

Family Friendly Gaming™

The VOICE of the FAMILY in GAMING

Are you ready for
some Winter Sports?



Can you help
Kirby Return to
Dreamland?



Squids will be
swimming your
way soon.

Cities XL 2012, Twister-
Mania, Trine 2, Trans-
formers Universe, and
more are being developed.

Have you played Jet-
pack Joyride, Another
World, or Quarrel
yet?

Dog Pile, Active Life
Explorer, Soul Surfer, and
a few surprises reviewed
this issue.

Issue #51

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Christian Computer Games

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October 2011

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Editorial in Chief: Paul Bury
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Game Journalist: Alan Lane
Game Journalist: Roger
Game Journalist: Chris Owens
Game Journalist: Luke
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Editor's Desk

ALMOST THERE

I have been working on one major project all year long. Every single day this year we have been rolling out the new layout on the website. Lord willing this will finish up early October. I can finally see the light at the end of the tunnel. As I write this I only need to do two hundred more pages in the News section in the year of our Lord 2010. This has been nine long months of working on it - daily. I am looking forward to finally being finished.

What's next? Well I hope to add a search feature to the Family Friendly Gaming website. We are also working on providing a list of all the games that have received the seal of approval. We are also working on releasing older issues of the magazine in the smaller format and file size. There are a couple of secret projects we are prepping for that I hope to be able to announce fourth quarter 2011, or first quarter 2012. There are also some minor updates and improvements we have planned. You may notice some of them, and others will be behind the scenes.

Another major project we have on the books is a major overhaul and upgrade to the magazine. We plan on working on making the Family Friendly Gaming magazine look even

better. This will be done with software upgrades on various levels. No announcements on when this will happen. Just know that we have it on the books.

We have seen major improvements this year here at Family Friendly Gaming. We have many more planned. We are working as quickly, and efficiently as possible to get these done. I hope to complete as many as possible this year. Whatever we can not get done this year will roll over into next year.

I also have some plans to do an updated version of Video Game Lies. Instead of doing an all new book, I plan on doing an updated version of the book. There will be at least one new chapter, and previous sections will be fleshed out more. On top of that I am hoping and praying to get the time to get some work done on my second book. It has been on hold while other projects have been worked on. I have actually gotten another chapter written in it this year. This book will be Christian sci-fi, and like nothing you have ever read before.

Congratulations to Cheryl in Illinois for winning the Quiz Contest in issue #50 of Family Friendly Gaming. She got every single quiz answer correct. Hers was the only entry to get it all right. She has chosen Super Mario 3D Land

on the Nintendo 3DS. Once that game is available she will get a copy mailed out.

We have more news stories published this year on the website than we did last year. We just passed that milestone. We are closing in on the reviews total. The new sections of Images and Videos have both been monumental successes. We have more interviews done this year than in previous years. I am amazed at the stunning growth we have been able to accomplish this year. God has provided us with the energy, interest, and strength to make these accomplishments. Thank you so much for your wonderful support. As we go into quarter four this year know that we appreciate all ya'll.

God bless you, and yours,
Paul Bury



Female Side

Shallow

I have started a new Bible study this month. I have been thinking about some different topics thanks to that study. One such concept is shallow Christians. Our Connection Class at church (you probably know them as Sunday School Class) has also been touching on this topic. More along the lines of how deep friendships go. Not sure what a shallow Christian is? Have you heard the term worldly? Another way of describing them is worldly. These people discredit themselves and have no business calling themselves a Christian.

If you have a question in terms of something spiritual, who do you go to? Have you ever tried asking some other people? Paul and I talked about this recently. Talk to people who claim to be Christian but they have no interest in discussing theology. I am not talking divisive issues. I am talking about how God is working in your life. Where you need improvements. What things you have done well that you can see Christ in actions (of yourself and/or others).

Talking about a certain scripture and meditating on it. Then talking to others about the meanings related to the context. Would you believe that there are those who claim to be Christian but they refuse to

discuss such things. They are happy to talk about some television show, the weather, some local news story, some national news story, politics, or some other form of entertainment. Yet try to talk to them about things of God and they can not get away fast enough.

