concerns kids have. By confronting those concerns, kids can learn to overcome them.

"The strength of the Yo-kai franchise demands strong partners," said Scott Moffitt, Nintendo of Amer-



ica's Executive Vice President of Sales & Marketing. "Our Nintendo 3DS system is the perfect platform to bring this fun, one-of-a-kind video game experience to life."

On Nov. 6, Nintendo will launch the YO-KAI WATCH game for its portable Nintendo 3DS system. You explore the world in the game using your Yo-kai Watch to discover more than 200 Yo-kai, then befriend them and turn them into a team to battle other Yo-kai. Each Yo-kai has its own unique skills and strengths, so you must use them to challenge troublemaking Yo-kai and help people in the game solve their daily problems. In Japan, the three YO-KAI WATCH 2 games accounted for three of the six best-selling console and hand-held games in Japan for 2014.

Commenting on the launch, Akihiro Hino, President of LEVEL-5, Inc., said, "When we first started exploring concepts for the YO-KAI WATCH universe, we immersed ourselves in learning about situations confronting kids in their everyday lives. This world – a child's complicated, scary, confusing, exiting and very funny world – is the foundation of our IP, and the Nintendo game really captures this essence, along with the colorful and often amusing Yo-kai behind it all!"



### Kingdom Hearts III to Include Big Hero 6

SQUARE ENIX® and Disney Interactive announced that the beloved characters and world of Walt Disney Animation Studios' Academy Award®-winning film Big Hero 6 will make their debut in the ever-expanding narrative of KINGDOM HEARTS III.

The much-anticipated addition to the KINGDOM HEARTS franchise will take Sora and a cast of Disney companions to the urban setting of San Fransokyo, home of lovable robot Baymax, continuing the events of the animated film.

At D23 Expo 2015, Academy Award®-winning producer Roy Conli delighted fans with the announcement that Big Hero 6 characters will be an integral part of KINGDOM HEARTS III. In a video message for D23 attendees, Conli draws parallels between core elements of the animated film and the overarching KINGDOM HEARTS story, remarking: "Big Hero 6 is such a special film for me - and we always made sure that each action sequence had a very special meaning. The themes in KINGDOM HEARTS and Big Hero 6 match very well. For instance there's friendship, really important to both stories, and then of course light over darkness."

KINGDOM HEARTS III will be available for the PlayStation®4 computer entertainment system and Xbox One®, the all-in-one games and entertainment system from Microsoft. This title is not yet rated.

KINGDOM HEARTS is a series of role-playing games created through the collaboration of Disney Interactive and Square Enix. Since the first KINGDOM HEARTS was released in March 2002 for the PlayStation®2 system, the series has expanded several additional entries. The series celebrated its 10th anniversary in March 2012.

### Save The Children's Sustainaville Launches

The charity-driven game "Sustainaville" is now available for free download on Mac and iOS, giving players new insight into the world of aid and development. This follows the game's previous launch on Android and PC. "Sustainaville" is the product of collaboration between Save the Children and Good Game Productions, giving players the opportunity to confront challenges similar to those faced by aid workers and the communities they help in the real world every day.

For the first time ever, players use a unique "fundraising platform" within the game to give funds directly to Save the Children and, in return, receive in-game currency and rewards like special characters. Save the Children CEO Paul Ronalds said: "Sustainaville is an exciting new way for people to support Save the Children's work with the most vulnerable children around the world. Not only do players get an insight into the challenges our aid workers face every day, they can make a real difference to children's lives through in-game fundraising.

"Players are faced with a range of decisions to make and needs to prioritise, from providing food and healthcare for families so children can stay healthy and concentrate at school, to ensuring stable water supplies for communities and making sure those living in disaster-prone areas are well-prepared for natural hazards like earthquakes and cyclones."

"No game can adequately convey the challenges faced by children and families affected by poverty or disaster, or the effort and dedication embodied by Save the Children's aid workers," Mr. Ronalds said. "It is our hope that through Sustainaville, players will gain a better appreciation for some of these challenges and situations."

### Just Dance Disney Party 2 Announced

Ubisoft, in collaboration with Disney Interactive, announced the development of Just Dance: Disney Party 2, the second Disney title from Just Dance, the best-selling\* music video game franchise of all time. This news comes just days after Disney fans got a sneak peek of the game at the D23 EXPO 2015. The game will feature tracks from the hottest Disney Channel shows and movies, including "Rotten to the Core" from the hit Disney Channel Original Movie "Descendants." Just Dance: Disney Party 2 will hit store shelves this Holiday 2015 for Xbox One, Xbox 360, and Nintendo's Wii™ and Wii U™ systems.

"The first Just Dance Disney game was a beloved hit among our fans," said Tony Key, Senior Vice President of Sales and Marketing, Ubisoft. "When it came to working with Disney again on Just Dance: Disney Party 2, there was no question we wanted to give families another way to experience some of their favorite songs through dance."

Just Dance: Disney Party 2 features a variety of hit songs, with more than 20 tracks from fan-favorite television shows and movies from Disney Channel, the #1 cable TV network on a Total Day basis in Total Viewers and the #1 TV network for kids and tweens. Just in time for the holidays, every Disney Channel fan and their family can get up and moving to tracks from movies such as "Descendants," "Teen Beach Movie" and "Teen Beach 2," as well as Disney Channel shows like "Girl Meets World," "K.C. Undercover" and "Liv and Maddie."

The Just Dance development team worked closely with Disney Interactive and Disney Channel to incorporate character looks into the game, letting fans enjoy gameplay that is true to the most popular shows and films. With the karaoke feature on Xbox One, players can also sing along while they dance to their favorite tunes!



## In The News Continued

### Corsair Releases New RGB Keyboards, Mice, and Headsets

Last year, Corsair captured the imagination of gamers with innovative RGB multicolor lighting that transformed PC gaming keyboards and mice. Today at Gamescom, Corsair raises the bar higher with new RGB gaming peripherals: the STRAFE RGB mechanical keyboards, Scimitar RGB MMO/MOBA mouse, and flagship VOID gaming headsets. Corsair is also unveiling the ultra-quiet STRAFE RGB Silent, the world's first keyboard with Cherry MX RGB Silent gaming

switches. To complement the launch of these new products, an enhanced version of the Corsair Utility Engine (CUE) software is available, enabling cascading rainbows, dynamic ripples, and other multicolor lighting effects to operate in tandem across all Corsair RGB keyboards, mice, and headsets.

#### STRAFE RGB Silent and STRAFE RGB Mechanical Gaming Keyboards

Now Corsair unleashes two new mechanical gaming keyboard models with RGB lighting: STRAFE RGB and STRAFE RGB Silent. The STRAFE RGB Silent gaming keyboard is the world's first with Cherry MX Silent switches which deliver the speed and precision of linear mechanical switches with significantly quieter actuation. The new switches combined with the noise-suppressing architecture of the keyboard chassis, make the pro-level STRAFE RGB Silent 30% quieter than other mechanical gaming keyboards. The STRAFE RGB keyboard comes in versions with Cherry MX Red or Brown switches.

The STRAFE RGB Silent and STRAFE RGB offer customizable multicolor backlighting of up to 16.8 million colors with a virtually unlimited number of lighting configurations and effects. In addition, each key on the new keyboard can also be programmed with automated macros using CUE (Corsair Utility Engine) software. Via CUE, gamers can choose from six unique lighting effects or create their own custom profiles and share them.

#### VOID Wireless, USB, and Analog Gaming Headsets

Available in wireless, USB, or analog stereo models, the VOID gaming headset's earcups are shaped to fit the human ear, providing the utmost comfort while delivering spectacular audio fidelity. The USB and

## In The News Continued



wireless models incorporate innovative features like InfoMic status LEDs and a CUE Control dial, enabling users to control their gaming sound-scape without hitting pause. These models also feature customizable RGB lighting, EQ, and Dolby 7.1 surround, allowing for a fully personalized audio experience. For those seeking a universal stereo solution, the VOID Stereo analog headsets feature a mobile-compatible connector and included Y-adaptor cable for compatibility with PlayStation 4, Xbox One, mobile devices, and all PC and Mac computers.

#### SCIMITAR RGB – World's Most Advanced MOBA/MMO Gaming Mouse

Rounding out the lineup, the SCIMITAR RGB gaming mouse improves the MMO/MOBA experience with its exclusive patent pending Key Slider™ control system. The innovative system provides 8mm of adjustment, putting every button within reach of most gamers' thumbs regardless of hand size for improved comfort and accuracy. The 12 mechanical side buttons were designed with pro player specification in mind, delivering ultra-consistent, tactile feedback and



actuation. The pro-proven 12,000 DPI high performance optical sensor provides pixel-precise gaming performance. The SCIMITAR RGB also utilizes Corsair's one-of-a-kind CUE software, enabling gamers to customize mouse sensitivity, buttons functions, and lighting, as well as program advanced capabilities such as custom timer countdowns, double macros, and much more.

