

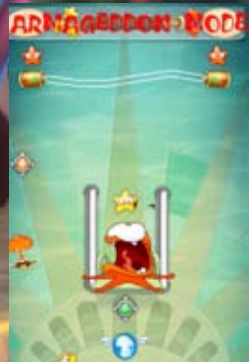
Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Hugs to all our fans
on staying with us
for FIFTY ISSUES



Better check
yourself with
NHL 12



Have you been
able to save
Yammi yet?

Kinect Star Wars, Vessel, Disney Universe, NBA 2K12, and more are being developed.

Have you played **Spy Kids All The Time in the World**, or **Ninja Fishing** yet?

The Sims 3, FlingSmash, Golden Sun Dark Dawn, and a few surprises reviewed this issue.

Issue #50

Display until
October 10, 2011

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Christian Computer Games

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September 2011

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Art Editor: Yolanda Bury
Inspiration: Peter Bury
Inspiration: Noah Bury
Sports: Frank Bury
Hunting: Kimp Boykin
Game Journalist: Mark
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Game Journalist: Chris Owens
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Editor's Desk

FIFTY

I remember at the beginning of this year realizing that we were going to hit issue #50 this year. That number barely equated to me. It was far off, and I take one day at a time. Here we are at issue Number FIFTY. My mind is having trouble processing it. We hit two million unique IP addresses a few days back, and now I am writing about another milestone. The six and a half years we have done Family Friendly Gaming have flown by. I have so many wonderful memories of these years. So many interesting lessons have been learned. We have reviewed over 2200 products.

Someone asked me recently how do we do it. How do you reach these numbers? The same way you climb a mountain - one step at a time. I do not look at the mountain. I do not worry about how much higher we have to climb. Instead I take each day as it comes. Every single day has challenges that I have face. Every single day has challenges that you have to face. Take them on one at a time. Get as much done as you can, and leave what is left for the next day. Plenty of times in life I have had to leave something for the next day. It was always okay. No airplanes fell out of the sky, and no one died. A

few received an opportunity to practice some patience.

We have such amazing people to work with here at Family Friendly Gaming. From the PR firms to the developers and publishers. Every single writer, and reviewer to each and everyone one of our readers. All of our advertisers to every church member talking about us. We have such amazing support. I want to thank the millions who have had a part of the fantastic success we have been blessed with.

I remember fellow gamers telling me I was crazy when we started Family Friendly Gaming. I remember friends being extra supportive. I remember family members being extra supportive. I choose to listen to the supporters. I chose to follow where God called me. Here we are in issue #50 - a milestone that silences some, and makes others celebrate.

When we started out Family Friendly Gaming we were generally ignored by the rest of the gaming media. As I get more emails requesting an "expert opinion" I realize that at some point we moved from being scoffed at to being respected. This is an odd feeling for me because I was fine with them being negative about us. I had no problem with their being ugly and hateful to us. Being respected and sought after is a strange shift - at least for me.

One that I am still learning to adjust to.

I work diligently to rarely look at upcoming milestones until they are almost upon us. As we are putting the finishing touches on this issue, I am already compiling content for issue #51. In this business you can't celebrate for too long. Instead focus on the next day, and the next issue. Lord willing we will reach issue #100 some day. I am not going to dwell on that though.

What does the future hold for Family Friendly Gaming? We have ideas that we plan on implementing as time and financial resources allow. Please keep coming to see what some of those are. All are very exciting.

God bless you, and yours,
Paul Bury



Female Side

Matured

Family Friendly Gaming has grown over the years. Paul and I were recently discussing the amazing growth and maturity this magazine and website has achieved over the years. When we started Family Friendly Gaming our children were young. In fact our youngest son was not even one month old. Now he is over six years old and such a big boy. Our oldest son was almost three years old. He had expressed an interest in getting his hands on the controllers when he was a baby. Now both of our children want to help out Family Friendly Gaming in any way they can. They play games, watch DVDs, and play apps for us. They give us their reactions, and we can watch them as they play. Peter has even used the computer to compile some stats in some small projects for us as well. We are truly a family that works on this magazine/website together. In every sense of the word we are a family run ministry business.

Over the years each of us have grown, matured and developed. Paul is the face of Family Friendly Gaming, and I do a lot of the behind the scenes. I prefer it that way. I have no interest in the spot light or becoming a super star. Those are things my husband does well. We have learned over the

years how to use our strengths in areas they are best utilized. My hubby does a wonderful job of letting me know how much he appreciates me. He also listens to my feedback on a variety of topics. He rarely makes a decision without including me in the decision making process. This is something that is near and dear to my heart.

We decided early on that when it came to children's products we wanted to get the input from children. It makes no sense for an adult to play a kids game, and not comprehend the targeted audience. This is one the innovations we brought to the gaming media reviews. Sure an adult still writes it, but they seek the experiences of the audience. This is one of the ways we make Family Friendly Gaming real. We are down to earth people with struggles, problems, and issues like everyone else. We never want to be considered above any of our readers or anyone we work with. We will talk to the janitor the same way we talk to the CEO of a major company.

Looking back at the first issue of Family Friendly Gaming makes me realize how far we have come. We have improved so much. Paul will tell you that we have a long way to go. I know the projects he has planned. They will continue to improve things. Every step of the way we have gotten

better at doing this. Every step of the way we have paid attention to what works and what does not work. Every step of the way we have enjoyed getting to do this. I really enjoy hearing the stories of the lives impacted by Family Friendly Gaming. It warms my heart to see so many wonderful people touched by the little work we do here. Thank you for sharing your life experiences with us.

God bless your family,
Yolanda Bury



Mission Statement

Family Friendly Gaming 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."

WORKING MAN GAMER

Good to be King

The Working Man Gamer bounced some different ideas for this column. This column is appearing in the FIFTIETH issue of FAMILY FRIENDLY GAMING. This magazine started out as the NUMBER ONE CHRISTIAN VIDEO GAME MAGAZINE. Never mind it was the first ever, and only Christian video game magazine. To the WMG's knowledge this is still the only Christian based video game magazine. Fifty issues in six and a half years. Different people have come and gone over that time, but the website and magazine continued to grow and thrive. The WMG is so blessed to be a part of such legendary video game history. Video game websites are a dime a dozen. There are too many blogs expressing all kinds of opinions. There are fewer gaming magazines though. Family Friendly Gaming is in some elite company. Our owner, founder, and editor in chief is an icon in the video game industry. He has innovated the gaming media in so many wonderful ways. He has moved the industry in a direction that now recognizes families. He has progressed the other media to accepting truth instead of the video game lies they were once enslaved to. He never once asks for awards of recognition. He does his job tirelessly day in and day out. He has the stamina of - well whatever has a lot of stamina. He and his wife have shown all of us how to be better. Then there is a wonderful group of reviewers who educate, and entertain us in their reviews. This magazine has been a tremendous blessing to millions all around the world. The website improves on a daily basis. The level of coverage has sky rocketed up - which must be why there is such a huge audience. Family Friendly Gaming is awesome. The WMG wants to thank each and every reader out there. Thank you for reading what we have to say. Thank you for sending in your input. Thank you for forging ahead with us. Thank you for helping us improve the image of the video game industry. Thank you for helping mature the video game industry. Thank you for doing the right thing. Thank you for picking the path of love over the path of hate.

SOUND

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!

New Laws

Every state needs a new law to protect children from violent video games. Can't buy a porn magazine, but can play it in a video game. That makes no sense. Drown the EMA in new laws!!

- Julian

{Paul}: As an American citizen that is definitely your right. You can contact your representatives and let them know you want laws to assist you as a parent in protecting your children from predators. If enough people stand up and make that request then you could realize your vision.

The irony to me is the few supporters of video game companies selling adult

only material to children don't want the government involved in that area of our lives. Yet they do want the government to be in complete control of health care. It is like they take a different area of life and give government complete control. Their arguments all of a sudden are gone when it comes to other areas of life.

Worldly Christians

I am so sick and tired of worldly Christians who ignore the Holy Bible in video games. They act all holy at church, but go and play the most disgusting and revolting games on the planet. Like somehow brainwashing their minds into loving things of Satan. Thank you for being a real deal Christian who shows the dangers of these games. Our family knows there is one place we can go to get honest reviews that won't gloss over the problems. You guys also won't worship the bad video games. Keep up the great work

- Tanya

{Paul}: We are definitely trying, and striving to be proper emissaries for Christ. I can comprehend your irritation and frustration with hypo-

crites that say one thing and do the other. I have run into many in my life. I have been amazed that there are people who call themselves fellow believers but have no interest in discussing theology. They would rather obsess over murder simulator this, and kill em all that.

Baby Monkey

I wanted to thank you for reviewing Baby Monkey going backwards on a pig. I was so curious to see this

game that I downloaded after reading your review. Your evil. You know that don't you? I can't get that song out of my HEAD!!!!

- Eric

{Paul}: I did not write the song. If it makes you feel better I have had that song and a few others from Parry Grip stuck in my head. The overweight hedgehog, and soccer ball to the face come to mind. Here is what I have done to



OFF

get them out of my head - listen to some Christian songs. Hearing something else will silence the song in your head.

Ready, Set, Grover!

We always pay attention to games that earn your seal of approval. There are so few of them. Our kids love Sesame Street Ready, Set, Grover! Thank you for reviewing it, and showing us a good game for our kids. Keep up the AWESOME WORK!!!!!!
- Elise

{Paul}: Your very welcome. Only 1% to 2% of all products reviewed earn our seal of approval. I know some places give them away for almost everything. If everything earns a seal of approval then it is meaningless. We won't do that here at Family Friendly Gaming. If we give it our seal of approval, you know it is something special. Sesame Street Ready, Set, Grover! is a fantastic game for kids. I feel very honored and blessed to have been able to review it. Glad



ya'll are enjoying it.

Looking great

The magazines are looking great. Keep up the wonderful work
- Troy

{Paul}: Thank you for your kind words. We are constantly working on improvements. We have some things planned for the future. Let us know what you think when they arrive.

Twitter

Why don't you do Twitter? I would follow you.
- Aaron

{Paul}: The main issue is time. There is only so much time that I have. My priorities are God, family, and then work. Due to all of the different things I have to do I just don't have time to help the millionaires that own Twitter make even more money. I focus on getting

content on Family Friendly Gaming, and improving every aspect of FFG that I can. I appreciate the sentiment and support. Maybe sometime in the future. I barely remember to post our reviews and what not on Facebook.

Image

Can the video game industry ever recover from its bad image? Is there any hope that it will get better?
- Samantha

{Yolanda}: Before Family Friendly Gaming started things were a lot worse. So yes the video game industry can recover. We have hope that it will continue to improve. Sure there have been some set backs this year. Bear in mind we have gained so much ground in the last six and half a years. Trailblazing into family friendly video games. Making a HUGE impact on the industry as a whole. Many of the companies had no idea the major wave we surfed in on was coming. They were shocked. Now they are treating Family Friendly Gaming and games that fit into that category with respect. They listen to us, and many times act on it. So have faith that things will improve.

and get better again. All of us here do.

TWO MILLION

Congrats!

- *Robert*

Congrats on the great news

- *Ted*

What fantastic news! Congrats on reaching such an impressive milestone.

- *Vinti*

Congrats, very exciting for you guys!

- *Rich*

Well, congratulations on your TWO big milestones coming and glad to see Him help you all succeed!! That's really cool!!

- *Rob*

Congratulations! That's really amazing!

- *Jerry*

Congrats on the new milestone!

- *Chase*

Congratulations! That's great news!

- *Rhonda*

Congratulations! That's wonderful!

- *Laurene*

Congrats!

- *Tim*

Congrats!

- *Marti*

Family Friendly Gaming ROCKS!!!

- *Mark*

Way to go - keep up the millions reaching work! See what I did there? plural!!!

- *Luke*

Woot! Family Friendly Gaming is a hoot!

- *Sarah*

Family Friendly Gaming is the best!!

- *Peter*

{*Paul*}: I am still in a bit of shock over this. Long time contacts, and readers know that even though I have a long history in the video game industry, I did not have much experience in website design, maintenance, magazine design, and editing. God called me to something, and I faithfully obeyed. I did not know how to do things, or even what to do. It is like the Footprints in the Sand poem. God carried me. Now six and a half years later we know a few things. We have learned, grown, matured, and developed.