Paul and I have tested this on message boards, in churches, and other locations. There are many that claim it in name, but their actions disprove their statements. I find it really sad that there are those who call themselves a Christian but they worship the world. Anything that you put above God becomes a false idol. That thing controls you. That thing is your master. And you - you are its slave.

People do not want to think of themselves as slaves but it is the truth. Sadly too many do not want to accept the truth. They want to close their eyes and live with the lie. Ever hear anyone say they can stop at any time? But they don't want to stop. Back those words up if they are true. Otherwise it is just another lie.

Back to the shallow nature of some. Has anyone ever asked how you are doing? Have you ever opened up and told them about your issues or problems? Have they ever told you that was too much information. They are being shallow. They do not want to know how you are do-

ing. They wanted to hear good and go about their business. Anyone who does that does not care about you. And some people who do that put a name tag of Christian on. The fruit of their action shows they are not being a loving or caring person. Instead they are caring about what they want. Their self interests are all they are interested in. So are you the real deal? Or are you a fake that needs to become the real deal?

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

How many must die?

Normally when a student goes to school and murders someone they use a gun. We in the media gravitate towards any information we can find that may have been a root cause. Violent video games are found and the industry excuses their behavior and blames the gun. Without the gun, there would be no murder. Yet in Memphis, TN a student stabbed a principal to death. And yes he played violent video games. So what does the industry have to say? Are they blaming knives? Will they demand none of us be able to spread our butter on our biscuits? They are completely silent. They can not seem to find anything to say. They are pretending it is not happening. Even if Family Friendly Gaming is the only place you will find the truth - at least one place will publish it. Not the propaganda and lies the industry likes to spread. They must think every single person who reads their propaganda is an idiot. That the people are not capable of thinking for themselves. Did you know the military uses violent video games to train the troops? Why would they do that? Because it makes them more loving, caring, and compassionate? Of course not. Because it makes them more aggressive, more violent, and quicker to anger. Something that is needed on the battlefield. Just not needed in the work place, grocery store, church, gas station, schools, or public arenas. So we have more murders in schools and violent video games were there. Their connection is undeniable. The danger they pose is insurmountable. Parents need to pay close attention to the games they purchase for their children. Do you want your child to be the next school murderer? Do you want to spend money on products that teaches them to how to be efficient murderers? Do you want them playing games that have them murder millions of times? How many more people need to be killed before the industry starts to take responsibility for their actions? How many more ticking time bombs need to go off before someone puts a stop to it? Who cares about keeping our children alive? Who cares only about their image and profits?

SOUND

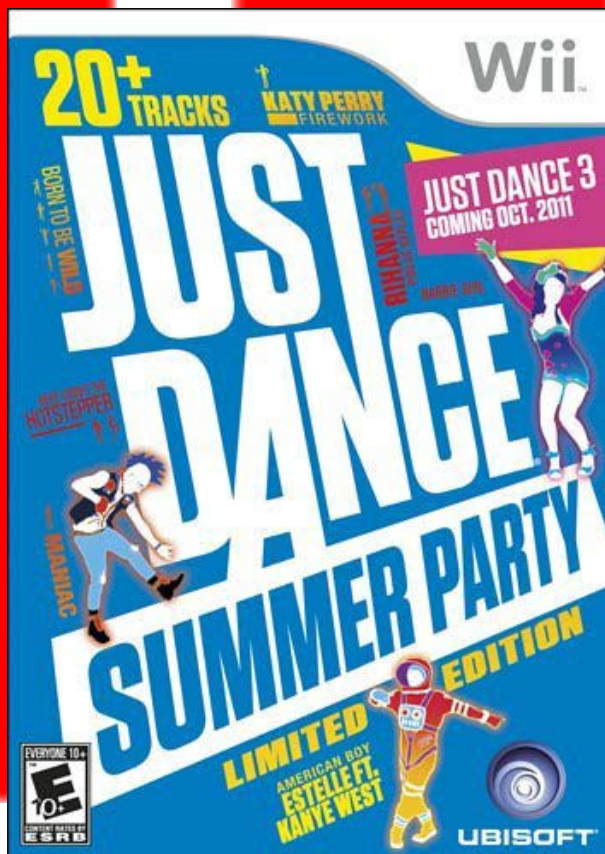
The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