#### Powered by CUE, United by CUE Link

Corsair's fans spoke, and we listened: Corsair's CUE editing software is more powerful and easier-to-use than ever before. The latest CUE version, unleashes new presets that make customizing lighting effects quick and simple, and allows users to synchronize static and animated lighting across all Corsair RGB keyboards, mice, and headsets.

In addition, CUE enables the creation of key macros and timers, mouse sensitivity and button functions, headset EQ and surround settings, and many more features exclusive to the Corsair gaming experience. With CUE, all settings can be saved to profiles that load automatically when a game or other software is used. Beyond customizing lighting profiles, CUE improves the overall gaming experience by providing critical visual feedback, reducing response time, and enhancing audio for a more immersive experience, and a competitive edge.



### Wii U Mario Kart 8 Packaging for Christmas 2015

A new ongoing configuration of the Wii U console that includes a pre-installed version of the Mario Kart 8 game as well as a Nintendo eShop download card for the two Mario Kart 8 DLC packs is now on sale in retail stores across the country. The console is available at a suggested retail price of \$299.99.

On the 11th of September, Nintendo launched Super Mario Maker for Wii U. Using the Wii U GamePad controller, players can quickly and easily create their own original Super Mario Bros. levels using items, enemies, graphical styles and even power-ups from four classic Mario games. These levels can be easily uploaded online to share with players all over the world. Game concepts that were never possible before in a Super Mario Bros. game are now possible in Super Mario Maker – and players are in control of it all.



### Microsoft Movies & TV Now Supports Disney Movies Anywhere

Xbox Video tile changed to Microsoft Movies & TV, an update that will also hit Xbox 360. But that's not the only thing changing. Today, Microsoft is pleased to announce that Microsoft Movies & TV now supports Disney Movies Anywhere.

When you connect your Microsoft Movies & TV account with Disney Movies Anywhere, all of your eligible Disney, Disney•Pixar, Marvel and Star Wars digital movies currently in your Disney Movies Anywhere collection will be added to your account. All your movies will be viewable in the Movies & TV app on your Windows, Windows Phone and Xbox devices - at no extra cost.

Similarly, when you buy eligible movies from Microsoft, your movies are automatically added your Disney Movies Anywhere collection where you can view them across your favorite devices.

You can now connect to Disney Movies Anywhere to watch it across your Xbox and Windows devices as well as the Disney Movies Anywhere ecosystem. Even better, connecting your Microsoft account to your Disney Movies Anywhere account will add "Monsters, Inc." to your digital collection for free! This offer begins September 8.

You can enjoy Microsoft Movies & TV whether you're on your console, Windows 10 devices, or the web. You can start a movie on one screen and finish on another, or download it for offline viewing. We have everything from the latest blockbusters to next-day TV, as well as the ability to pre-purchase the movies you love so you don't have to think about it later. There are even weekly deals in our Sales & Specials (in select markets) and unique ways to earn Xbox Live Rewards through your purchases.

### Five Reasons FFG Is Into Madden NFL 16

1. The Seattle Seahawks are still top dogs in the NFL in Madden NFL 16. It is always awesome to have your personal favorite team be the best in any video game. So as a Seattle Seahawks fan it is great to see them at the top of the league in this home console sports video game. If it was your team at the top of the pile I am sure you would be digging Madden NFL 16 as well. Don't try to deny it.
2. The new presentation and camera angles in Madden NFL 16 are awesome. I love seeing those boxes telling me how many yards the running back has gotten in the game, or how long a run/pass was. Some of the new comments in Madden NFL 16 are also awesome. I love hearing how horrible I am for running up the score against the computer. Is it my fault I can dominate them so easily?
3. Offline modes are so much fun to play in Madden NFL 16. As some lame games have discriminated against offline gamers, EA Sports has continued to provide modes for families offline. The same can be said for Madden NFL 16 appearing in the physical format.
4. Ninety-nine level characters are very overpowered in Madden NFL 16. I am not complaining as I run with Marshawn Lynch or throw to Jimmy Graham. It is nice to go Beast Mode on other teams and break five tackles on my way to a touchdown. The more I play Madden NFL 16 the more I enjoy taking strong characters and doing amazing things with them.
5. A year or more of replay value can be found in Madden NFL 16. We were playing Madden NFL 15 all the way up to a reviewable copy of Madden NFL 16 arriving here at Family Friendly Gaming. These Madden NFL video games do not get old. Either way Madden NFL 16 will last a year.

### Five Reasons FFG Is Into Disney Infinity 3.0

1. The really cool, fun, and fresh new characters in Disney Infinity 3.0 are making a splash. From Olaf to Mickey, to Yoda; there is a really solid line up for Disney Infinity 3.0 right now. There is also the Inside Out characters, Tron characters, and more. Disney Infinity 3.0 put its best foot forward this year with plenty of fun, and cool new characters coming out in the upcoming months.
2. Physical copies of games and figures is a double win for Disney Infinity 3.0. Supporters of the physical copy movement are rejoicing at all of the cool figures to check out, as well as the cool boxes they come in. The package in Disney Infinity 3.0 is more efficient, and easier to move in and out of the boxes. A small improvement that not everyone will notice.
3. Star Wars. That alone should be enough said. Sure Star Wars is not as cool as Babylon 5, or Doctor Who. But it is a solid science fiction fantasy universe that millions upon millions enjoy. Having light saber battles in Disney Infinity 3.0 is an all new high for the franchise. It will reach more people than most of Disney's other franchises.
4. Toy Box Takeovers is the perfect expansion for Disney Infinity 3.0. This can add replay value to characters from Disney Infinity 1.0, and Disney Infinity 2.0. Plus two family members can play with those characters with characters that have come out in the Disney Infinity 3.0 line up.
5. Improvements to the Toy Box Hub means more families will get to exercise their creativity in creating even more kinds of games. Disney Infinity 3.0 lets you not only play what they made, but create the kinds of games you want to play. The small downside is you need to invest time and money in the Toy Box Hub.





# State of Gaming



# REVIEWS

Disney Infinity 3.0 and Skylanders Superchargers are in full swing. Families are well aware the Christmas buying season is in full bloom. Companies are bringing the products they believe you will want to purchase for your family. From game design tools like Super Mario Maker, to board games like Armello. From the plethora of physical copies of video games to the lesser purchased digital downloads. This is the biggest time of the year to hear: “Look at me,” from a variety of video game companies and PR firms.

Families have to be really careful this year since there has been such a problem with corruption in the video game industry. Families are intelligently staying away from certain companies due to their horrible integrity image. Sadly it is a sign of the times as the entire culture has gone down a

dark, morbid, and macabre path. Do not let your heart be troubled because there is always hope. Buy only the good games from the good companies.

Families into sports game have a plethora of new sports video games to play across a wide range of sports. Football, soccer, hockey, and more are currently available. If they are not out yet, they will be shortly. Families can get together in the same room and cooperate by playing together, or they can compete against one another. This is one of the reasons sports video games have done so well. They provide for multiple different game play styles and preferences.

Retro gamers can find older and used video games going on sale at this time of year. After all many of these retailers want to get the older games out, to make

room for the newer games. That means massive clearance sales that benefit the intelligent and frugal gamers. For the retro gamer this can be one of the best times of the year to make a purchase.

Family Friendly Gaming continues its massive growth in an impressive fashion. From website hits to the Youtube channel, Family Friendly Gaming continues expansive growth above and beyond anything we could have ever conceived. Following God has been a blessing on so many levels. Challenges abound, but never more than we can handle.

Families look forward to Black Friday for Christmas shopping since there are always fantastic deals to be found. Family Friendly Gaming saves months in advance for the event. Always smart to be prepared for awesome deals.

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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## Matthew 13:3-8

3 Then he told them many things in parables, saying: “A farmer went out to sow his seed. 4 As he was scattering the seed, some fell along the path, and the birds came and ate it up. 5 Some fell on rocky places, where it did not have much soil. It sprang up quickly, because the soil was shallow. 6 But when the sun came up, the plants were scorched, and they withered because they had no root. 7 Other seed fell among thorns, which grew up and choked the plants. 8 Still other seed fell on good soil, where it produced a crop—a hundred, sixty or thirty times what was sown. 9 Whoever has ears, let them hear.”





## Freedom Wars

SCORE: 55



## Etrian Mystery Dungeon

SCORE: 47



Freedom Wars is one of the few remaining Playstation Vita games Family Friendly Gaming has not reviewed. At least when we talk about video games rated 'EC' to 'T' that have



physical copies. Freedom Wars is like the Monster Hunter series just much worse. Players start out fighting massive enemies that kidnap citizens. So we go out on a game of save the citizen. The player gets hit in the head and loses their memory.