There have been so many wonderful people to work with over the years. We have had so many awesome reviewers as well. Guest columnists have come by and improved things. We have

a hand of friendship out to many others to write something in future issues.

I never expected FFG to reach this level. Again I want to thank all of the wonderful people out there that helped make this possible. All the readers, writers, artists, contributors. Every single PR contact. If I am not treating you with dignity and respect tell me immediately.

{*Yolanda*}: I have learned to trust my husband's judgment. It is not that he is smarter than me - he is. It is not that he is wiser than me - he is. He has such a strong connection to God that I can see it. He may say or do things that sounds crazy - yet the end result is two million (at least) have come to Family Friendly Gaming. For a small media outlet like us that is huge. He is so humble about it, and takes each day at a time.

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: Sound-Off@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018



Max & the
Magic
Marker is
coming to
the
Nintendo DS

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Talk to me NOW

AN INTERVIEW WITH JOAN CUSACK, WHO PLAYS MOM IN MARS NEEDS MOMS

How would you describe your character in the movie?

I play Mom in the movie, and she's a universal, caring mother. She has fun with her son, Milo, and she teases him to get him to do the right thing. I think there's a wonderful playfulness to her and a wonderful sense of caring and nurturing.

What do you think of the look of Mom in the movie?

Well, she looks a lot like me and she acts a lot like me, but it's a little bizarre to see her staring back from the screen. The whole filmmaking process was so interesting on Mars Needs Moms. It was fascinating and it was really great to be involved with cutting-edge filmmaking.

What did the filmmaking process involve?

You're dressed up in a crazy, skin-tight suit and it feels like you're doing experimental theater in a large room filled with cameras. Your face is covered in dots and you wear a huge helmet with mini cameras pointing directly at you. It was strange, but I was excited to be part of it. Not only was it interesting to work with all of the technology, but I also had such fun and interesting performers around me. I immediately bonded with [co-star] Mindy Sterling, so I had a blast.

Did you feel self-conscious wearing the skin-tight suit and having hundreds of dots strategically placed around your face?

No, I was fine with everything. There are so many weird things about being an actor. Sometimes you spend an entire day talking to a piece of tape on set, so I was fine about running around in the suit. The dots were a little surreal at times. I couldn't believe how much effort they put into getting the dots in exactly the same position every day. You'd hear them fretting, "This dot needs to be a little more over there." And, "This dot needs to be a little higher here." It was fascinating.

How different is it to work on a performance capture movie compared to a regular live-action film?

Working with performance capture was very liberating. The cameras are placed around the room and they capture every angle and every shot in the scene. You don't have to re-shoot close-up shots or change the angle of the cameras or the lighting every time you tackle a new scene, which is quite luxurious. There are not so many people around on set either, simply because there aren't so many props or things to do. On set, it's all about your acting. There's nothing else that takes precedence. It's very different to live action.

Was the work fun or stressful?

I love acting, so it was pure fun. There is so much freedom to do whatever you want to do when you work with performance capture. The cameras are situated pretty far away from you, so you're just acting with the person next to you. You don't have to worry about makeup, hair or even wardrobe. It was a completely



Talk to me NOW

new experience for me, but something I will never forget.

What was your toughest challenge in working on Mars Needs Moms?

Apart from the difficulty of going to the bathroom in the crazy suits, there wasn't anything else too difficult to deal with.

This film explores the relationships between mothers and their children. What does motherhood mean to you?

Being a mom is a tough job, and it's easy to lose your patience. You find yourself wanting things to be done correctly, but you don't always have time to make sure your kids feel okay about all these things. It's not your job to be their friend and it's really hard work being the person saying 'no' to them all the time. You're constantly pointing out the things that they do wrong, but you're doing all this to make sure they get better at it. It's because you truly love them.

How much of your character's dialogue in the movie comes directly from your own experience as a mother?

All of them! The whole conversation about the cat, the vomit and the poison in the movie are a daily occurrence in my life. I have a son named Miles, and in the movie my son's character is called Milo. I constantly found myself calling him Miles by mistake. I couldn't help it.

What would you like children to take away from the movie?

I think it's good if they understand that it is hard for moms to not be their kid's friend. It's another level of love that's harder to understand than if you let yourself just be their friend. You want to help shape your children and you think about all aspects of their lives. Friendship is a smaller kind of relationship than what a mom really wants to have with her child. Well, that's what I think anyway.



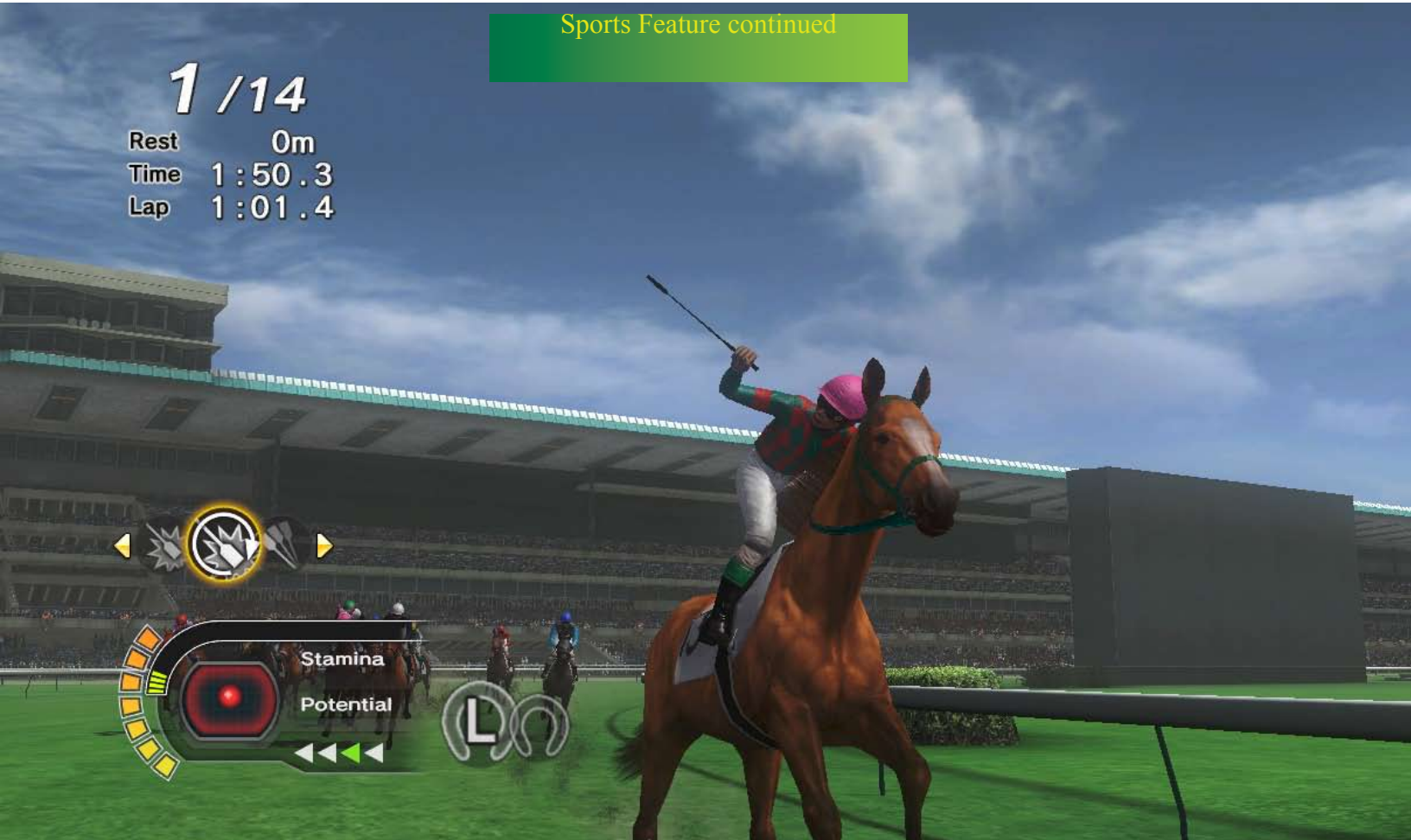
SPORTS



FEATURE



Game: Speedway GP 2011
Company: Vivid Games
Release Date: 2011
System: iPad/iPhone/iPod Touch
Rating: 'RP' - Rating Pending



◀ L1

Astrum

HORSE

Bay

R1 ▶

Ability  101 / 101

Style ◀ E ◀ E ◀ B ◀ S

Ideal Dist. 1600-2800(2400)

Ideal Going  

OBEDIENCE

SPIRIT

SPURT

FADE

POWER

START

SOFT

M. STRIDE

TOUGH

FOCUS

DRIFT LEFT

DRIFT RIGHT

FAST PACE

SLOW PACE

LEFT LEAD

RIGHT LEAD

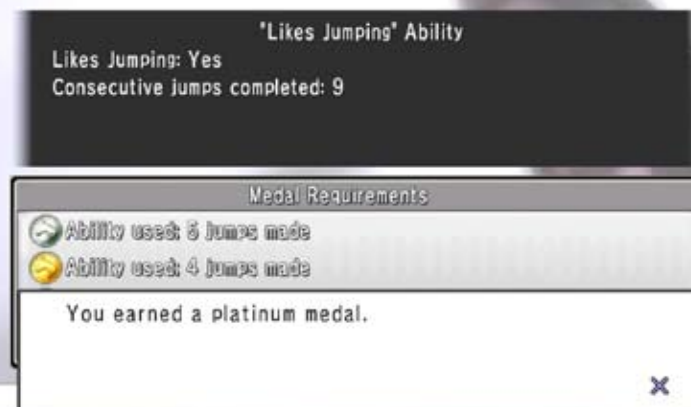
FRONT

REAR

EXCITABLE

BOXED

✕ Back ○ OK

**Game:**

Champion Jockey: G1 Jockey & Gallop Racer

Company:

Tecmo Koei

Release Date:

Q4 2011

System:

Wii/Xbox 360/Playstation 3

Rating:

'RP' - Rating Pending

In the

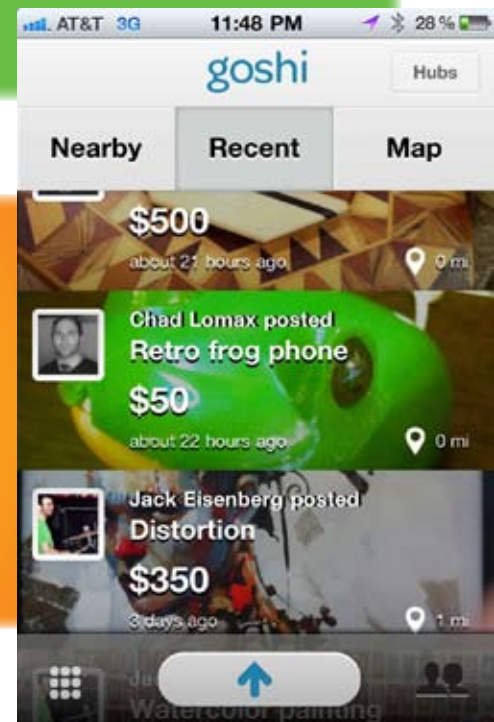
Get Goshi - a Local Marketplace on Your iPhone

Goshi, a new app created by MapDing, Inc, a member of Chicago based tech incubator Excelerate Labs, launched and is available for free on the iTunes App Store. Goshi is a local, mobile marketplace that lets you buy & sell items in your community. Use your phone to take a photo of the item for sale, describe the item, assign a price and then post it on Goshi with a few simple steps. Goshi provides a photo-rich user experience to help you sell and discover items with people nearby.

Launching first in Chicago, Goshi is an innovative approach to the local marketplace. In Goshi's model, communities replace categories. Whereas categories are fixed labels used to classify product listings, communities are organic groups of people who buy, sell,

and connect with each other based on shared interests and the places they socialize. Within the app, users can comment on posts to ask questions, meet, and purchase, and all posts are assigned to a physical space nearby, called a 'hub.' A hub can be any mutually convenient location where Goshi users tend to go, for example, a coffee shop, restaurant, or landmark.