Just Dance

I LOVE the Just Dance series of games. I'm excited, too, that there's a gospel song. I enjoy the series. Great review, too--very informative!
- Lauren

{Paul}: Thank you for your kind words. We work really hard in our reviews to impart important information as well as give opinions that sync up with the Holy Bible. We constantly are asking ourselves how God feels about the

products we are reviewing. Man's wisdom only goes so far. And too often it is shifting and changing. Which gives no one any foundation. When we put our foundation on the Solid Rock then we have a basis for an educated opinion. Just Dance is one of those franchises that I was initially skeptical of. However Ubisoft has proven over and over again that a good game can be made without all the violence. I have high hopes for Just Dance 3. I am hoping for a contemporary Christian song this time. Another gospel song would be really cool as well. We know



Ubisoft is listening so it is a possibility.

Garbage In

Why dont some people get it? Garbage In then Garbage Out! I have friends who wont read Family Friendly Gaming because it tells the truth, and challenges us to think. I had never what I played and watched impacted how I thought. I took your challenge and man it totally changed my moods, opinions, attitudes, and relationships. Your magazine gave me a better marriage. A better relationship with my kids. Thank you. Keep educating man. Eventually the hardcore haters will acknowledge truth
- Sean

{Paul}: Thank you so much for your amazing words of encouragement. It can be difficult at times when the haters are constantly on the attack. They enjoy being in darkness and they hate the light. I am proud of you for spreading the words. You are totally right about GIGO. I can completely relate to your heart. I too want to save those who have enslaved themselves to things that make them mean people at best. Too often their lack of humility, their

OFF

anger, and their hatred keep them from living a better life. Remember that God can open their eyes. Praying for them is the next thing for you to do. Live your life better and they will notice. At some point they will tire of wallowing in the sewers.

Congrats

Congrats on issue #50!!

- Steve

Way to go on reaching 50!

- Monica

Congrats on 50!!!

- Steve

You guys must feel great at reaching such a milestone.

- Marcus

Congrats on making 50 issues!

- Debbie

Keep up the great work! Can't wait for you guys

to reach 100!!

- Sarah

50! WHOOHOOOO!!!!

- Alex

{Paul}: Thank you all for your wonderful words of encouragement and celebration. We reached two major milestones around the same time frame. First we hit the TWO MILLION unique IP addresses and now we are celebrating FIFTY issues

of the magazine. We started small, and have grown progressively over the years. It is a real testament to how God works.

Offensive Art

Why do some people claim video games are art? Are they expecting some extra special treatment? Art used to be something wonderful, but in the last fifty years it has meant it offends the masses. Do people claiming video games are art really want to be grouped in there? Are they trying to get government money to support their businesses? Don't they make enough money off of us?

- Shellie

{Yolanda}: Thank you so much for your thought provoking email. I believe it is an all of the above. They want some extra special treatment, and recognition. They want government money. They want to be honored at trendy parties. They want to be seen in a certain light. Thing is they are worshipping a worldly system that is transient. Definitions shift and change with a whim. The sheep follow along with whatever they are told to consider as art. What is a



real shame is video games could be considered art in the old definition. But too many companies are falling over themselves trying to reach the redefinition of art. They want to be offensive. The good news is you can speak out. Family Friendly Gaming has given you a voice to millions.

Win or Lose

Do you think the Nintendo 3DS will survive? A price drop so close to launch looks bad. Vita is coming out, and the iPhone and iPad is taking the market. Will this be the end of the DS family?