Yes I know the amnesia plotline is so overused in video games. The twist in Freedom Wars comes from what happens next. The player is punished with one million years of service for the crime of losing your memory. Maybe you shouldn't have them out there in such dangerous and violent environments? Freedom Wars loves to punish players for all

kinds of silly things. Like what? Talking too much, walking around too much, and more come up early in Freedom Wars.

The menu screen layout in Freedom Wars is confusing. Talk to this person for certain things, talk to a wall for others, hit start for others, and so on. Completing missions knocks off twenty, thirty, or more years from your sentence. Donating



dropped items also help drop the years. And in the donation area you can literally free up hundreds of years. Freedom Wars strongly encourages players to donate their drops too. The problem is they can be better equipment which the player needs, and loses horribly without.

Freedom Wars is a difficult game. Especially with trying to understand all the different types. I found myself getting beat really bad by certain enemies because of type mis-match. Or maybe I donated too many drops. Freedom Wars is frustrating that way. The violence gets boring really fast in Freedom Wars too.

Freedom Wars has excessive amounts of violence, enticement to lust, Japanese voices, blood, and a nasty science fiction fantasy world. It was an excessive chore to play and review Freedom Wars on the Playstation Vita.

- WMG



Publisher: Sony Computer Entertainment  
Developer: Dimps, SCE Japan, Shift  
System: PS Vita  
Rating: 'T' - Teen {Blood, Mild Suggestive Themes, Violence}

Graphics: 50%  
Sound: 60%  
Replay: 75%  
Gameplay: 50%  
Family Friendly Factor: 40%

Atlus has been guilty of a lot of things over the years. Making a lot of family friendly video games is not one of them. With all of the bad content how did Etrian Mystery Dungeon get an 'E10+' rating instead of a 'T' rating? Is this another example of video game corruption? Atlus has been in the middle of at least one corruption scandal before. The ESRB has been surrounded by corruption rumors for years. It not far fetched, or conspiracy theorist to wonder.

Etrian Mystery Dungeon is a mystery dungeon kind of a game done with Etrian characters and classes. Etrian Mystery Dungeon is also done in the slow, methodical, and boring style the other Etrian games are done in. Etrian Mystery Dungeon is extremely difficult and very cheap



in terms of how players can be killed off. Dying is horrible in Etrian Mystery Dungeon. You lose half your money and some of your equipped armor/weapons.

The music in Etrian Mystery Dungeon is nice, and building forts is really cool. I loved manning my forts with characters. I

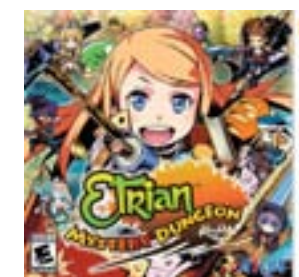
lost touch with any and all of my characters after that though. Forts also stop the randomly generated floors. But it does not immediately map them out for you. Remember it tries to make things hard on you.

There is bad

language, violence, magic, enticement to lust, blood, and Eastern religious teachings. The storyline is dull and overused. The characters and classes fit into that same category. It was a real chore to play and review Etrian Mystery Dungeon on the Nintendo 3DS.

The graphics in Etrian Mystery Dungeon are tiny, and the 3D effects nearly worthless. It takes forever to level characters up in Etrian Mystery Dungeon. They can level up by manning forts. Again that also takes forever. It does not take long for the levels in Etrian Mystery Dungeon to look the same. Even with different skins on the walls and floor. There are only so many level designs Spike Chunsoft came up with, and it shows in Etrian Mystery Dungeon on the 3DS.

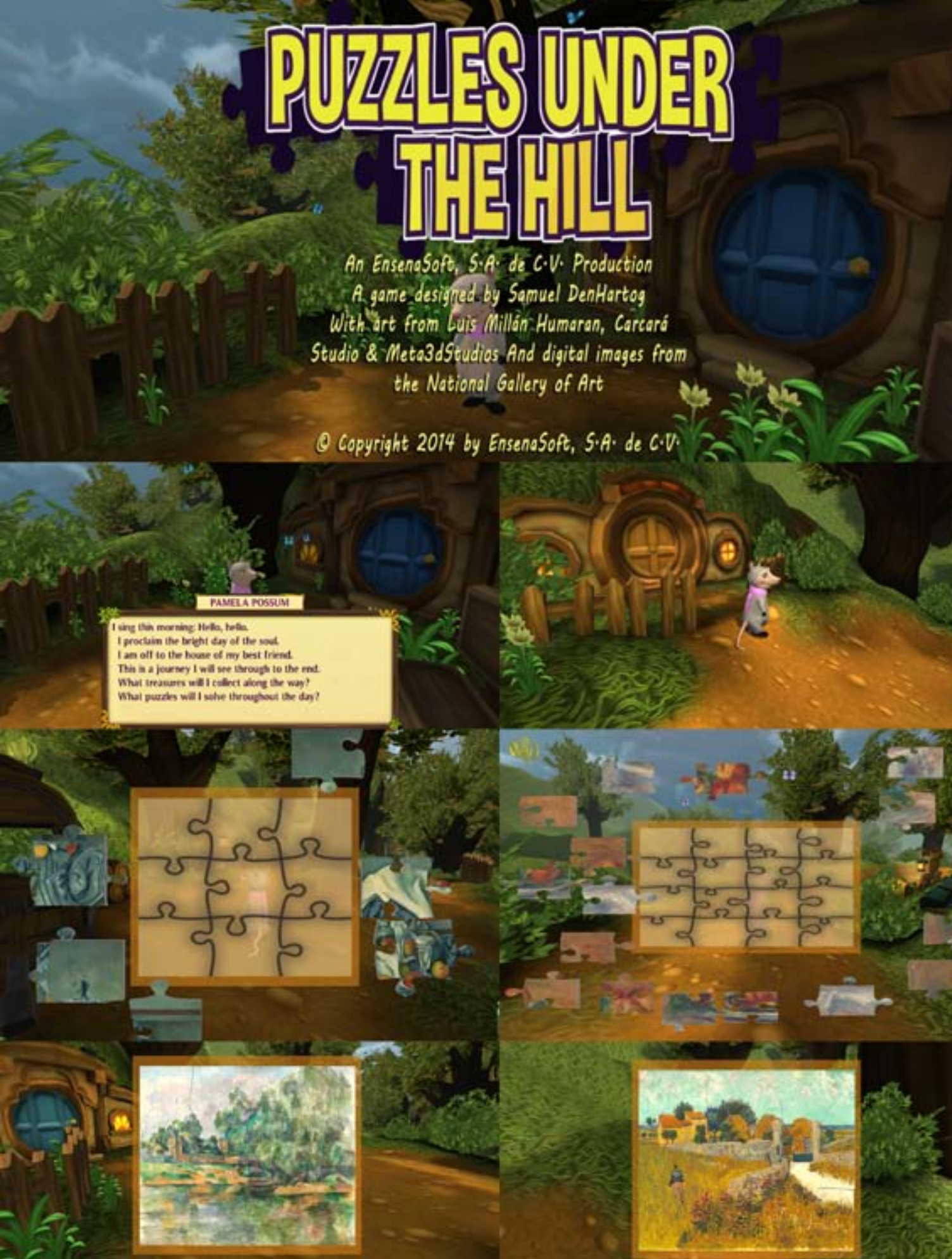
- RPG Master



Publisher: Atlus  
Developer: Spike Chunsoft  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone 10+ {Alcohol Reference, Fantasy Violence, Language, Mild Blood, Mild Suggestive Themes}

Graphics: 40%  
Sound: 50%  
Replay: 85%  
Gameplay: 10%  
Family Friendly Factor: 50%





## ADVERTISEMENT



## Lego Jurassic World

SCORE: 65



I admit it, we are disappointed with Lego Jurassic World on the home consoles. Characters are constantly cowering in fear, we fight with dinosaurs, and replay levels thanks to horrible glitches. A game this buggy should be selling for no more than ten dollars brand new. I suspect Lego Jurassic World will be in the bargain bins very quickly.

Graphically we are treated to okay looking areas, and decently animating dinosaurs. The Lego humans are skin swapped to the point that they vaguely look like characters from the movies. I thought I saw a few Hobbits while playing Lego Jurassic World. They were supposed to be children in this home console video



game.

Initially I thought the areas were really small, and not even close to Lego City Undercover. With each movie the areas do get larger in Lego Jurassic World. It is a pain to move from area to area though. Lego City Undercover loads more of an area and takes about the same time to load.

The Wii U version of Lego Jurassic World contains one of the coolest features. One player can use the Wii U Gamepad, and the other one can use the television screen.

This is a vast improvement over past Lego video game local multi-player options. Our kids loved that mode. They finally stopped playing Lego Jurassic World due to the glitches. Which are all over the place,



and can get families stuck and unable to progress.