"Marketplaces are already communities, and Goshi focuses on browsing and discovery, with the long term goal of creating and building these communities," said Chad Lomax, co-founder. "A discovery-driven marketplace differs from a high-intent, search-driven marketplace in that one browses based on personal and shared interests instead of immediate wants. Goshi wants to connect people through marketplaces, instead of connecting people with items."



The Gamification Encyclopedia

The Gamify Network was created to become the central destination for the emerging Gamification Industry, with information, discussion, technology and jobs. It all started with the Gamification Wiki which we launched on November 2010 to begin collecting data and research on Gamification. They have added several new sites including Gamification Q&A, Gamification Jobs and Gamification Discussion at the request of our community.

A few well known companies using the network: Disney Mobile, CrowdStar, StyleOwner.com, The Learning Annex and the SETI Institute. They get more traffic than any other self-proclaimed "Gamification Company", which has been accomplished with just \$193,000 in funding and donations from friends -- and with no employees, just co-founders J.R. Bédard and Nathan Lands.

News

Breitling update NOW available

Breitling, the Swiss watchmaker and the main sponsor of the legendary National Championships Air Races in Reno (Nevada, USA), today announced that an update of the aircraft racing game “Breitling Reno Air Races”, is now freely available on iPhone and iPad (IOS). The Android version will be announced in September.

Breitling Reno Air Races brings the excitement of air racing right to your fingertips. With this update you will rediscover the experience and the intense excitement of racing through the skies as if you were one of the participants of the race itself. The game gives you



the option to take the helm of an airplane of your choice, flying through various courses and challenging your friends through the awesome multiplayer component, proving that you are indeed one of the best pilots out there. All of this though a very user friendly interface that will have you concentrating on the game, not on how to fly the plane.

Two new classes of aircraft have been added. Players can now compete in very different categories from the traditional “Unlimited” and the “T-6”. Notice for pilots: The “Biplans” category is very maneuverable and the super fast “Jets” are highlighted in the craziest races.

With the initial feedback from the players’ community, crashes of the early game have been fixed. Players will also be pleased about the implementation of a much more complete interface with an altimeter that will allow them to better control their flight path from the ground.

New Features

- 2 new classes of aircraft: jets and biplans.
- More aircraft available from the beginning (eg. Sea Fury in the “Unlimited”)
- 2 “skins” made available for the Yak, the Corsair and Sea Fury (“Unlimited”)
- 3 “skins” for unlocked T6
- The collision of aircraft of the early races are corrected
- The beginning movie has been modified
- Many improvements in the game interface

Kalypso Announces Port Royale 3

Kalypso Media is inviting gamers to take to the high seas for an exciting journey of discovery, trading and piracy with the announcement of Port Royale 3, the next in the series of hugely successful economic simulation games. Port Royale 3 will take players on a grand adventure where they can play as a heroic captain, villainous brigand or savvy merchantman. The game is currently in development by Kalypso Media's own internal studio, Gaming Minds, and is scheduled for release in Q2 2012 for Windows PC and next generation consoles.

In Port Royale 3, players will embark upon an epic adventure through the Caribbean during the turbulent 17th century where the naval powers of Spain, England, France and the Netherlands all fight for supremacy in the colonies. Players take on the role of a young captain trying to build his fortune and reputation in the new world colonies. The campaign consists of two different paths for the young protagonist to follow: adventurer and trader.

Following the path of the adventurer will lead the player on a naval conquest where they must gain no-

tority through raids, piracy, bounty hunting, plundering and conquering cities as they strive to build their new Caribbean empire.

The route of the trader sees the player using their economic know-how to become the most powerful trading tycoon in the New World by setting up trade routes, building production facilities and developing cities.

In free-play mode, the player crafts a combination of the two paths, creating a unique and challenging scenario on the path to increase wealth and power.

In addition to the single-player campaign, there are robust multiplayer modes where players can go head-to-head using commercial, economic and conquest simulations to allow for fast-paced gameplay.

Features of Port Royale 3:

- Three paths to glory and fame – choose the role of adventurer/pirate, merchant or a combination of both
- Exciting naval battles, coastal city sieges, raids and plunder await the adventurous player, while untold riches, power and glory await the more mercantile-oriented player

- A deep economic simulation engine ensures a realistic trading experience

- Real-world locations will immerse the player in the 17th century Caribbean

Microsoft Donation to the ICHEG

The Microsoft Collection, comprised of hundreds of items documenting the company's innovative gaming history, has been donated by the Microsoft Corp. to the International Center for the History of Electronic Games (ICHEG) at The Strong in Rochester, New York. The collection, which includes several rare and significant prototypes, will be available to researchers. A number of the artifacts are on public display at The Strong's National Museum of Play.

"ICHEG is delighted to collaborate with Microsoft to help preserve the company's gaming history and bring attention to its extraordinary contributions to shaping the world of video games," says ICHEG's Director Jon-Paul Dyson. "From the first games for Windows to innovative products for Xbox 360, Microsoft has changed and continues to change the face of gaming."

A transformative force in the video game market, Microsoft has sold billions of dollars worth of product

The company has been a key innovator, shaping the use of the PC as a games platform, creating key games, advancing the technological development of console gaming through Xbox and Xbox 360, and leading the development of online gaming communities through the successful establishment of Xbox LIVE.

Among the items in the Microsoft Collection are games for the PC, Xbox, and Xbox 360 as well as controllers, hardware, accessories, game-related merchandise, awards given to Microsoft, and promotional items. The most rare and significant items include prototypes of Xbox 360, Kinect for Xbox 360, and an Xbox LIVE Starter Beta Kit.

“We are proud of the role we’ve played in the evolution and innovation of the gaming industry and are excited to showcase our history of interactive entertainment products and services at ICHEG,” said David Huford, senior director at Xbox.

The International Center for the History of Electronic Games collects, studies, and interprets video games and other electronic games and related materials and the ways in which electronic games are changing how people play, learn, and connect with each other. ICHEG holds the largest and most comprehensive public collection of video and other electronic games and game-related historical materials in the United States and one



of the largest in the world. ICHEG’s collection includes more than 26,000 video games, systems, and related materials that illustrate how

the games have been conceived, developed, sold, and used. These materials include packaging, advertising, publications, electronic game inspired consumer products, literary and popular inspirations of electronic game imagery, personal and business papers, and other associated artifacts and documents that represent or illustrate the impact of electronic games on people’s lives.



Voskos Greek Yogurt Launches Recipe App for Android and iOS

Loaded with dozens of easy-to-prepare options for breakfast, lunch, dinner and snacks, the Voskos Greek Yogurt Recipes App was released for the Android and iPhone platforms on August 3, 2011. The App is free, and available for instant download from the Android Marketplace and iTunes App Store.

Developed by Voskos Greek Yogurt’s team of chefs and nutritionists, the App’s collection of over 100 recipes contains detailed nutritional information and easy instructions. The recipe collection includes high protein, low-fat, and low-sugar choices, and new recipes will be added to the App’s library every month.

Accompanying the recipe collection is a collection of “Videos from Mary’s Kitchen,” in which Mary demonstrates several “no-cook” recipes that are ideal for older children, busy students, parents, and for anyone who simply doesn’t have the time to make recipes that call for complex cooking instructions or a long list of ingredients.

“The Voskos Greek Yogurt Recipes App makes shopping easy,” says registered dietitian Janet R. Mertz. Mertz, a diabetes educator. Mertz writes for Voskos Greek Yogurt’s “What’s Fresh” blog. “The App allows you to search recipes by keywords, and save a list of your favorites for your next trip to the grocery store. Greek yogurt is such a healthful addition to the diet. The Voskos Greek Yogurt Recipes App makes it simple to incorporate this ‘superfood’ into any meal.”



The Voskos Greek Yogurt Recipes App also includes a store locator to help you find the stores that sell Voskos, as well as money-saving coupons and access to Voskos Greek Yogurt contests.

Voskos Greek Yogurt has been recognized in awards contests presented by Fitness magazine, Women’s Health, Vegetarian Times, Natural Solutions, Self Magazine and Cooking Light magazine. It is also a triple gold winner of the 2010 Los Angeles International Dairy Competition. Visit Voskos’ Web site for dozens of Greek yogurt recipes for low-carbohydrate breakfasts, appetizers, entrees and snacks.

Children’s Classic ‘Norbert Nipkin’ Available Now on iPad

Skyreader Media announced that Norbert Nipkin, the first book in the Canadian classic children’s book series, is now available as an interactive and vibrant eBook for Apple iPad.

Brought to vivid life through magical animation, beautiful sound and touch-screen interaction, readers will find themselves immersed in the enchanting tale of Norbert, a young Nipkin who finds himself captured by Grog, a young giant zlog. Though the unlikelyst of companions, a friendship quickly develops and an unforgettable adventure ensues. Featuring original and new works of art and animations from the series’ original illustrator, Steve Pilcher, now a production designer at Pixar, and narrated by Robert McConnell, the author himself, Norbert Nipkin will dazzle readers with each swipe of the virtual page and awaken an inventive and extraordinary story.

“Norbert Nipkin is a staple in Canadian literature and we are honored to work with the original author and illustrator of this beloved children’s series to create the world’s first interactive version; a virtual door that

will open a brand new world of imagination for fans of the series old and new,” said Kevin Gillis, CEO of Skywriter Media and Entertainment Group.

Additional Norbert Nipkin App Features Include:

- Customize Your Experience: Read To Me mode, Read Myself mode
- Uncover and Discover: Touch characters and environments to see and hear surprises
- Sound Effects and Music: A brilliant blend of sound will lead you through each page
- Bring the Book to Life: Touch screen capabilities bring beautiful , high-quality animations to life

Norbert Nipkin available for \$2.99 in the App Store for a limited time, is the first book in the cherished Norbert Nipkin series of children’s eBooks published by Skyreader Media. Skyreader Media has already announced plans to release all five installments in the series.

Open Emotion Releases Soundtracks on iTunes, Amazon and Napster

Video Game Developer Open Emotion Studios today unveiled the launch of the soundtracks featured in its current and upcoming titles including it's soon to launch Chiptunes-heavy Revoltin' Youth and recently launched Ninjamurai and Mad Blocker Alpha.

The Mad Blocker Alpha and Ninjamurai soundtracks contain lovingly crafted orchestral songs with a bit of chiptune funk from 8 Bit Legend while the Revoltin' Youth soundtrack is a Chiptune extravaganza featuring 8BitLegend, Sabrepulse and George & Jonathan. The three soundtracks are now available for purchase and download via iTunes at the links below:

Revoltin' Youth -

<http://itunes.apple.com/ie/album/revoltin-youth-official-soundtrack/id455706208>

Mad Blocker Alpha:

<http://itunes.apple.com/us/album/mad-blocker-alpha-official/id455998294?uo=4>

Ninjamurai -

<http://itunes.apple.com/us/album/ninjamurai-official-soundtrack/id455703939?uo=4>

Straight from the games, these melodies will have players humming along in no time while reminding them of fond memories from yesteryear.

"We're thrilled to be offering these three albums to the public for the first time. Video game and especially Chiptune music has moved beyond an underground movement and we're out to prove that!" says Paddy Murphy, CEO at Open Emotion Studios and the talent behind 8 Bit Legend sound. "By buying the soundtracks, fans not only get cool music from their favorite games, but they are also helping to support the Chiptune music industry, and that's good for everyone."



Kerusso Launches Apparel Line for 'Courageous' the Movie

On Aug. 15, Kerusso—the No. 1 provider of Christian-themed apparel and gifts—launched exclusive sales of shirts and caps inspired by the highly anticipated film COURAGEOUS. Spreading the film's themes of a father's duty to serve and protect, the COURAGEOUS products are available to preorder now and for sale or delivery Aug. 15 through more than 5,000 retail outlets worldwide.

"Kerusso and Sherwood Pictures are a great partnership," Kerusso founder and CEO Vic Kennett said. "We both want to share vital biblical truths through channels we know well, film for Sherwood and apparel for Kerusso. We couldn't be more excited to help extend the important message of COURAGEOUS."

The average messaged t-shirt gets read about 3,000 times over the garment's life, Kennett said, making Kerusso shirts a powerful extension of the vital theme of godly fatherhood in COURAGEOUS.

In the film, four men share one calling: to serve and protect. As law enforcement officers, they are confi-

dent and focused, standing up to the worst the streets have to offer. Yet at the end of the day, they face a challenge that none of them are truly prepared to tackle: fatherhood.