- Stephen

{Paul}: Exceptional question. WOW! Nothing like putting me on the spot. It is so difficult to try and determine what will happen in the future.

We did accurately pick the success of the Wii and Kinect on the Xbox 360. I personally believe the Nintendo 3DS will do well. Apple is nipping at Nintendo's ankles, and the Playstation Vita will also have some impact. I am not sure that the Vita can take away tried and true Nintendo DS customers. We have seen some games port from other systems to the

iPhone/iPod Touch/iPad. So that has already begun. Will it continue? I don't know. Companies go where they believe they can get sales. We have been seeing press releases of games on Facebook as well. We have also heard that Personal Computer (PC) games have been on the rise.

How well the economy does also impacts this. If the government continues to grab for more of people's money then you can expect all entertainment companies to be in trouble. At the end of the day I believe the Nintendo 3DS is a unique enough product that it will do well. So yes it will survive. This is not another Virtual Boy.

Go Ghost

I really appreciate your review of Danny Phantom

Season One. You guys are the only place I can find that will review television shows with the spiritual in mind. I appreciate you guys for doing that.
- Darlene

{Sam}: Your welcome. All of us believe in including God in all areas of our lives. That includes what we watch, and what we play. We know there are others out there that ignore God in certain areas of their lives. They are saying they know better than God in that area of their life. But then they don't in other areas? Why pick and choose?

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

PROM INTERVIEWS

Which member of your class will first be married?

Brandon Roberts: First to be married, definitely that'll be Justin and Mei. They're pretty close already. Either them or Kranton, not sure.

Jesse Richter: I thought some of them were married already.

Lloyd Taylor: Justin and Mei are going to be together forever.

Rolo: Well, aren't Mei and Justin already married?

Jordan Lundley: Justin and Mei. These are already premeditated; you already know what I'm going to say.

Tyler Barso: Nova. She's going to be out there. She's going to have that ring on it like Beyonce says, just there, out, married. She might marry Jesse. I don't know.

Which member of your class is most likely to stay as a bachelor?

Brandon Roberts: Depending on how long people can put up with him, I think Tyler's probably gonna bachelor it up for a little while now. If not, I'd say Lloyd, but I hope he finds someone nice. He's a good guy.

Jesse Richter: Ah, bachelor I don't know.

Lloyd Taylor: Me. I will always be a bachelor. I don't want to be but I think that's the bitter truth, so I'll keep trying but I'll be like George Clooney. Forever single.

Rolo: Well, Tyler can never just decide on a girl, so I'd have to go with Tyler.

Jordan Lundley: Tyler Barso is going to stay a bachelor because he's not very nice to girls.

Tyler Barso: It might be Lloyd. Lloyd doesn't really have success with women, so he might be a bachelor, not by choice. Sorry.

Which member of your class is most likely to travel the world?

Brandon Roberts: You know Rolo's got his Canadian girlfriend, so for whatever that's worth, otherwise, I see Ali getting' out here and goin' around and meeting people and becoming friends with people all over the world. You know, she's a very social gal.

Jesse Richter: Not me, I don't know.

Lloyd Taylor: A lot of kids at this school are going to ride it out. They're going to just do the high school thing and do the college thing and do the job thing. There's not a lot of really big risk takers at Brookside, to be completely honest.

Rolo: Hmm... that's a good one. I know Brandon seems like he's pretty worldly. I mean, he's going to Princeton, isn't he? That's in like England, isn't it?

Jordan Lundley: I think Nova.

Tyler Barso: Nova would travel the world.

Which of your classmates will make the perfect couple?

Brandon Roberts: That's Justin and Mei by far.

Lloyd Taylor: Justin and Mei forever. I mean they've been together since 8th grade I think. It's the only girl he's ever asked out and I think he's her first boyfriend, so I don't see any reason why they would ever split up. I think they already talk about marriage. I'm pretty sure they're getting married like in a few years. Ridiculous.

Rolo: Mei and Justin. I told you they're married already.

Jordan Lundley: You already asked me this—Justin and Mei.