Expect to constantly swap between characters to do things in Lego Jurassic World. At times it makes sense, and other times it just seemed to be there to irritate the player. I got irritated with Lego Jurassic World's constant character swap on more than one instance. Then there is the waste of time fighting in Lego Jurassic World. It is pointless, boring, and meaningless. I am also tired of having to replay the same levels after beating the game to 100% complete a level. I want to 100% complete a level the first time I play it.

- Paul

Publisher: WB Games  
Developer: TT Games  
System: PS3/PS4/Wii U/Xbox 360/Xbox One  
Rating: 'E'10+ - Everyone 10+ {Cartoon Violence, Crude Humor}

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







# Rugby 15

SCORE: 80



I know nothing about Rugby. So my review of Rugby 15 comes from someone who enjoys sports video games, and not on how accurate this game is of the sport. Rugby 15 confused me at first. I found the tutorial which explained the controls. Then Rugby 15 became fun. I still did not completely understand the rules or strategies. I found I could dominate the computer on easy.

I had some really tight close games on the medium difficulty of Rugby 15. I got beat on the hard difficulty. The biggest differences between difficulties is my players got fewer tackles, and broke fewer tackles on harder difficulties. That is okay because Rugby 15 is fun on easy. Rugby 15 is also a great game for two family members to play locally. Hopefully you saw the video



on the Family Friendly Gaming Youtube channel for Rugby 15. We were learning the game when we did that video.

The players are a bit on the small side of Rugby 15. I also did not understand why the computer controlled characters who open up a hole in their line to let me run through. Maybe they thought I would pass and they were protecting against the pass. Thing



is once I got through the line I would make a mad dash into the try zone. From there I got to do a kick and add even more points. We had a blast scoring points in Rugby 15.

There are a variety of modes and different leagues in Rugby 15. Nothing as extensive as say a Fifa or PES game. I am going to go out on a limb and say Rugby is not as popular worldwide as soccer. I have never seen a Rugby match in America. For the twenty dollars Family Friendly Gaming spent on a brand new copy of Rugby 15, there is plenty to do.

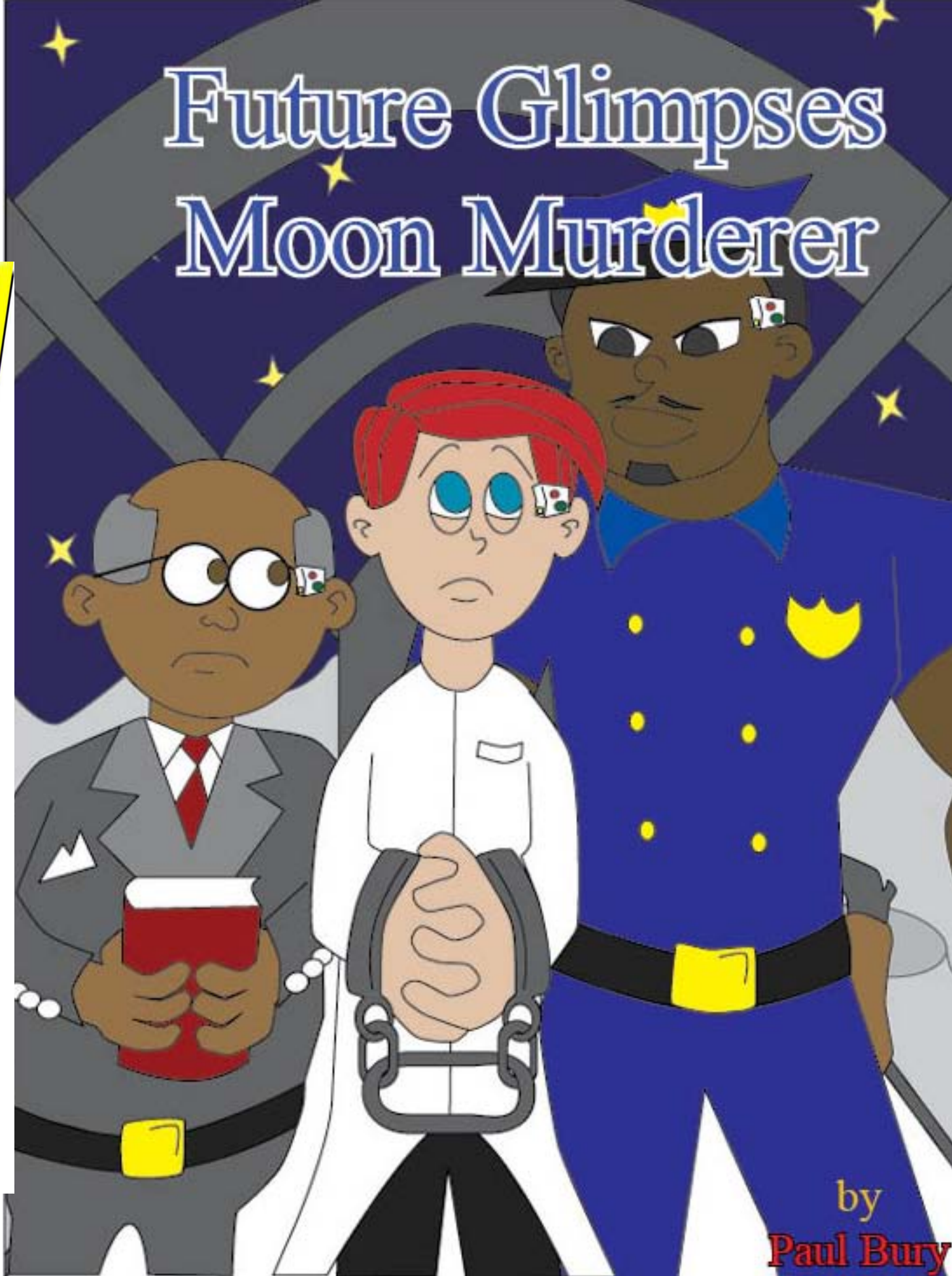
The announcers have fun things to say, and the crowds get into the matches in Rugby 15. The controls are fantastic once you know how to play. Remember that tutorial is very important since the controls in Rugby 15 are not intuitive. Rugby 15 can be used as a good tool to get a beginning understanding of the sport. I hope to see sequels.

- Frank



Publisher: Maximum Games  
Developer: HB Studios  
System: PC/Xbox One/Xbox 360/PS Vita/PS3/PS4(tested)  
Rating: 'E' - Everyone

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



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## PokePark Wii Pikachu's Adventure

SCORE: 62



## The Dukes of Hazzard Return of the General Lee

SCORE: 79



PokePark Wii Pikachu's Adventure is a Wii game where players take on the role of Pikachu. The PokePark is falling apart thanks to these crystals. Players must collect them for Mew to save the park. Along the way you will make friends with a variety of different Pokemon. The way we make friends is a bit on the odd side.



will become your friend if you beat the time allotted to clear that attraction. Most of them require motion controls of the Wii Remote. Most of them are also very simple and very easy.

How do we make friends in PokePark Wii Pikachu's Adventure? By beating them in battle, finding them in hide and seek, and ramming into them on chase. Certain Pokemon will only test you in a skill game if you have a certain amount of friends. It is always wise in PokePark Wii Pikachu's Adventure to make as many friends as quickly as possible.

There are also mini games in PokePark Wii Pikachu's Adventure outside of the skill games. Certain Pokemon

One thing that is confusing about PokePark Wii Pikachu's Adventure is the ESRB rating. There is more violence in this Wii game than other Everyone TEN and OLDER ONLY Pokemon games. So



that is a bit odd. The same goes for all the talking in bubbles and then the only sound byte is their Pokemon name.

PokePark Wii Pikachu's Adventure gets repetitive really quickly. The only positive to that is PokePark Wii Pikachu's Adventure is a really short game. In my opinion PokePark Wii Pikachu's Adventure is worth five to ten dollars based on length. There are numerous Pokemon to befriend. There is little to no reason to replay skill games or attractions. To be fair they are tiny mini games.

PokePark Wii Pikachu's Adventure is an interesting idea that did receive a sequel. The difficulty in PokePark Wii

Pikachu's Adventure is set for kids, but the violence is set for older kids to teens who won't like this game. A real mix up in my personal opinion. - Kid Gamer



Publisher: The Pokemon Company  
Developer: Creatures Inc  
System: Wii  
Rating: 'E' - Everyone  
{Cartoon Violence}

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

As promised we are reviewing The Dukes of Hazzard Return of the General Lee. We played this home console video game on the Playstation 2. It is also on the Xbox. This game feels, races, and tells a story like the Dukes of Hazzard. The voices in The Dukes of Hazzard Return of the General Lee are spot on, and awesome to hear again.

The issues families will have with The Dukes of Hazzard Return of the General Lee are enticement to lust, breaking the law, running from the police, corrupt authorities, loose controls, and some really tough missions.