When tragedy strikes home, these men are left wrestling with their hopes, their fears, their faith, and their fathering. Can a newfound urgency help these dads draw closer to God ... and to their children? Protecting the streets is second nature. Raising their children in a God-honoring way? That takes courage. **COURAGEOUS** premieres nationwide Sept. 30, 2011

In support of **COURAGEOUS**, Kerusso, the film's exclusive apparel licensee, debuts four t-shirt designs, a cap, and hooded sweatshirt, each building on key themes in the movie:

- The film's verse, "But as for me and my household, we will serve the Lord." Joshua 24:15
- The film's tagline: Honor Begins at Home
- "My Husband Is A Rich Man," from a memorable scene
- "I Will" drawn from characters in **COURAGEOUS** committing to lead God-honoring homes



2011 Game Developers Conference Europe hosts more than 2,100

The 2011 Game Developers Conference Europe (GDC Europe) concluded on Wednesday, August 17 with a successful showing and a final attendee count of more than 2,100 game professionals representing 57 countries. Professionals from all areas of the game industry convened throughout the three day conference and engaged on trends and new opportunities among peers. A marquee keynote lineup of notable industry veterans, from wooga founder and CEO Jens Begemann, to co-creator of the legendary Ultima series and founder of social media games developer Portalarium Richard Garriott, to Epic Games president Dr. Michael Capps, among others, joined an additional 170 European and international speakers, a total of 46 exhibitors and 35 sponsors and more than 300 media representatives covering game development on PC, social networking sites, consoles and mobile platforms. GDC Europe returns to Cologne, Germany on August 13-15, 2012.



Hazardous Software to Release Achron

Hazardous Software is pleased to announce that Achron, the world's first time-travel realtime strategy game, will be officially launching on August 29th, 2011. Available for PC, Mac, and Linux, Achron lets players wield time as a weapon, enabling them to see the future, change the past, and destroy their opponents.

Merging classic RTS gameplay with unparalleled strategic complexity, Achron enables multiple players the chance to outwit and engage their opponents in open warfare utilizing real true to life time travel elements. Achron features engaging competitive multiplayer, and an engaging 35 level single player campaign.

"We are very excited to bring Achron to the PC Gaming community," said Chris Hazard, Co-founder and CEO of Hazardous Software, "From day one, we have been committed to making Achron one of the most challenging and engaging real time strategy games ever developed. Through working with the beta testing community and the competitive gaming circuit, we have created a truly unique and entertaining gaming experience."

Mighty Fin Swims Onto iPad

Launching Pad Games announced a major update to their side-scrolling arcade game, Mighty Fin. Originally released for iPhone and iPod touch, Mighty Fin is now a Universal app with full iPad support. It has also doubled in content, with 8 new levels and 32 new costumes adding to the game's addictive fun. Mighty Fin costs only USD \$0.99 on the App Store and existing customers will get access to the new content via a free update.

Mighty Fin follows the curious adventures of Fin, a fish in need of a holiday who has signed up for Shady Sal's suspiciously cheap Round the World Tour. The game's initial levels took Fin on an increasingly dangerous voyage through a variety of aquatic tourist traps, with Survival and Endless gameplay modes providing additional challenges for skilled swimmers. With today's update Fin's trip takes a decidedly surreal turn, with unexpected new locations that include a sticky-sweet candy river, a futuristic underwater city, and choppy seas swarming with pirates and ninjas. Like Mighty Fin's launch content, the new levels include unlockable gameplay modes and hilarious collectable costumes.

Machine Gun Jetpack is Now Jetpack Joyride

Australian developer Halfbrick -- the studio behind the award-winning and best-selling Fruit Ninja franchise -- today unveiled a new name for Barry Steakfries's much-anticipated upcoming arcade action game -- Jetpack Joyride. The game is scheduled for release on September 1, 2011, as a universal release for mobile iOS platforms (iPhone and iPad).

Jetpack Joyride, previously known as Machine Gun Jetpack, features wildly inventive and creatively propelled jetpacks that the player must guide through obstacles while collecting coins, jumping in wacky vehicles and generally running amok! Jetpacks include the legendary Machine Gun Jetpack, but notable new additions include the Steam, Rainbow and Bubble Jetpack, and, for all the sea life fanatics, the Shark Head Jetpack.

"Jetpack Joyride is easily the biggest mobile game we've ever made. It's action-packed but still very accessible to players of all ages," said Phil Larsen, chief marketing officer at Halfbrick. "We took advantage of

our strengths as designers to create gameplay and touch-screen input that can be understood within seconds, but the additional layers of content will keep players occupied for hours."

In Jetpack Joyride, Barry has broken into an evil science laboratory and commandeered an experimental machine gun-propelled jetpack, which he immediately straps to his back to make good his escape. With the world's most advanced and ridiculous technologies slung over his shoulders, Barry must avoid booby traps, electrical fields, laser missiles and more as he races out of the lab while riding a downpour of bullets, bubbles, lasers and rainbows.



STATE OF GAMING



PRICE DROPS

The name of the game this month has been price drops. The Nintendo 3DS, Sony Playstation 3, movies and television shows on the Playstation Network, Wii games, and more have all dropped in price. For a very long time the stagnant economy has not effected the video game industry. As sales have dipped video game companies have done what other companies had to do years ago - drop the prices. This gives a better deal to those in society who have money to spend. The problem for many families is things are tighter now than before. Gas, food, and

house hold items are costing more. That means that something has to drop. Entertainment is one of the first things that families cut. Video games fall into that category.

Another area the industry has seen change is the casual games. The industry has slowly moved towards games that cost less than a dollar. These games are also very disposable. People can play them for a few minutes, but will become bored with it in a week or two. Technology has contributed to this problem. Americans have become less patient since they can get most things so much faster. The art of going through a game in sixty to one hundred hours is being lost. Most gamers these

days do not want to spend that much time with one game. Unless it is an online game. Then countless hours will be poured into it. Will this trend continue? Possibly because we are seeing more free apps, and games. Which will a consumer pick - a game that costs sixty dollars, or one that is free? You can answer that question for yourself and your family.

Confidence in the security of personal data is a concern many families still have. Sony may have been the biggest hacker story, but everyone is in danger of these evil, vile and wicked criminals. They will attack anyone they can.

1 John 2:15-17

15 Do not love the world or anything in the world. If anyone loves the world, love for the Father] is not in them.

16 For everything in the world—the lust of the flesh, the lust of the eyes, and the pride of life—comes not from the Father but from the world.

17 The world and its desires pass away, but whoever does the will of God lives forever.

REVIEWS

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 - <http://www.familyfriendlygaming.com/Game%20Review%20Template.html>. 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.

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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Golden Sun Dark Dawn

SCORE: 68



Golden Sun Dark Dawn brings back a Gameboy Advance franchise that many role playing gamers remember fondly. Sadly time has not been very good to this franchise. All of the spiritual aspects of this game are something else that holds it down. The puzzles have gone from challenging to mind numbingly annoying with constant need of magical (psynergy) application. The twists and turns of the storyline are so dizzying that it can take an outline to try and keep track. Especially when gamers finally get to a quest they had started ten side quests ago.

Graphically Golden Sun Dark Dawn is disappointing. The detail in the characters is lacking for a DS game. The emotion images are a neat little touch. Expect hours of violence in watching characters attack monsters, and the reverse. The Djinn are elemental spirits that are used to help the player. They are used in



battles, and then giant god like creatures can be summoned to decimate the enemies.

The music in Golden Sun Dark Dawn is very good in many instances. The battle screens and menu screens are not one of them. In fact the special effect sounds in the battles is irritating beyond belief. This reviewer

had to turn the sound off during battles. There is talk of gods, ancient power civilizations and the adepts magical powers. Golden Sun Dark Dawn also includes religious statues from different eastern religions.

Golden Sun Dark Dawn contains many hours of game play for those interested in all of the various quests. There are many items, hid-

den armor, weapons, and Djinn that can be unearthed. The more that is found the more powerful your team will be. There are also enough characters to form two teams. My own money was spent on Golden Sun Dark Dawn, and it feels wasted.

The system in Golden Sun Dark Dawn is pretty deep. Many of the puzzles in the game are very thought provoking. Some are extremely difficult to solve, and others simple as pie. There is an insight spell that can help solve some of the puzzles. This is a very limited assistance tool though. Too often it did not help me find the solution. The puzzle room after puzzle room in some dungeons became tiresome. Many of the plot points seemed to be done to rehash an area just to artificially extend the story. This makes Golden Sun Dark Dawn drone on.

It is strange that Nintendo would not want Golden Sun Dark Dawn regionalized in terms of the religious content for Americans.

Hopefully a future release will be considerate of the religious belief of the majority of Americans. This hand held game is twisted in more than one way.
- RPG Master



Publisher: Nintendo
System: Nintendo DS
ESRB: 'E10+' - Everyone 10+
(Mild Fantasy Violence)

Graphics: 70%
Sounds: 74%
Replay/Extras: 80%
Gameplay: 64%
Family Friendly Factor: 54%





The Sims 3

SCORE: 56



I enjoy the Animal Crossing video games so I borrowed Paul's Nintendo 3DS to play The Sims 3. This is my first interaction with The Sims, and the first time Family Friendly Gaming has sounded off on the mainstream Sims franchise. We have reviewed games from the My Sims franchise. This hand held game has you create your Sim, purchase a house and start to watch them. There is interaction in this game but way less than Animal Crossing. Sims can learn skills, purchase things, work, and live a life.

I am disappointed with the graphics in The Sims 3. The graphics are generally tiny, and you can zoom them out. Why would I want to zoom out already small graphics? I do not get that. The details are blurry. There can be violent content, and certain attire choices should not be worn. Nudity is blurred out thankfully.

There are visual images I found extremely disturbing in the sexual deviant realm. The 3D effect in the The Sims 3 did not impress me either.

Sims have this strange, odd, weird language that sounds like gibberish to us. I am not impressed with this, and it was very annoying to me. There is various music in The Sims 3 that also irritated me. Songs can be changed, but I found few that I enjoyed. Sims like to dance to the music, but I was never inclined to join them. The game gives the players choices - many are paths to destruction.

I had a very hard time playing The Sims 3. Which I will get into in just a minute. There is a lot of unlockable content as well as items that can be purchased. The Sims 3 teaches a worldly view of amassing wealth, and getting more things. I purchased The Sims 3, and feel like I wasted my money on it.

The controls in The Sims 3 are small,



and difficult to remember. I am not a fan of how this game had me move the camera around. I ran into problems doing simple things like trying to stop a thief. Or getting my Sim to go to work. The Sims 3 frustrated me on so many levels that I did not enjoy the experience one bit.

I really hope this franchise goes the way of the dinosaurs. I did not like it one bit. I do not see the reason to realize your dreams inside a video game. Why not go out into the real world and realize them there? Or better yet make the real world a better place for everyone. Hiding inside a game living a semi real life makes no sense to me. I am also not fond of a game that is trying to shove their belief in sexual deviation being the same as normal healthy relationships. I do not agree with the lessons this 3DS game teaches. - Yolanda



Publisher: EA
System: Nintendo 3DS
ESRB: 'T' - Teen
{Crude Humor, Mild Violence, Sexual Themes}

Graphics: 60%
Sounds: 55%
Replay/Extras: 70%
Gameplay: 44%
Family Friendly Factor: 53%

Family Friendly Gaming





NBA 07

SCORE: 72



Every so often we get an email that asks why we would review an older game. The answer comes in two parts. First off there are older games in the bargain bins at various stores and websites. Not everyone has to have the newest and latest game. Many people will take the same amount of money to a store and come away with two to three times as many games for the same price. Bargain hunters need help in discerning the good from the bad. The second part is we did not initially cover the game. For whatever reason some games do not get reviewed immediately. We leave the door open to cover these games when time and financial resources allow.

NBA 07 looks good for the era on the Playstation 3. The Full HD 1080 looks better on this system than the Playstation 2 version. The shine on the basketball courts is fantastic. Plus it is great to see awesome teams like the Seattle Supersonics still in video game

bas-
ketball.
Don't
get me
started
on the
greed
and
slimy
politics



that went on to re-
move that legendary
team from that city.