Tyler Barso: Well, I mean, put me, Tyler Barso, with anybody. I mean, it's just pure magic, baby, you know, always. I'm dead serious. There is no giggles here. Look at me.

Talk to me NOW

Which member of your class will first be married?

Ali Gomez: Married would be Mei and Justin. They're going to get married together as soon as they can.

Nova Prescott: The most likely to get married soonest would probably be Justin and Mei.

Mei Kwan: Well, me and Justin. You wanna be honest right now, but yes, me and Justin.

Tess: Definitely Mei because her and Justin have been together forever and I really think they make the cutest couple ever. I think they're going to last.

Which member of your class is most likely to stay as a bachelor?

Ali Gomez: That would be me, Ali all the way. I cannot keep a boyfriend for more than 2 weeks, so I'm going to be single probably for the rest of my life.

Nova Prescott: Brandon.

Mei Kwan: Bachelor, I would say Tyler Barso or Lloyd Taylor.

Tess: I would definitely have to pick my brother Lloyd. I think he needs a little bit more work before he can actually hit the dating scene; we're going to work on it.

Which member of your class is most likely to travel the world?

Ali Gomez: That would be me as well. I want to get out of Brookside; I want to get out of Michigan. I want to go see the world.

Mei Kwan: Jesse & Nova.

Tess: Well there's kind of 2 different options I can go with.

There's Jesse because I can see Jesse definitely wanting to leave Brookside and find new adventures on his motorcycle.

Then there's Rolo, who could kind of like come out and travel the world and find new places to go to and stare at trees and stuff like that.

Which member of your class is most likely to become a teacher?

Ali Gomez: Most likely to become a teacher would be Lloyd.

Nova Prescott: I would say most likely to become a teacher would be Tess.

Mei Kwan: Nova.

Tess: I think Nova would be a great teacher just because she's really nice and she's always on top of things and always involved in school. I think she'd be a great teacher.

Which of your classmates will make the perfect couple?

Ali Gomez: Mei and Justin are already perfect. I mean they've been dating forever but I think the most interesting couple would be Nova and Jesse. I mean they'd be interesting to kind of watch and see how they evolve.

Mei Kwan: Me and Justin, duh. We're already the perfect couple, so.

Tess: Mei and Justin all the way. I mean they're together all the time and they're so cute and everything they do they have their little catch phrases or they finish each other's sentences and they're always together.

Another perfect couple would be Kristen and Anton, "Kranton" as most people know them as I think they'd be really good just because the fact that they're always together and they have a couple name; like you can't really leave high school and not be together.

Which member of your class is most likely to become an author?

Tess: Brandon for sure. He's really smart and he's always talking about school and college and all this good stuff, so definitely him.

Ali Gomez: Most likely to write a book would be Justin. Justin is very smart, so I think he would write his first book.