The coolest part of The Dukes of Hazzard Return of the General Lee is the multiplayer options. Families need to play through the main one



player storyline to unlock missions and vehicles in the multiplayer mode. I wish all of the multiplayer was accessible right from the beginning since The Dukes of Hazzard Return of the General Lee is an awe-



some game in terms of multiplayer.

There are also some neat extras in The Dukes of Hazzard Return of the General Lee in terms of movies and interviews. Family Friendly Gaming was able to purchase The Dukes of Hazzard Return of the General Lee for a really good price so we got our monies worth and then some.

As you would expect there are some awesome jumps in The Dukes of Hazzard Return of the General Lee. The car chases can be fun, unless you get turned around thanks to the less than tight controls in The Dukes of Hazzard Return of the General Lee. I was able to adapt to them eventually.

All in all I had a good time with The Dukes of Hazzard Return of the General Lee. There are some moral and ethical issues with this game. I would say everyone ten years and older for an age range. - Paul

Publisher: Ubisoft  
Developer: Ratbag Games  
System: Xbox/PS2  
Rating: 'E' - Everyone {Alcohol Reference, Mild Violence, Suggestive Themes}

Graphics: 69%  
Sound: 90%  
Replay: 95%  
Gameplay: 75%  
Family Friendly Factor: 65%



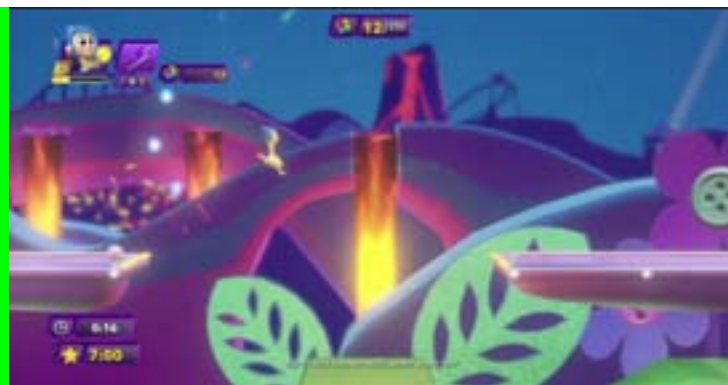




## Disney Infinity 3.0 Inside Out

SCORE: 72

Disney Infinity 3.0 Inside Out is a playset containing two figures and a game based on the Inside Out movie. Joy and Anger



come with the Disney Infinity 3.0 Inside Out playset. Fear, Disgust, and Sadness are additional figures that families can purchase. This playset contains side scrolling levels, normal 3D Disney Infinity levels, and puzzle levels.

Players can wear the costumes of other characters in Disney Infinity 3.0 Inside Out to use their power ups. For example Fear runs really fast, Disgust can jump really high, and Sadness can stand on clouds without them going away. Ultimately that means families have no need to purchase those three characters to progress in Disney Infinity 3.0 Inside Out. Unless they really

like them, or want to use them in Toy Box/Toy Box Takeover areas.

Disney Infinity 3.0 Inside Out has plenty of bright colors. Families collect balloons in levels, as well as finding memories to set things straight. Initially in Disney Infinity 3.0 Inside Out there are no enemies. Then enemies start to populate more and more of the levels. Players use



normal attacks, and special attacks to dispose of them. Spend those skill points wisely when your characters level up.

Disney Infinity 3.0 Inside Out is a great game to play with two family members. When one player gets too far back they are put in a balloon and brought up close to the character who is farthest along. We used this technique multiple times to assist with players that fell behind. Or to get past difficult sections of the game.

Joy's flutter jump helps her progress past long gaps. Anger can run around on lava. Both skills are important for certain sections of Disney Infinity 3.0 Inside Out. For the amount of game play I wish

Disney Infinity 3.0 Inside Out was selling for twenty dollars. I would also like to see figure sell for ten dollars or less. Many of the levels in Disney Infinity 3.0 Inside Out get repetitive since we are doing the same things.  
- Paul



Publisher: Disney Interactive Studios  
Developer: Avalanche Software  
System: PS3/Xbox One/Xbox 360/Wii U/PC/PS4(tested)  
Rating: 'E10+' - Everyone 10+ {Cartoon Violence}

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



## Max Payne

SCORE: 26



How do they take a macabre, and morbid seventeen and older rated video game, and make a movie out of it that gets a thirteen and older rating? That is the question that surrounds Max Payne. A gritty cop who is down in the cold cases department. He is obsessed with revenge and moonlights without the badge. He hunts down criminals trying to find out who killed his wife and baby years ago.

Max Payne is a bloody, violent movie. There are plenty of deaths, bad attitudes, and even enticement to lust. I guess the corrupt cop willing to kill anyone is attractive to drug addicted women. There is also a spiritual component to Max



Publisher: 20th Century Fox  
Developer: Firm Films  
System: DVD  
Rating: 'PG-13' - Parents Strongly Cautioned [Violence Including Intense Shooting Sequences, Drug Content, Some Sensuality, and Brief Strong Language]

Payne. There are demonic looking creatures that can only be seen after taking some drug. Are they



real or just in the heads of those taking the drugs?

Max Payne takes 100 minutes to watch. In many ways Max Payne could be used as torture. The bargain bin copy of Max Payne I purchased also came with the unrated version. The Unrated version contains three more minutes of footage. Max Payne is bad enough as is, I did not bother watching the extra three minutes to see how much worse a few minutes made this macabre and morbid movie.

There is a lot of Max Payne that is really done in dark tones, and at night.

The snow even feels dirty in this dank movie. The plot is predictable to the point of being trite. Video game movies have a bad name and Max Payne helps add to that bad name.

With all of its continuity errors the Super Mario Bros movie is way better than Max Payne. And the Super Mario Bros movie is actually semi enjoyable when compared to Max Payne. If you see Max Payne in a bargain bin for five dollars or less, pass on it. You can save your money and time for so many better things. Max Payne can produce nightmares in families.  
- Luke



Graphics: 20%  
Sound: 30%  
Replay: 30%  
Gameplay: 40%  
Family Friendly Factor: 10%





## The Host

SCORE: 64

The Host is one of the most interesting science fiction movies I have seen in some time. Humans are nearly extinct as alien parasites have taken over the bodies of the vast majority of humans. There is no more war, poverty, starvation, etc. There is also no free will. One of the questions The Host poses is: "is free will worth all of those problems?"

I have not read the book, so I am unclear how closely the movie follows the source material. A young woman Melanie Stryder gets caught and implanted with an alien parasite. She and the alien fight over her body. Ultimately she wins the alien over to her side. The alien sees they are enslaving and murdering sentient life forms with their



making worlds better.

The Host contains violence, blood, death, enticement to lust, and some bad language. There is a sense of desperation throughout this movie. It does end with hope for the future. Humanity can show it wants nothing to do with the aliens



without killing off the aliens. I will let you watch the movie to understand how that applies.

There is a theme in The Host of never giving up. There is also a theme of figuring out if you can trust someone or not. The split personalities fighting over one body is interesting. What is more interesting to me is the aliens society, culture, and humans hiding from them. There can be plenty of scary moments in The Host since numerous humans commit suicide so they will not be taken over. Why? Once they are taken over the alien can access their memories.

Things get really awkward in The Host when the alien falls in love with one human, and Melanie is in love with a completely different human. Plenty of awkward moments between the three of them. Bonus features are mainly the rah-rah everyone was the best to work with.

- Paul



Publisher: Universal  
Developer: Chockstone Pictures  
System: DVD  
Rating: 'PG-13' for Parents Strongly Cautioned {Some Sensuality and Violence}

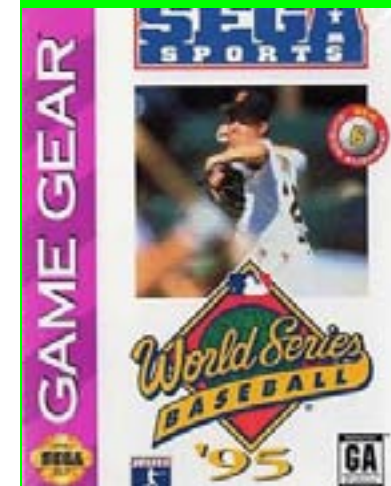
Graphics: 60%  
Sound: 60%  
Replay: 60%  
Gameplay: 80%  
Family Friendly Factor: 60%

## World Series Baseball 95

SCORE: 73

I was so hoping World Series Baseball 95 on the Game Gear was going to hit a home run. I give Sega credit, they crammed a lot of content into the cartridge for World Series Baseball 95. Hand held sports games have rarely been much good. The problem with World Series Baseball 95 is the graphics on this tiny screen. It is so hard to see the ball, and react to it in time. I would swing anticipating the ball coming over the plate, only to see it curve way outside at the last second.