The an-
nouncers in NBA
07 leave a lot to be
desired. The same
can be said for the
music in this game.
This style of obnox-
ious music makes
me want to ignore
the basketball sport
from now on. The
choice NBA 07 gave
me is to turn the

volume completely
off for the music or listen to the
ugly music. I turned it off so I
could have somewhat of a pleas-
ant experience with this game.

There are various teams,
and modes in NBA 07. Sports fans
will find a lot of various ways to
play NBA 07. The price of NBA
07 was very low so it did not cost
me much to purchase this game.
Still with that said the game play
issues with NBA 07 made me feel
like my money

was wasted.
The game
play in NBA 07
is horrible. I
thought about
sugar coating it,
but I can't. This
game has play-
ers start to shoot
with a colored



bar. Get it into green and you
have a high chance of making
the basket. Here is the problem
- you don't know if it will be a
good shot until you have started
shooting. I also ran into situations
where the lane was wide open
for a dunk and my player was
dribbling and moving like he had
someone right by him.

When I played basketball
it taught team work, and how to
work together. It seems that bas-
ketball now-a-days is all about a
few star athletes who are working
to pump up their own egos. Cer-
tain players are good on certain
teams, and a smart gamer will
go to them again and again. Why
waste time on the ones that keep
missing? I know that sequels to
this franchise improved some of
the issues in NBA 07.

- Frank

Publisher: Sony
System: Playstation 3
ESRB: 'E' - Everyone

Graphics: 81%
Sounds: 66%
Replay/Extras: 82%
Gameplay: 55%
Family Friendly Factor: 75%



SOUL SURFER

I CAN DO ALL THINGS

Trusting God in the Impact Zone. We can keep our faith strong and overcome adversity through Christ, who strengthens and encourages us.



Scene Setup:

Less than two days have passed since Bethany lost her arm in a shark attack. She is still in her hospital room, and her father, Tom Hamilton, is keeping a quiet vigil beside her bed. When Bethany awakens, she looks to her father for assurance that she can overcome her tragic loss and get back to the sport she loves. As Tom comforts Bethany, he reminds her of a biblical promise from her Heavenly Father.

SOUL SURFER Quote:

Bethany: “When can I surf?”

Tom: “Soon.”

Bethany: “How do you know?”

Tom: “Because you ‘Can do all things ...’”

Bethany: “... through Him who gives me strength.”

Key Scripture:

I can do all things through him who strengthens me. —*Philippians 4:13 (NASB)*

Study and Discuss:

Read: Philippians 4:11–13

1. The Apostle Paul, the author of this passage, faced plenty of adversity in his life, yet in this Scripture, what did he say he had learned to be? Why is this concept so important?
2. Does this Scripture mean that we can achieve anything we want, or does it refer to remaining strong and faithful in the midst of life’s challenges? Explain your answer based on your reading of the passage.
3. Where does our strength need to come from when we face difficulties in life? How can you access this strength?

Read: John 14:25–27 and 2 Thessalonians 2:16–17

1. Where in these verses do you see ways in which God enables us to “do all things”? What does God give to us?
2. When we face adversity, the most important gift God offers us is Himself. How do these passages reinforce that truth?

Read: Romans 8:28

1. What are some of the positive things Bethany has in her life? What good came out of the tragic loss of her arm?
2. If Bethany had not lost her arm in the shark attack, do you think she would have inspired as many people as she did?



STILL **UNSTOPPABLE** AFTER 20 YEARS



SEGA®

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Oops Prank Party

SCORE: 74



Hudson Entertainment ran into some financial issues in America and closed their state side office. Which meant the full retail version of Oops Prank Party did not arrive. We did get a demo, and created a preview based on that. I decided to purchase Oops Prank Party and see how the final version holds up. There is some good in Oops Prank Party, and some bad. A few spots of Oops Prank Party is plain ugly. But this is not a spaghetti western review so we will leave that at the door.

The characters in Oops Prank Party look slightly better than Miis. Which is a disappointment in my book. Oops Prank Party includes a lot of different costumes for the characters to wear. This is one of the coolest aspects of this Wii game. The downside is these are generally assigned when mini games are lost. There are some cool ones that I enjoyed wearing, and hated losing.

The music in Oops Prank Party is fun. It has a little spice to it as well. That spice comes in mocking other players when they are given suits. I got irritated a few times when they

were mocking me and I liked that suit. I was like this looks better than your pink money suit. Or that guy having to wear a shell bikini top. Yeah the cross dressing aspect in Oops Prank Party is disgusting.

There are one hundred mini games in Oops Prank Party. Although to be honest some of them do not even feel like mini games to me. More on that coming up soon. There are different modes and game boards to play in Oops Prank Party. This Wii game is a mix between Mario Party, and Wii Play. I feel like I got my fifteen dollars out of Oops Prank Party.

The biggest glaring problem with Oops Prank Party is the game play. Many of these mini games



are not intuitive. You get one chance to figure out how to play them. Oops Prank Party allows few mistakes before you lose. This led to great frustration. You also can not save while playing the board game. What is that? Nintendo lets you save in the middle of a Mario Party game.

Four family members can enjoy Oops Prank Party together. We played with various people and had fun, but there were also quite a few complaints. Mainly about the game play. Other complaints came in questioning certain costumes that were included. Some are cute, some are funny, some are gross, and others should have been left on the development floor. I would like to see sequels to this franchise in the future. The frog suit in Oops Prank Party is very cool.

- Paul



Publisher: Hudson Entertainment
System: Wii
ESRB: 'E' - Everyone
{Mild Cartoon Violence}

Graphics: 76%
Sounds: 78%
Replay/Extras: 86%
Gameplay: 63%
Family Friendly Factor: 75%





FlingSmash

SCORE: 68



FlingSmash is a side scrolling action adventure platformer that has one unique key feature. That unique key feature is your hero is a ball like creature that is almost always in motion. I used a Wii Motion Plus controller (editor: which came in the purchased package) to bat him around the screen. I was also given the choice to hit a female ball character around as well. So FlingSmash is part ping pong, and part Nintendo platformer.



Some may look at the failing score and think I am hating on FlingSmash. Nothing could be further from the truth. I had high expectations for this game, and hoped it would be another great one from Nintendo. They have brought numerous innovations to the industry. But no company can be perfect all the time. There was only one perfect person throughout all of time, and we crucified Him.

There are numerous bright colors in FlingSmash. This game bounces along as the player demolishes the various blocks that are in the way. It was

so nice of the villains to put those in our path. It gives us something to bounce off of.

The music in FlingSmash is okay. There is some dialogue about a great palm tree, and spirits. This religious content was not regionalized for America. But then that is one area that gets neglected in many video games. In fact the industry has a long history of teaching gamers eastern

religious beliefs. Sad thing is too few are even aware they have been indoctrinated.

The length of FlingSmash is wanting. There should have been many more levels to play. The main replay mechanism is to beat a level you did not get enough medals in. I hate this kind of forced replay. It is one thing to go back to an area after getting a new skill, but this is not that. I spent my money on FlingSmash, and would like a refund.

The game play in FlingSmash is frustrating. I got so annoyed with batting this guy around. I question the accuracy when I routinely missed areas I was targeting. The game scrolls along which can be lame if you miss something. You can't go back. Just have to replay the entire level. This frustration turned into anger because of how FlingSmash was designed.

I get the evil character comes to steal the magical powers from an island. I get stopping them. I don't get the religious overtures that are in FlingSmash. They were not needed, and should have been left at the door.
- Luke



Publisher: Nintendo
System: Wii
ESRB: 'E' - Everyone
{Mild Cartoon Violence}

Graphics: 72%
Sounds: 73%
Replay/Extras: 70%
Gameplay: 57%
Family Friendly Factor: 68%





Dragon Ball Z Season 9

SCORE: 58



I am finally done with Dragon Ball Z. That is the thought that hit my brain like a freight train as I started to write this review. I have spent countless hours with this show. I had to motivate myself just to go back one more time. Yet here I am - writing the review for Dragon Ball Z Season Nine. This season ends the show, and finally finishes Majin Buu. Technically Dragon Ball Z Season Nine is the complete Fusion, and Kid Buu Sagas.

They really dragged out the entire Majin Buu stuff. Over and over again a hero would get the power to destroy him, and let him go. He would come back stronger, or have a new plan for strength. Then the good guys were in trouble again. Dragon Ball Z Season Nine is a yo-yo in terms of that, and not a very good one. When we finally get rid of this evil menace, it is more of a sigh of relief. Someone finally stepped up and did what had to be done when it needed to be done.

Dragon Ball Z Season Nine has some of the most disgusting gore of the entire series. Majin



Buu gets blown up in so many ways I lost count. He gets cut in half, body parts blown off, etc. He regenerates every single time. Except for the last time. Characters go inside a body and release other trapped characters.

The violence in Dragon Ball Z Season Nine is extremely high. The punching and kicking, as well as energy attacks are almost non-stop. Evil characters are very hate filled and threatening. Some good characters talk smack, and insult others. It gets old because we know the talking is essentially a waste of time in this series.

I have a major sense of relief now that I have finished Dragon Ball Z Season Nine. I have no interest in ever revisiting this season, let alone the entire show. Funimation put a lot of anime on these six DVD discs. I feel like I

over spent on this show, but I wanted to be done with it.

The storyline sees the entire earth getting destroyed. Characters go from dead to



alive at the blink of an eye. Characters merge into new characters. Buu has numerous transformations. Dragon Ball Z Season Nine feels like the series was being stretched out. Like not enough butter on some toast. I did not enjoy Dragon Ball Z Season Nine. I am relieved to have finished watching it.

The afterlife issues continue in Dragon Ball Z Season Nine. What gets worse though is the reincarnation teachings that are in Dragon Ball Z Season Nine. Goku neglects his family too often for things of lesser value. This is annoying and disgusting. It sends the wrong message to those learning from this show. Buu only cares about destruction but that is not really explained. Why? Big fat Buu is turned to the side of good, but the Kid Buu can't see reason. It makes no sense. It was nice to see Goku and Vegeta work together though.

- Sam

Publisher: Funimation
System: DVD
ESRB: 'TV-PG' for Parental Guidance Suggested

Graphics: 50%
Sounds: 62%
Replay/Extras: 72%
Gameplay: 60%
Family Friendly Factor: 44%





All Star Superman

SCORE: 70



Super heroes have always been an interest of mine. Superman is a Christ like figure which is why so many identify with him. All Star Superman is the most different kind of super hero movie I have ever seen. Although it may not even fit into the movie category since it is only seventy-six minutes long. I really do not understand why animated super hero movies have to be so short, and the live action ones have to be much longer. It would be great if the animated ones could make the two hour point. Especially when they go off of comic book source materials and they cut much of that source material out.

Thankfully in the case of All Star Superman, I did not read the comic book. So I have no idea what they may or may not have cut out. In some ways it made All Star Superman a more pleasurable experience. But then like so many movies of this age, it comes with all kinds of baggage. Don't

get me wrong I enjoy having the characters more fleshed out. I enjoy understanding



why Lex Luther does what he does. I don't need the bad language from various characters. No one around me talks that way, so it can be eliminated like a disease.

Super heroes can not go anywhere without some kind of disgusting violent content. All Star Superman is no exception. Superman gets in various fights with different creatures. A few of them wind up dead along the way. The concept of Superman dying for good is explored in All Star Superman. I won't spoil the ending, but it was certainly not what I was expecting. Along with the incompatibility of humans and Kryptonians.

Jimmy Olsen is one of the strangest characters in All Star Superman. Why he was cross dressing makes no sense to me. Here is something that could have been



left out. Is it really that difficult to have a movie where they are not trying to shove some deviant behavior down our throats?

I am a fan of Bruce Timm's work when he was doing DC cartoons aimed at the younger members of the family. He had Justice League Unlimited as a show that all ages of the family can enjoy. Sadly too many of his movies since then have been big disappointments. I see no reason for all the adult only content. You can tell these stories and keep them safe for children.

With all of the issues in All Star Superman I am very surprised it got a 'PG' rating. To me the moral and ethical issues in All Star Superman warrant a 'PG-13' rating at the very least. I also wish they could have left the evolution belief at the door instead of preaching it.