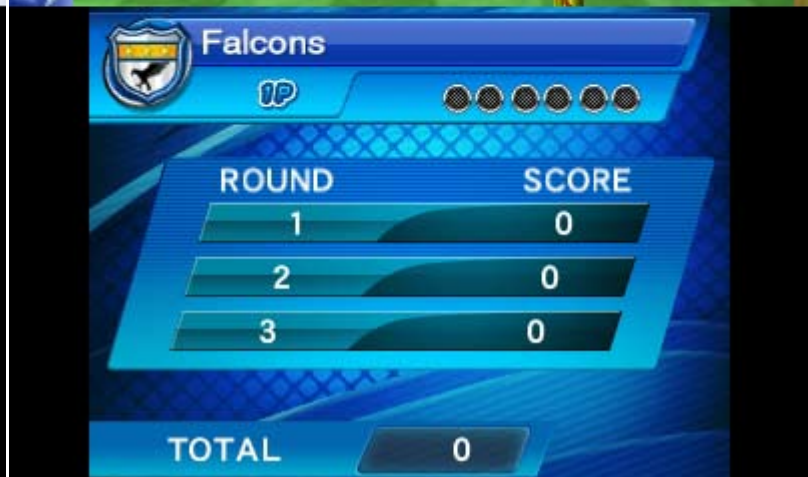
SPORTS



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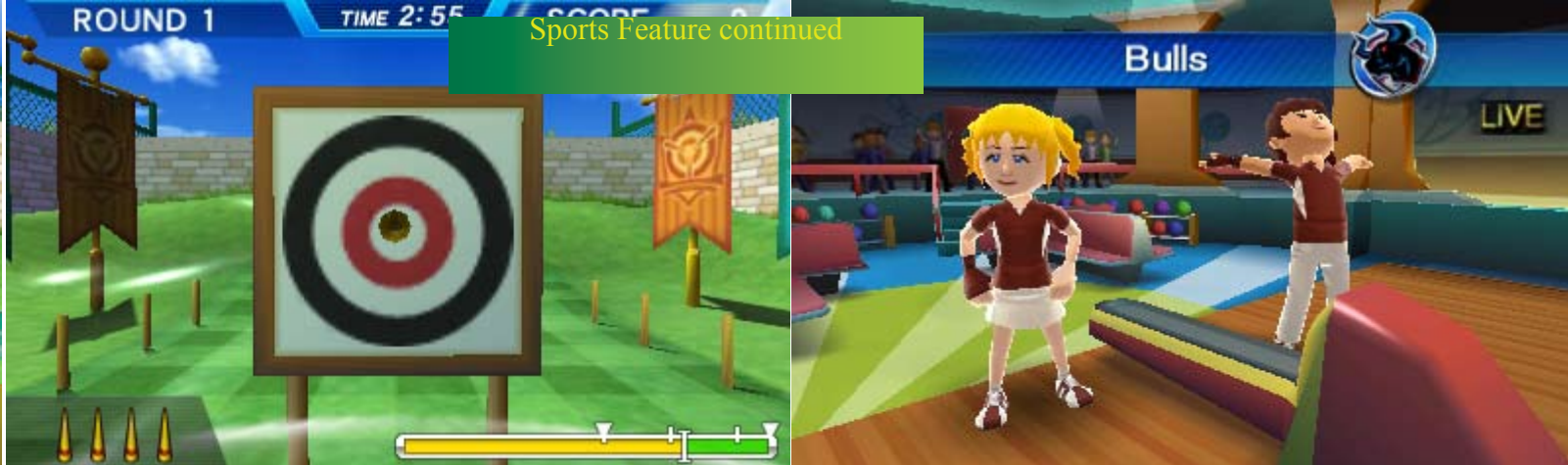


Game: Winter Stars
Company: Deep Silver
Release Date: Christmas 2011
System: Wii/PS3/Xbox 360
Rating: 'RP' - Rating Pending



Game: Deca Sports Extreme

Release Date: September 2011



Falcons 1P

ROUND	SCORE
1	0
2	0
3	0
TOTAL	0



Company: Konami

System: Nintendo 3DS

Rating: 'E' - Everyone {Mild Cartoon Violence}

In the

Trine 2 for European PC/Mac Retail and Digital Release in Q4 2011

Focus Home Interactive is proud to announce their partnership with Frozenbyte to release Trine 2 for PC/Mac retail and digital release in Europe in Q4 2011. Trine 2 is the sequel to the first Trine, the enchanting side scrolling adventure that has enthralled nearly a million players.

Trine 2 is set for Q4 2011 in Europe for PC/Mac retail and digital release, and takes gamers on another adventure with the powerful knight Pontius, the swift thief Zoya and the crafty wizard Amadeus. The three heroes embark on a new adventure more fantastic than ever, where you will have to survive lethal traps and terrifying monsters, solve many physics-based puzzles and unravel an epic mystery during a challenging campaign that can be played either solo or in co-op with up to 3 players online or offline! Featuring stunningly sumptuous



visuals, a masterful original soundtrack, and clever physics-based gameplay, Trine 2 is the perfect mix of old-school platforming action, original physics-based level design, and cooperative multiplayer fun!