World Series Baseball 95 has wonderful sound bytes, music, and voice. For an older hand held video game World Series Baseball 95 actually felt like baseball. Just not baseball that is open to casual gamers. I like being able to change how many innings are played in a game. That is fantastic for a hand held. There are plenty of modes for a retro game with Exhibit, Vs, Pennant, Continue Pennant, Team Edit, and Players Data.



Families can purchase a used copy of World Series Baseball 95 really cheap. Like for a few dollars. - Paul

Publisher: Sega  
Developer: Sega  
System: Game Gear  
Rating: 'KA' - Kids to Adults

Graphics: 50%  
Sound: 90%  
Replay: 90%  
Gameplay: 60%  
Family Friendly Factor: 75%

## Aladdin

SCORE: 74

I remember Aladdin on the Genesis and Super NES having some pretty amazing animation. At least for its time. There is also hack and slash kind of violence where we have to dispatch hundreds of the same looking characters and creatures. The bright colors and animations all over the place beat some modern day games.

Musically Aladdin had songs straight from the movie. Which was cool. Note it was not orchestra quality on either the Genesis or Super NES systems. Which is okay by me because the tunes are catchy enough that I found myself humming them later. The mini games with the monkey are fun. Especially when we consider the goal is to keep him from getting hit with a dropping pot.

There are limited continues which means if you want to beat Aladdin then you have to do it in one sitting. I so wish there had been some save feature to let me continue at some later date.

- Paul



Publisher: Sega  
Developer: Disney Interactive Studios, Virgin Interactive  
System: SNES/Genesis  
Rating: 'KA' - Kids to Adults

Graphics: 60%  
Sound: 90%  
Replay: 80%  
Gameplay: 70%  
Family Friendly Factor: 70%

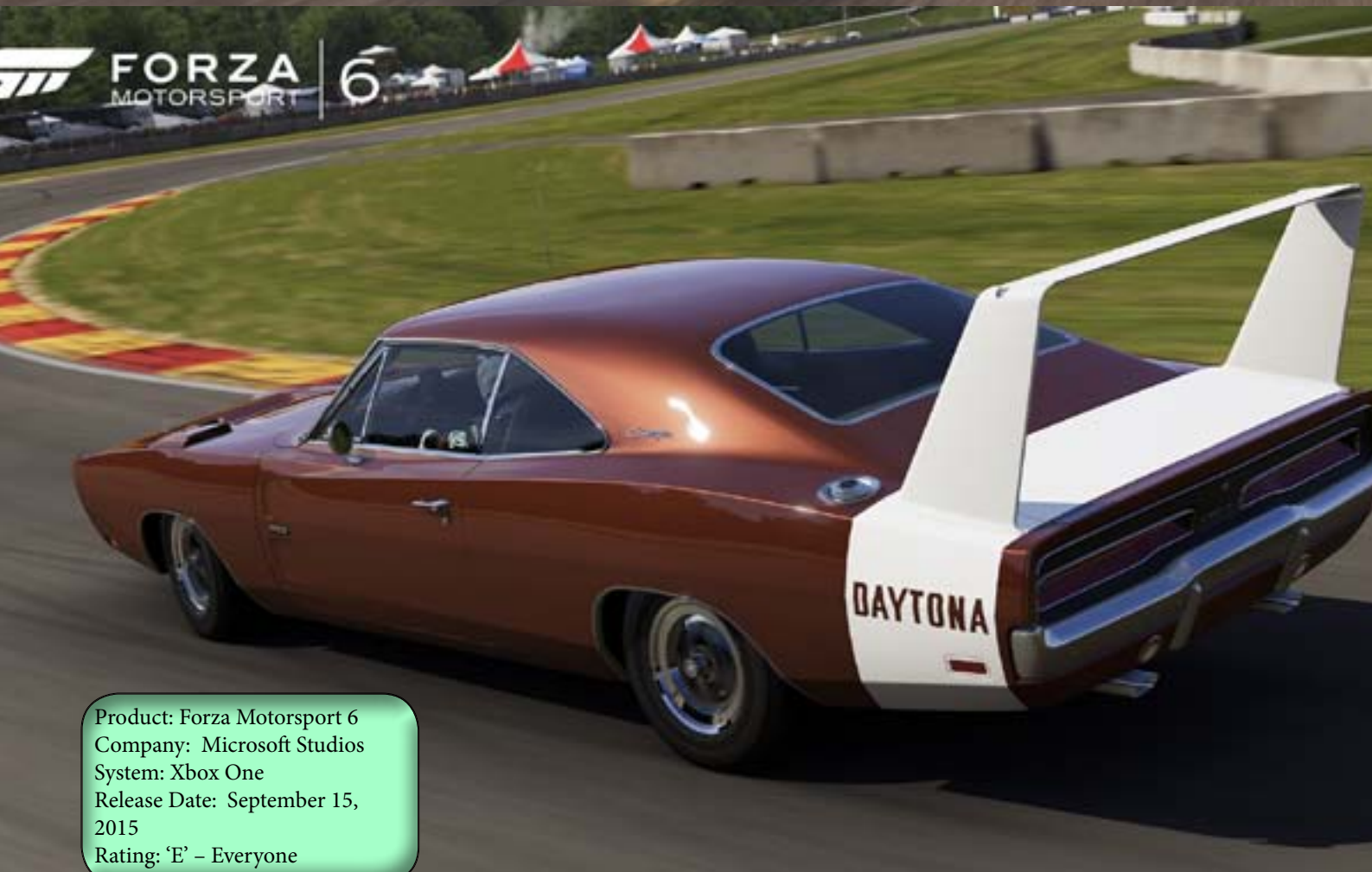








SPORTS CONTINUED



Product: Forza Motorsport 6  
Company: Microsoft Studios  
System: Xbox One  
Release Date: September 15, 2015  
Rating: 'E' – Everyone





# DEVELOPING CONTENTS

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# DEVELOPING GAMES







Lightning Paw


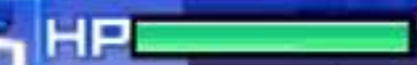
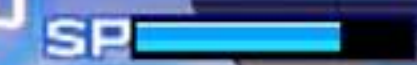
Player 1




COMBO

COMBO

COMBO

 **Gatomon**  
Lv. 30 HP  500  
SP  107

 **MetalGreymon**  
Lv. 20 HP  1170  
SP  45

 **Kyubimon**  
Lv. 25 HP  540  
SP  96

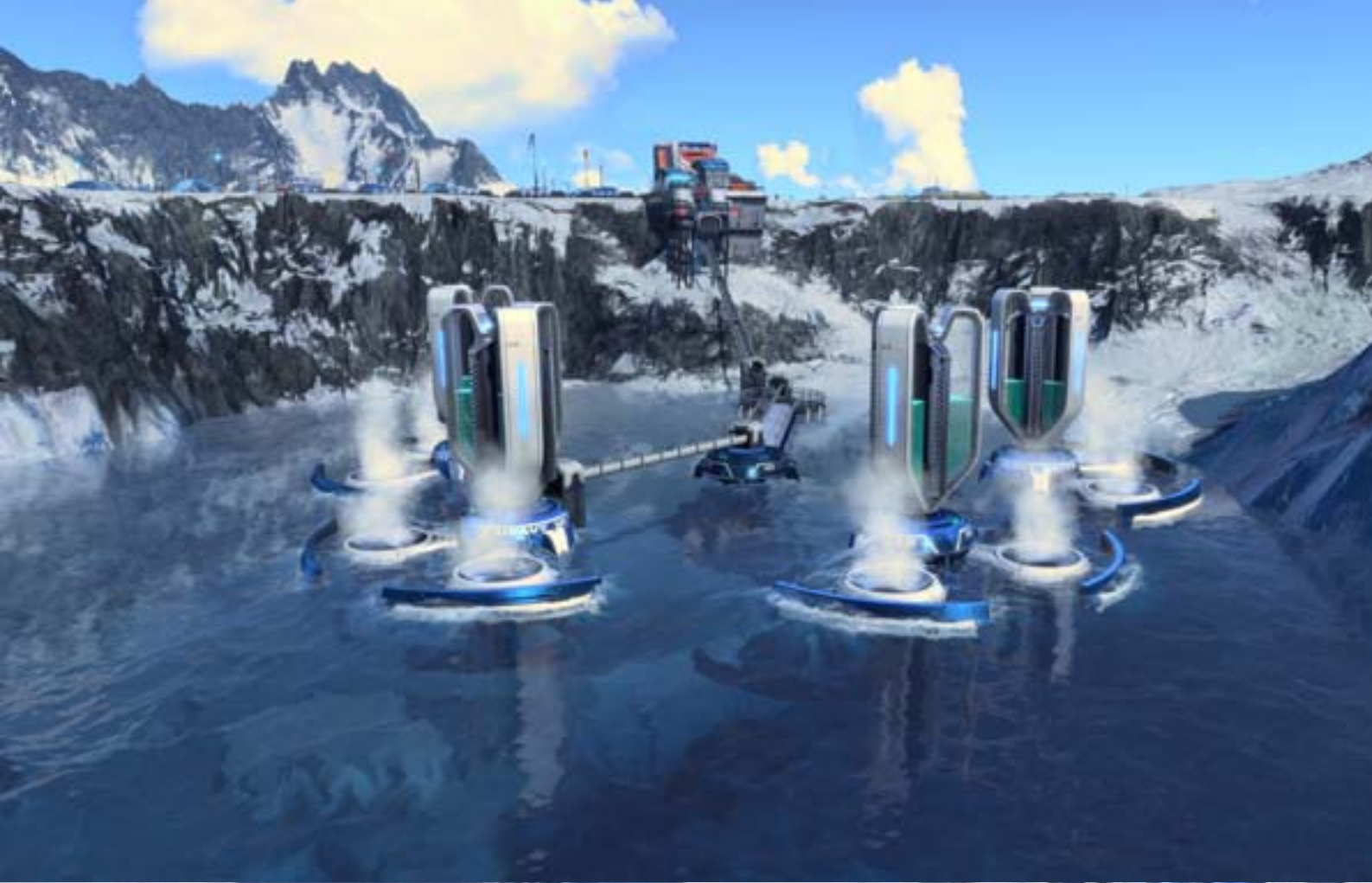
Product: Digimon Story Cyber Sleuth  
Company: Bandai Namco Games  
System: PS4/PS Vita  
Release Date: 2016  
Rating: 'RP' - Rating Pending