- Paul

Publisher: Warner Bros

System: DVD

Rating: 'PG' for Parental Guidance suggested {Sequences of action and violence, language including brief innuendo, and some sensuality}

Family Friendly Gaming

Graphics: 69%

Sounds: 63%

Replay/Extras: 68%

Gameplay: 80%

Family Friendly Factor: 71%





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

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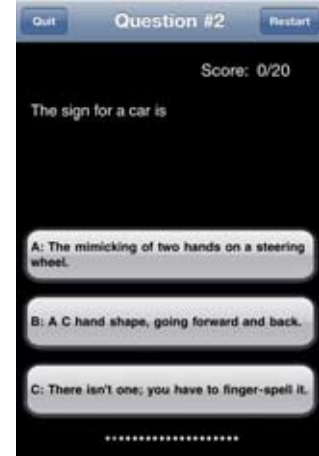


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Learn American Sign Language

SCORE: 84



The iPhone/iPod Touch has a nice selection of educational programs. In this review I will be taking a look at Learn American Sign Language from Selectsoft. They provided a code to Family Friendly Gaming, and I was able to step up and use this app. I love the idea of easily learning sign language. This app retails for \$2.99. The core of Learn American Sign Language is a series of videos where signs and sign language are explained. The second section of Learn American Sign Language is testing your knowledge. I advise you guys to learn before you try and test. I know some think they can test well before going through the material. Do that and you will experience some humility.

The videos in Learn American Sign Language look good, and have a clean frame rate. The signs are easy to see as they are accentuated. She also tells viewers how to do each sign and how to do them. The graphics have a real medical feel to them, but the host takes us through mul-



iple different areas.

The audio in Learn American Sign Language is astonishing. I enjoyed how the host took me through the various signs and real world application. As I learned with this app I felt like I was in a pleasant class with a very nice teacher. All ages of the family can learn from Learn American

Sign Language.

The price of Learn American Sign Language is adequate in my meager opinion. There is a fair amount of content that will help families learn some useful sign language. Bear in mind that you will not learn all sign language that exists. Learn American Sign Language is

not the know all, end all of sign language. It will give you a very good start. The testing will help family members realize how much they have learned and/or how much more they can learn.

The touch screen controls work masterfully in Learn American Sign Language. There is not a lot to do since the majority of this app is videos. The testing screens contain enough choices to give family members a decent chance of guessing right. Sitting and watching videos on the iPod Touch/iPhone felt very natural to me, even though the screen is very tiny. The host gives the viewers enough time to try out the different signs. It will take a few tries to learn some of these, and others are easy to pick up.

Sign language is one of those wonderful things that helps us communicate with the deaf. Learn American Sign Language can help us level a playing field for a group of disabled. I find it wonderful that Selectsoft created this series of videos, and released it on this hand held device. I would like to see additional educational products in this same vein. I enjoyed getting to review this app. - Mark



Publisher: Selectsoft
System: iPhone/iPod Touch
Rating: '4+' - 4+

Graphics: 80%
Sounds: 90%
Replay/Extras: 80%
Gameplay: 85%
Family Friendly Factor: 85%





Defender Chronicles

SCORE: 68



Tower defense games are constantly trying to re-invent themselves to have a broader appeal. Defender Chronicles is a great example of this. Enemies will walk along a path from one spot to another spot. In Defender Chronicles they climb up hills, walk down them, go into cave, and re-appear elsewhere. Some will fly along a certain path. The player puts down buildings that house troops to stop them. This sounds really easy on paper, but Defender Chronicles is one of the most difficult games I have played.

The graphics look really good on Defender Chronicles on both the iPod Touch/iPhone and the iPad. Your troops will stab, slice, and shoot the bad characters. There are magical creatures that are a part of this game. The

player has magic on their side to destroy the hordes that come their way.

The music in Defender Chronicles is awe inspiring. It is wonderful, fantastic, and amazing. Each of the troops have their own little sound bytes that they will repeat at certain intervals. A few of them are off color that the developers should have left out of the game. This is part of the reason Apple gave this game a 12 year old and older rating.

I am disappointed with how few levels there are in Defender Chronicles. The game gives the players two main heroes to play with. This artificially increases the replay value. There are multiple setting and numerous items that can be purchased. Ultimately Defender Chronicles still feels short and lacking.

Defender Chronicles is difficult. There are various troops that can be earned and used. The problem is finding the



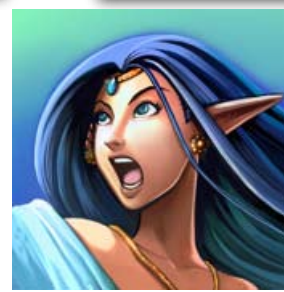
right combination for upcoming waves. What works at one point will not work later. This requires thought, and planning. At times it was a gamble what would work. Some things worked for the first few ten to twenty waves. Then it would fail, but there was not enough time to invest in a different way.

Defender Chronicles takes players on a quest to stop the advancing evil hordes. It does not really matter what they are because we have to stop them. I wish Defender Chronicles had been longer, and the sound bytes were not so adult. The game play in sequels should also be tweaked to make it more approachable by more members of the family. Defender Chronicles is a most interesting approach to the genre though.
- Frank



Publisher: Chillingo
System: iPhone/iPod Touch/iPad
Rating: '12+' - 12+ {Frequent/Intense Cartoon or Fantasy Violence, Frequent/Intense Profanity or Crude Humor}

Graphics: 68%
Sounds: 64%
Replay/Extras: 66%
Gameplay: 73%
Family Friendly Factor: 70%



DEVELOPING GAMES



Game: NBA 2K12

Company: 2K Sports

Release Date: October 4, 2011

System: Xbox 360/PS3/Wii/PS2/PC

Rating: 'RP' - Rating Pending







Game: Pokémon Rumble
Company: Nintendo
Release Date: October 24, 2011
System: Nintendo 3DS
Rating: 'RP' - Rating Pending







Game: Kinect Star Wars
Company: Microsoft Game Studios
Release Date: Q4 2011
System: Xbox 360
Rating: 'RP' - Rating Pending



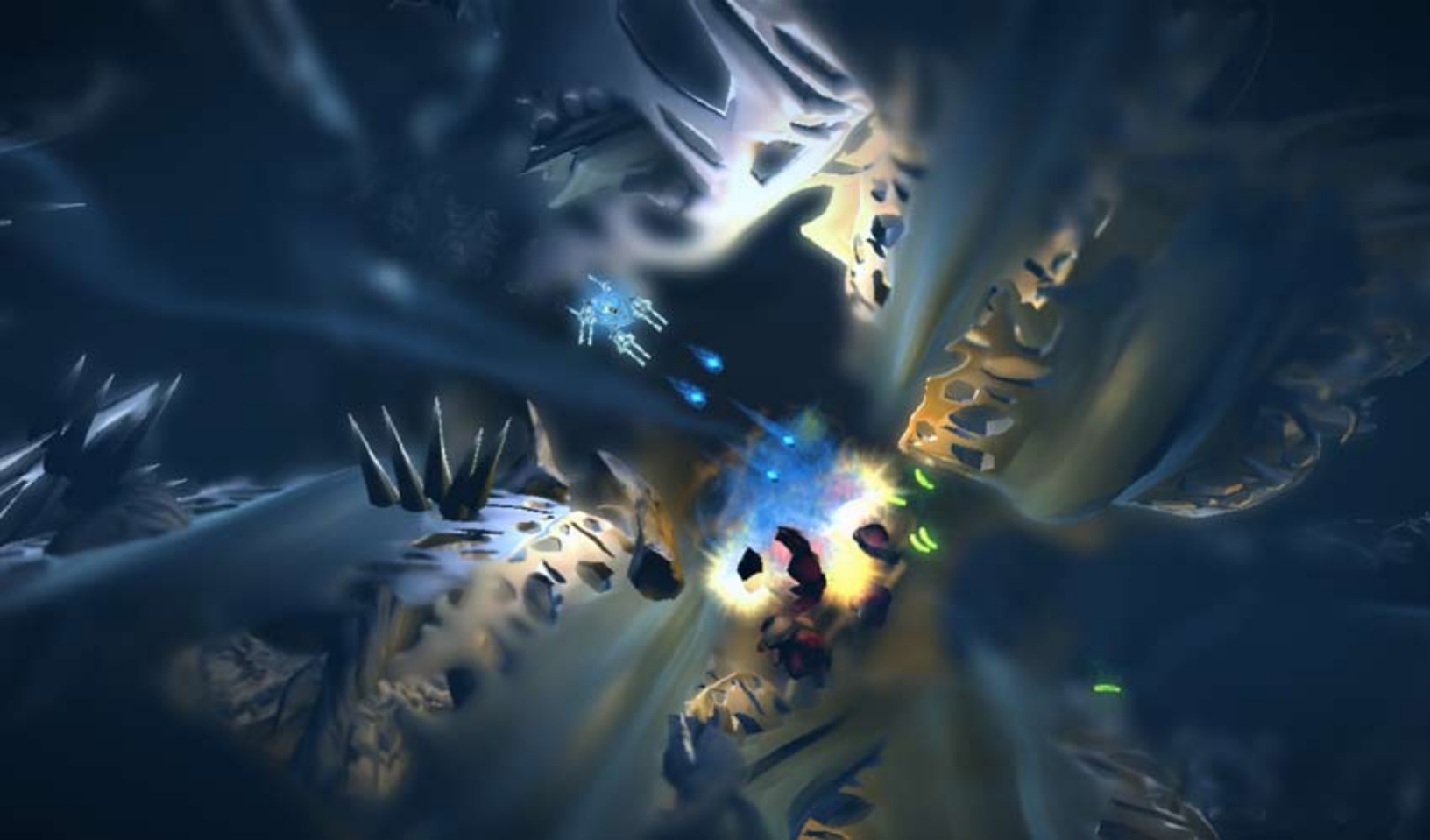


Game: Kinect Disneyland Adventures
Company: Disney Interactive Studios
Release Date: Q4 2011
System: Xbox 360 (Kinect)
Rating: 'RP' - Rating Pending



Game: Kinect Disneyland Adventures
Company: Disney Interactive Studios
Release Date: Q4 2011
System: Xbox 360 (Kinect)
Rating: 'RP' - Rating Pending