Product: Digimon Story Cyber Sleuth  
 Company: Bandai Namco Games  
 System: PS4/PS Vita  
 Release Date: 2016  
 Rating: 'RP' - Rating Pending





Product: Anno 2205  
 Company: Ubisoft  
 System: Personal Computer  
 Release Date: November 3, 2015  
 Rating: 'RP' - Rating Pending





Product: Anno 2205  
Company: Ubisoft  
System: Personal Computer  
Release Date: November 3, 2015  
Rating: 'RP' - Rating Pending





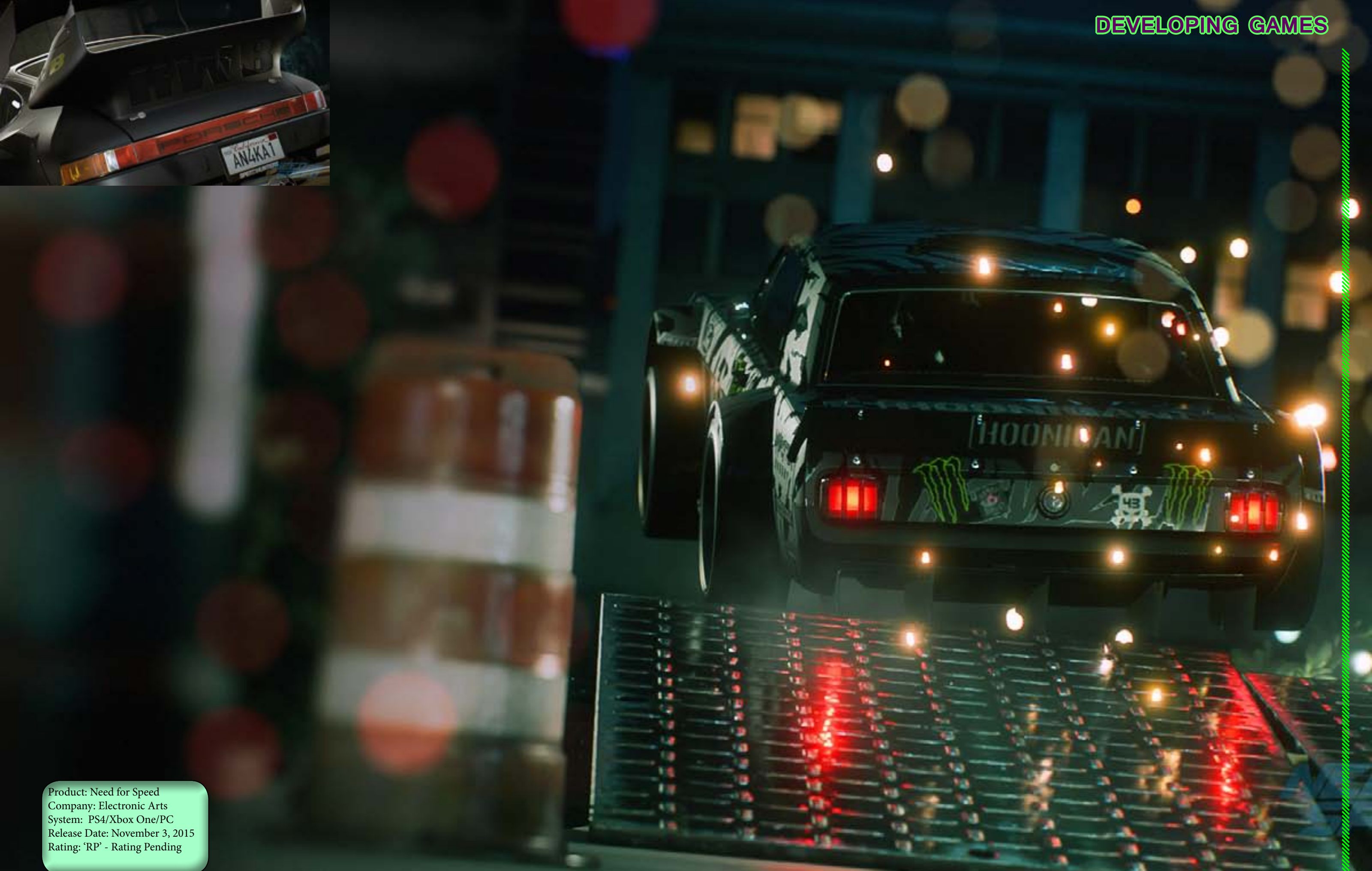
Product: Final Fantasy Explorers  
 Company: Square Enix  
 System: Nintendo 3DS  
 Release Date: January 26, 2016  
 Rating: 'RP' - Rating Pending





Product: Final Fantasy Explorers  
Company: Square Enix  
System: Nintendo 3DS  
Release Date: January 26, 2016  
Rating: 'RP' - Rating Pending





Product: Need for Speed  
Company: Electronic Arts  
System: PS4/Xbox One/PC  
Release Date: November 3, 2015  
Rating: 'RP' - Rating Pending



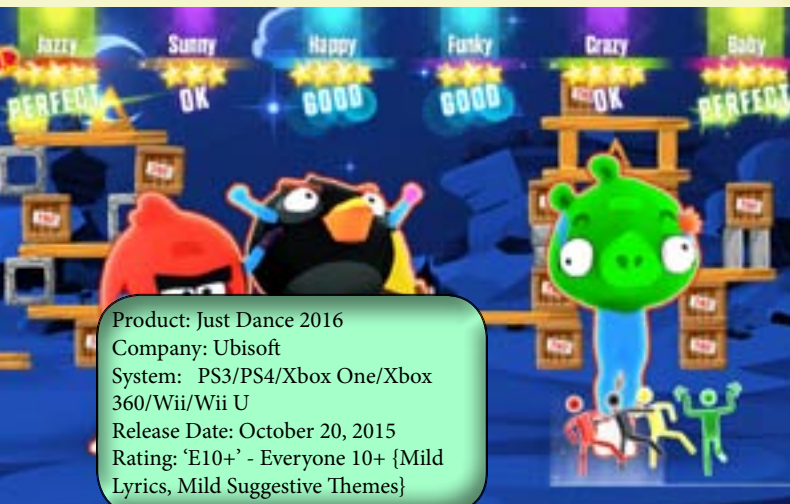


Product: Need for Speed  
Company: Electronic Arts  
System: PS4/Xbox One/PC  
Release Date: November 3, 2015  
Rating: 'RP' - Rating Pending