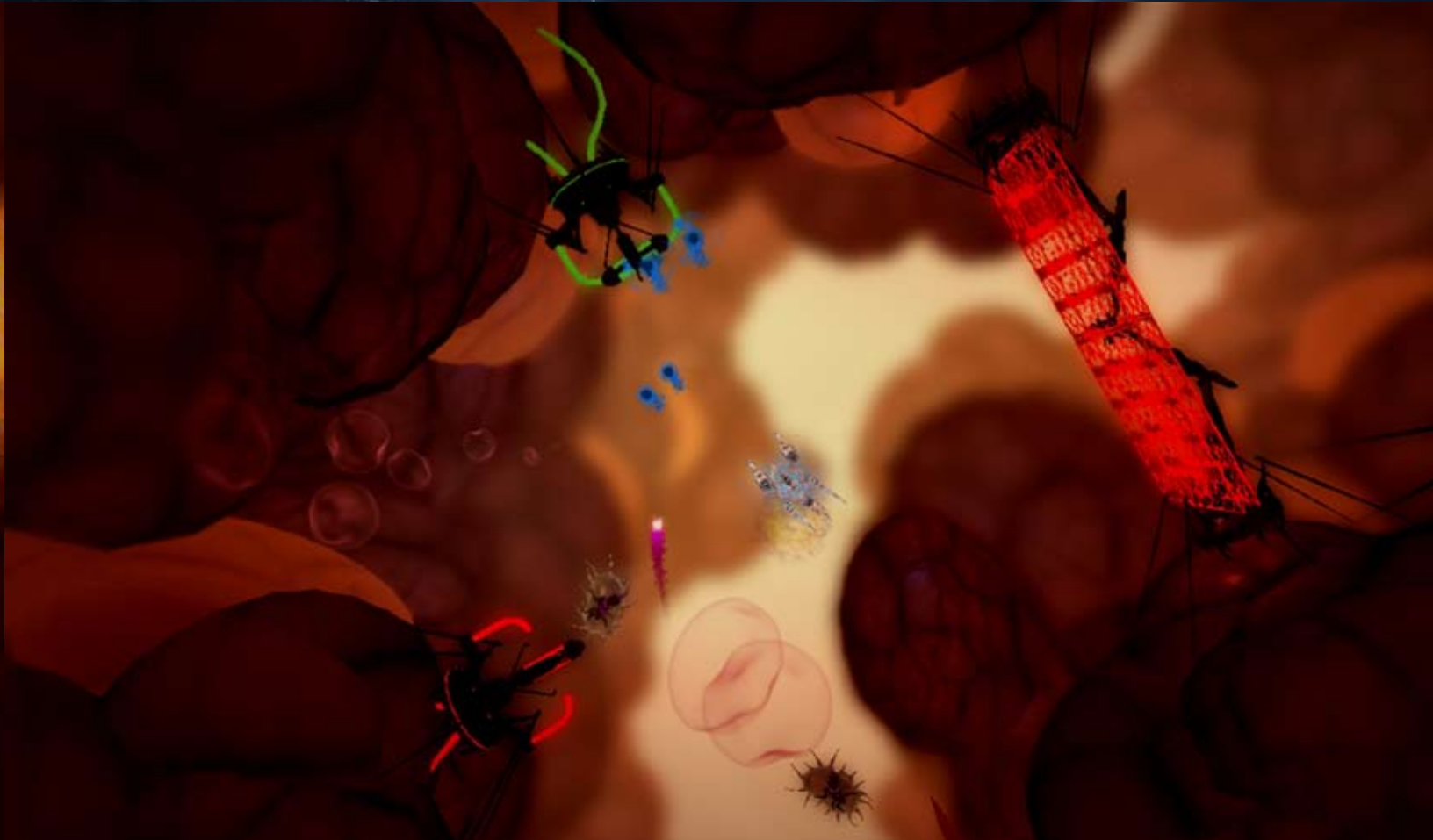
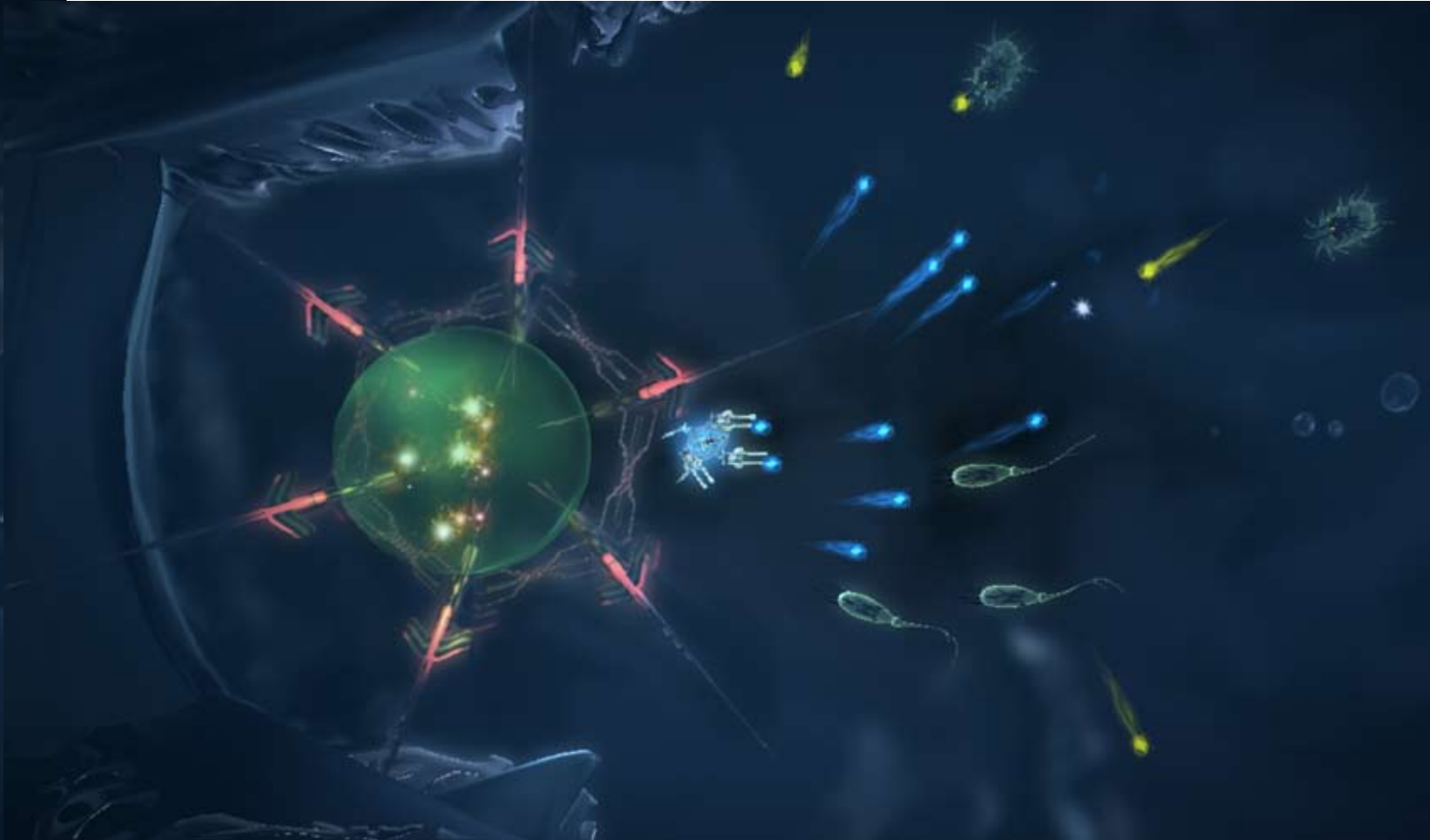




Game: Microbots

Release Date: Winter 2011

Family Friendly Gaming



Company: EA

System: PS3/Xbox 360

Family Friendly Gaming

Rating: 'RP' - Rating Pending





Game: Disney Universe

Company: Disney Interactive Studios

Release Date: Q3 2011

System: Xbox 360/PS3/Wii/PC/MAC

Rating: 'RP' - Rating Pending



Game: Disney Universe

Company: Disney Interactive Studios

Release Date: Q3 2011

System: Xbox 360/PS3/Wii/PC/MAC

Rating: 'RP' - Rating Pending





Game:
SSX
Company:
EA
Available:
January 2012
System:
Xbox 360/PS3
Rating:
'RP' - Rating
Pending









NHL[®] 12



9.13.2011
THEY'RE BACK!

Game: NHL 12
Company: EA Sports
Available: September 2011
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending



Game: Vessel
Company: Zoo Entertainment
Available: Christmas 2011
System: PC/Playstation 3
Rating: 'RP' - Rating Pending



RP



Game: SuperTomo

Company: Digital Harmony

Available: TBA

System: PC/MAC/iPod Touch

Rating: 'RP' - Rating Pending

ERTOMO



Game: SuperTomo
Company: Digital Harmony
Available: TBA
System: PC/MAC/iPod Touch
Rating: 'RP' - Rating Pending

RECENT RELEASES

1088 

232/300M



Game: Ninja Fishing

Company: Gamenauts

Available: Now

System: iPhone/iPod Touch

Rating: '9+' - 9+

{Infrequent/Mild Cartoon or Fantasy Violence}

51 



close



Line Upgrade (125m) - 25 


Extend fishing line to 125m



Hattori Blade - 250 


Adds 1 extra slicing power to your Katana



Fuel Upgrade 100 - 50 

Gives 100 Fuel for your Drill



Speed Upgrade - 400 

Increases speed of descend by 25%



Sales Guide - 500 

Sells fish for 10% more

**Friday, Friday. Gettin'
down on Friday...**



1221 

FISH INCOMING: 20



Game: Ninja Fishing

Company: Gamenauts

Available: Now

System: iPhone/iPod Touch

Rating: '9+' - 9+

{Infrequent/Mild Cartoon or Fantasy Violence}







Name: Pigs In Trees

Release Date: Out Now



Company: Tactile Entertainment

System: iPhone/iPod Touch/iPad

Rating: '4+' - 4+





Game: Spy Kids All the Time in the World

Company: Majesco Entertainment

Available: NOW

System: Nintendo DS/DSi

Rating: 'E' - Everyone

{Cartoon Violence}

Devotional

Service

Is there any believers out there sitting on the side lines? Any Christians in the stands watching the event? I ask these questions because the more ministries I learn about the more I realize they need help. Local churches, World Vision, even Family Friendly Gaming could use assistance. Don't worry I am not going to turn this into a request for money. I know that happens too often. There are two questions I have for every single believer out there. Where are you serving? How are you serving? **Colossians 1:25** *I have become its servant by the commission God gave me to present to you the word of God in its fullness.* You could drown yourself for months studying how many times the Apostles referred to themselves as servants. Jesus himself let everyone in the entire world know what He was there to do. **Matthew 20:28** *just as the Son of Man did not come to be served, but to serve, and to give his life as a ransom for*

many." Want to be like Jesus right? I believe you should serve where God directs you to serve. There have been days I would love to just teach a Sunday School class. But God called me to Family Friendly Gaming. I faithfully followed where I have been called to. Service requires putting someone above your own selfish interests and desires. **Galatians 5:13** *You, my brothers and sisters, were called to be free. But do not use your freedom to indulge the flesh; rather, serve one another humbly in love.* Too many in the American church look like, and act like everyone in the unchurched areas. Why? Are some of ya'll ignorant to what Christ taught? Have you accepted the lies of the world and forsaken light for the embrace of darkness?

Those of us who give so much into service for God can get tired. We can grow fatigued. If you are on the side-lines then you need to come into the game. This is no one on one battle against darkness. There is no penalty that will be called for having too many men on the field. This is a harvest,

and there are millions that need help. **Matthew 9:37** *Then he said to his disciples, "The harvest is plentiful but the workers are few. Do you want to see others do all the work, and receive all the blessings? Trust me - you are needed. Remember what happened to the servant in the parable of the talents. **Matthew 25:26** "His master replied, 'You wicked, lazy servant! His master replied, 'You wicked, lazy servant! So you knew that I harvest where I have not sown and gather where I have not scattered seed? Do you want God to greet you that way?*

God bless you and yours,
- Paul Bury

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.



Quiz

Family Friendly Gaming is rewarding our faithful readers with a Quiz. Email SoundOff@FamilyFriendlyGaming.com the answers to this quiz. One winner with all the correct answers will be selected and they will win one game (fifty dollar US value or less) rated 'EC' to 'T' by the ESRB of their choice. Family Friendly Gaming will mail the game from Amazon. Game can be new or used, and shipping costs are part of the fifty dollar US value. Game will be mailed only within the Continental US.

What slogan described Family Friendly Gaming before "The Voice of the Family in Gaming" ?

- A. BIGGEST BADDEST MAGAZINE.
- B. The best there is, the best there was, the best there ever will be.
- C. The Number One Christian Video Game Magazine.
- D. Families First

Where did "The Voice of the Family in Gaming" come from?

- A. Spirit in the Sky.
- B. An interview with a UK media outlet.
- C. A Voice in the Desert.
- D. A marketing firm that was paid thousands of dollars.

Who was instrumental in the creation of Family Friendly Gaming?

- A. God.
- B. Dan Hsu.
- C. Paul Bury.
- D. All of the above.

When did FFG go live?

- A. March 13, 2005.
- B. July 4, 1776.

- C. September 11, 2001.
- D. January 1, 2011.

What fanzine did Paul run before the Family Friendly Gaming?

- A. Paul's PLANET.
- B. WYLDCARD'S WAY.
- C. GAMING GURU.
- D. GAMERS R US.

How many readers does Family Friendly Gaming have?

- A. Ten.
- B. Over Two Million.
- C. Over Twenty Million.
- D. Under two thousand.

Which company has received the most front covers of the Family Friendly Gaming magazine?

- A. Nintendo.
- B. Sega.
- C. Microsoft.
- D. Sony.

How many products reviewed have earned a perfect 100 score?

- A. None.
- B. All of them.
- C. Ten.
- D. Three.

How many products have Family Friendly Gaming reviewed?

- A. One Hundred.
- B. Five Hundred.
- C. Two Thousand Two Hundred.
- D. Five Thousand Five Hundred.

Last Minute Tidbits



Product: Puddle

Release Date: Summer 2011



Company: Konami

System: Playstation 3/Xbox 360

Rating: 'RP' - Rating Pending



Yars' Revenge



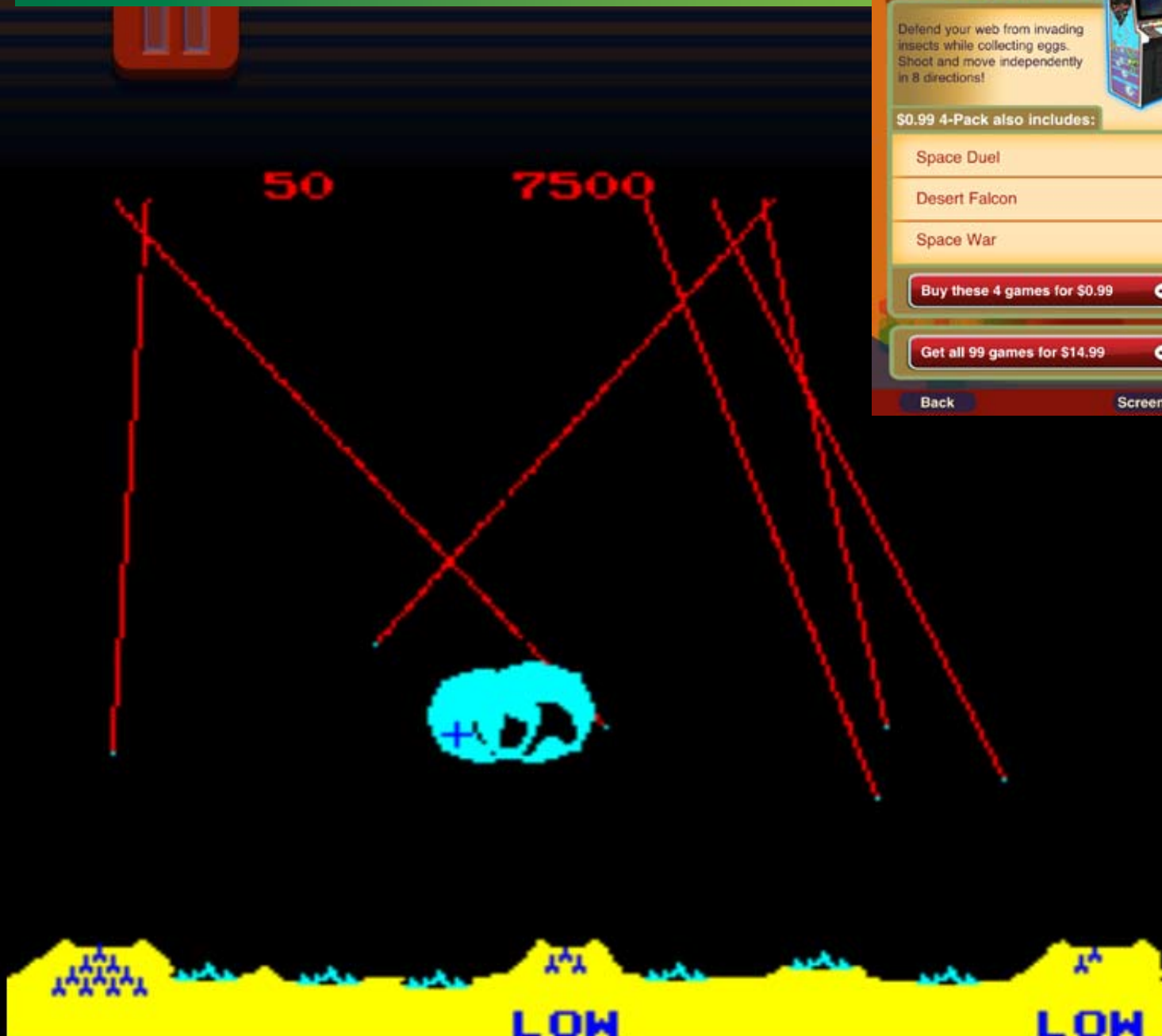
Quick Play



Select

Centipede

Game: Atari Greatest Hits**Company:** Atari**Available:** To Be Announced**System:** iPhone/iPod Touch**Rating:** 'RP' - Rating Pending







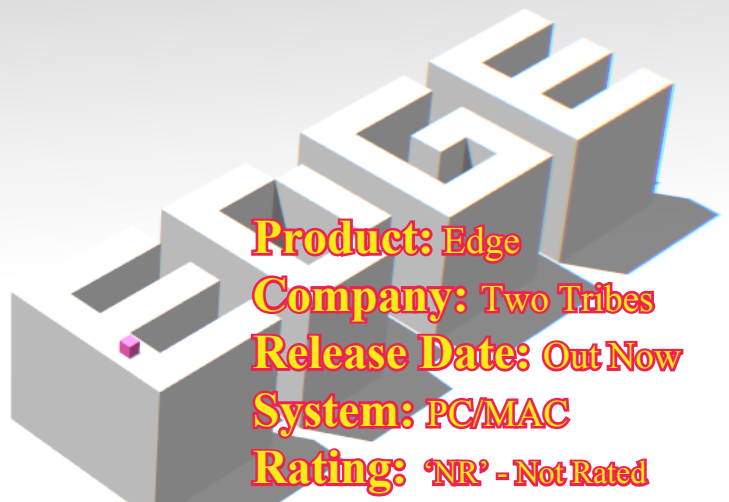
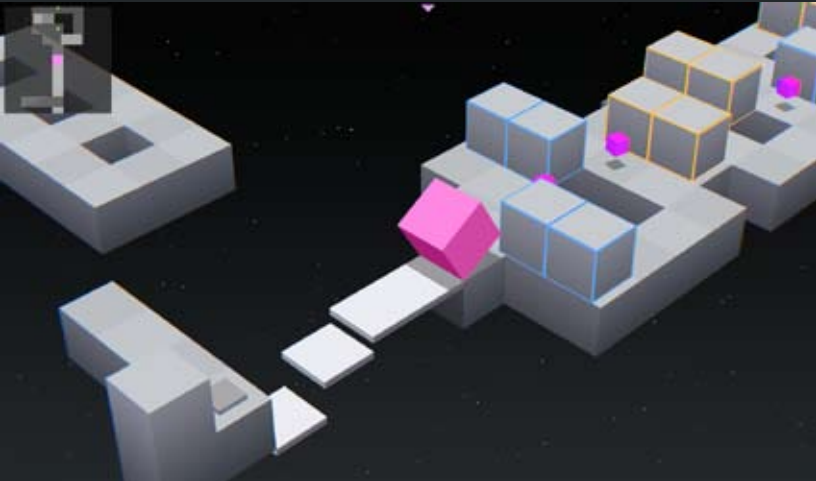
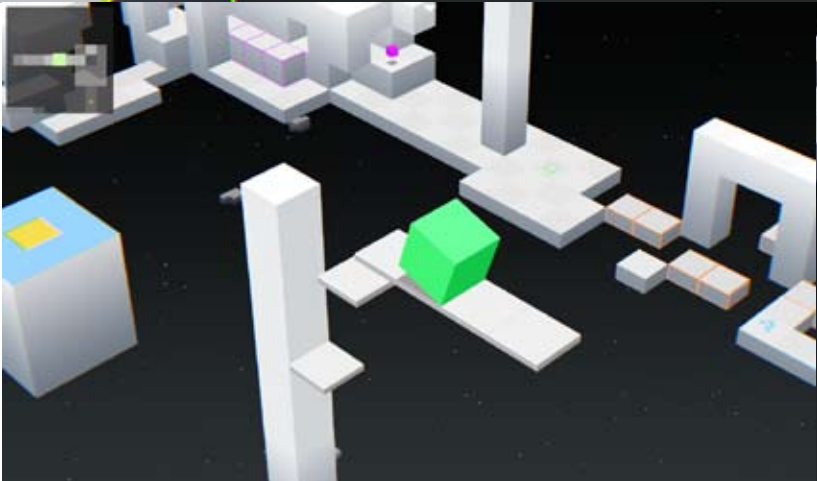
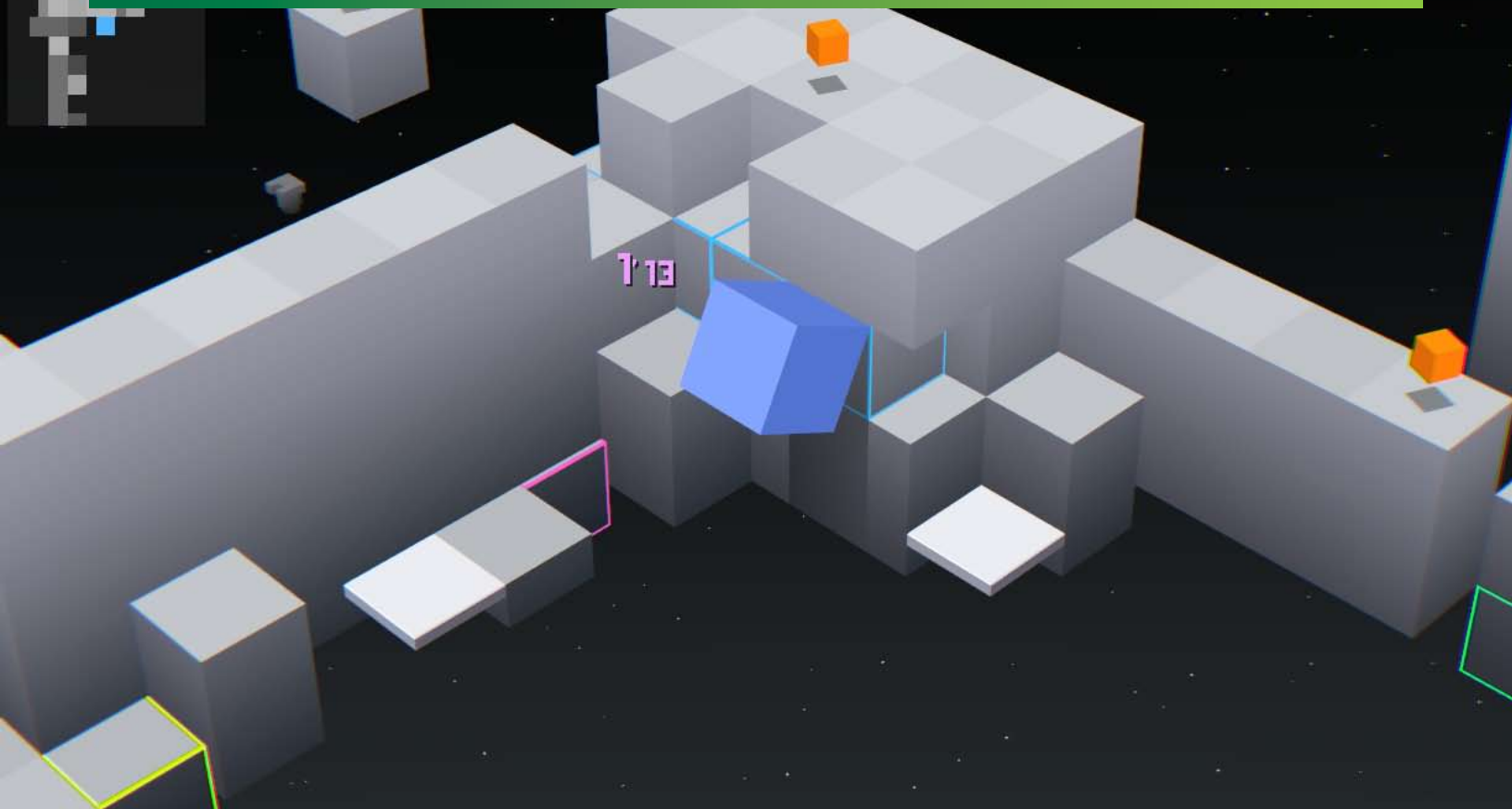
Game: Zumba 2

Company: Majesco Entertainment

Release Date: November 2011

System: Wii

Rating: 'RP' - Rating Pending





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Product: Country Dance 2
Company: GameMill Entertainment
Release Date: Christmas 2011
System: Wii
Rating: 'RP' - Rating Pending



Product: Street Fighter x Tekken
Company: Capcom
Release Date: 2012
System: PS3/Xbox 360
Rating: 'RP' - Rating Pending