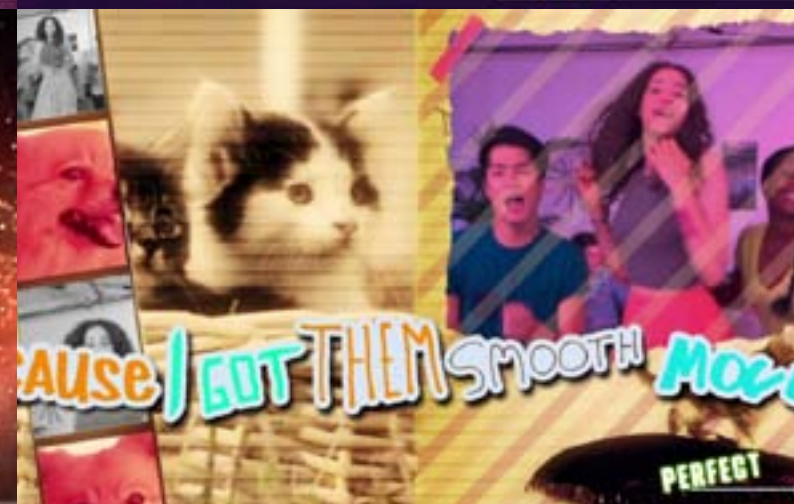






Product: Just Dance 2016  
Company: Ubisoft  
System: PS3/PS4/Xbox One/Xbox 360/Wii/Wii U  
Release Date: October 20, 2015  
Rating: 'E10+' - Everyone 10+ {Mild Lyrics, Mild Suggestive Themes}





Product: Just Dance 2016  
 Company: Ubisoft  
 System: PS3/PS4/Xbox One/Xbox 360/Wii/Wii U  
 Release Date: October 20, 2015  
 Rating: 'E10+' - Everyone 10+ {Mild Lyrics, Mild Suggestive Themes}





# RECENT

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# RELEASES







**IN** ONLY IN THE  
**TOY BOX**



**IN** ONLY IN THE  
**TOY BOX**



Product: Disney Infinity 3.0  
Company: Disney Interactive Studios  
System: PS3/PS4/Xbox One/Xbox 360/  
Wii U/PC  
Release Date: August 28, 2015  
Rating: 'E10+' - Everyone 10+ {Cartoon  
Violence}



**IN** ONLY IN THE  
**TOY BOX**



# RECENT RELEASES



Product: Skylanders SuperChargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: September 20, 2015  
Rating: 'E10+' - Everyone 10+ {Cartoon Violence, Comic Mischief}





## RECENT RELEASES



Product: Skylanders SuperChargers  
Company: Activision  
System: PS3/PS4/Xbox 360/Xbox One/Wii U/Wii/3DS  
Release Date: September 20, 2015  
Rating: 'E10+' - Everyone 10+ {Cartoon Violence, Comic Mischief}





Product: Grandia II Anniversary Edition  
Company: GungHo Online  
System: Personal Computer  
Release Date: August 24, 2015  
Rating: "T" - Teen {Mild Animated Violence, Mild Language}



Coins	EXP Pts	0 EXP
	Special Coins	78 SC
	Magic Coins	0 MC
	Gold	0 G

After	Ryudo	Elena	Roan	Mareg
EXP Pts	Level 19 2608	Level 19 2608	Level 19 2608	Level 20 3703
Next Lv	526	456	462	497
Special Coins	5056 SC			
Magic Coins	3407 MC			
Gold				11378 G

Grandia II HD Edition  
Copyright: ©1997, 1999, 2000, 2001 Game Arts. ©GAME ARTS/SQUARE ENIX 2002. Character designs by Youshi Kanoe.





Product: Cities Skylines After Dark  
Company: Paradox Interactive  
System: Personal Computer  
Release Date: September 24, 2015  
Rating: 'E' - Everyone





## RECENT RELEASES



Product: Samurai Warriors 4-II  
Company: Koei Tecmo  
System: PS3/PS4/PS Vita/PC  
Release Date: September 29, 2015  
Rating: 'T' - Teen {Mild Suggestive Themes, Violence}







# Last Minute

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←

W.T ACH

89 Lv

CristinStuartMeryJain

TOTAL SCORE: 000000000

RANKING: 000 000 th

Club: SIRENA

Difficulty: |||||

Club Master: CLAUDIA

Easy Lv 1

Normal Lv 2

Hard Lv 3

Idol Live

Double Core

Love Master

HIDDEN MISSION ?







Product: Unravel  
Company: Electronic Arts  
System: PC/PS4/Xbox One  
Release Date: TBA  
Rating: 'RP' - Rating Pending



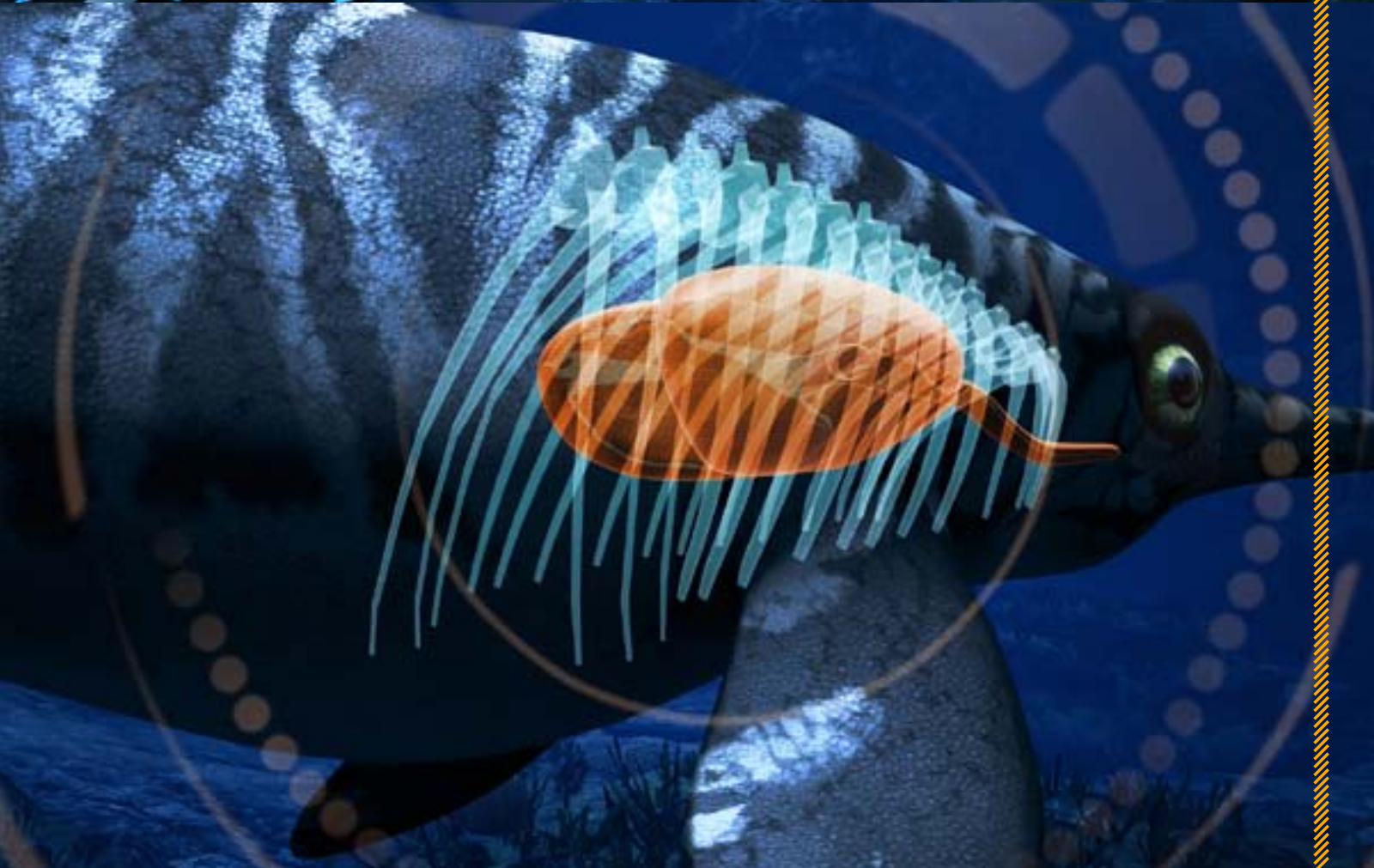


Product: Arslan The Warriors Of Legend  
Company: Koei Tecmo  
System: PS3/PS4/Xbox One  
Release Date: 2016  
Rating: 'RP' - Rating Pending





Product: Time Machine VR  
Company: Minority Media Inc  
System: Personal Computer  
Release Date: Steam Early Access  
Rating: 'NR' - Not Rated







Product: Time Machine VR  
 Company: Minority Media Inc  
 System: Personal Computer  
 Release Date: Steam Early Access  
 Rating: 'NR' - Not Rated









Product: Tachyon Project  
 Company: Eclipse Games  
 System: Xbox One  
 Release Date: Out Now  
 Rating: 'E' - Everyone {Mild Fantasy Violence, Mild Language}





Product: WWE 2K16  
Company: 2K Sports  
System: PS4/PS3/Xbox One/  
Xbox 360  
Release Date: October 27, 2015  
Rating: 'RP' - Rating Pending





# VIDEO GAME LIES



by  
Paul Bury

Version 2

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