Cédric Lagarrigue, CEO Focus Home Interactive: "This is a great pleasure to accompany a studio as talented as Frozenbyte for the European launch of the sequel of this marvelous game. It has already been a great pleasure and privilege playing Trine 2 and

we look forward to sharing this accomplished and fascinating game with everybody in Europe."

Lauri Hyvärinen, CEO Frozenbyte: "We are delighted to partner with Focus and bring Trine 2 to European gamers through their extensive distribution network. We are making sure that Trine 2 as a game will be fantastic and we are happy that Focus will be with us to make sure that the PC version gets the kind of distribution it deserves!"

Trine 2 will be available in Europe as a Standard Edition and as a Collector's Edition that features an exclusive CD soundtrack by the returning composer Ari Pulkkinen (recently of Angry Birds fame).



News

EA SPORTS Madden NFL 12 Regular Season Simulation

Following their match-up in Super Bowl XLV, the Green Bay Packers and Pittsburgh Steelers maintained their dominance over the NFL during the 2011 season according to the official Madden NFL 12 regular season simulation. With less than a week before NFL Kickoff week, EA SPORTS predicted the 2011 NFL regular season's division winners, Wild Card winners, statistical league leaders and individual award winners.

Behind Defensive Player of the Year Clay Matthews, the Packers remained the team to beat in the NFC. They improved on last year's 10-6 record by finishing 13-3 in 2011. Not to be outdone, the reigning AFC Champion Pittsburgh Steelers had an equally dominant 13-win season under the direction of NFL Coach of the Year Mike Tomlin.

However, boosted by significant additions during the offseason, the Philadelphia Eagles and New Eng-

land Patriots were nipping at their heels. Both teams posted a 12-4 record and received a first-round playoff bye. The Eagles' dominance was spearheaded by NFL MVP Michael Vick, whose 29 touchdown passes and nearly 4,000 yards passing were both career highs. Two-time Super Bowl MVP Tom Brady carried the Patriots, finishing with an NFL-best 35 touchdown passes and over 4,000 yards passing.

Green Bay, Philadelphia, New Orleans and St. Louis each won their respective divisions in the NFC, while Offensive Player of the Year Roddy White and the Atlanta Falcons (11-5) secured the fifth seed in the NFC. Locking down the sixth and final playoff spot in the NFC was the playoff-starved Detroit Lions (9-7), a team that hadn't been to the postseason in 12 long years.

The AFC remained a model of consistency as Pittsburgh, New England and Indianapolis each won their respective divisions, with San Diego (11-5) wresting the AFC West away from Kansas City (10-6). The New York Jets once again grabbed the fifth seed with another 11-5 season, while the Baltimore Ravens (10-6) stole

the last playoff spot behind NFL rushing leader Ray Rice, who finished with over 1,600 yards.

RB Mark Ingram of the New Orleans Saints and CB Patrick Peterson of the Arizona Cardinals were named Offensive and Defensive Rookies of the Year, respectively. Dallas LB DeMarcus Ware led the league in sacks with 17, while Baltimore's Ed Reed solidified his ball-hawking reputation with a league-leading 10 interceptions.



Striiv Raises \$6 Million in Funding to Make Fitness Fun

Striiv, the Silicon Valley-based start-up announced it has raised \$6 million in Series A funding. The round was led by Dr. Ronald Chwang with iD Ventures, with angel participation from Colin Angle of iRobot, Dado Banatao of Tallwood Ventures (private investment), along with other angel investors. The financing will be used to support the October launch of the new Striiv device and further support the company's mission to take active gaming outside of the living room to turn everyday activities into fitness opportunities.

In conjunction with the financing round, Striiv also announced both Chwang and Angle have joined Striiv's Board of Directors. Chwang is chairman and president of iD Ventures America, as well as general partner of iD SoftCapital. He has managed \$250 million in venture capital investments in innovative technology start-up companies representing consumer electronics, gaming, and semiconductors, including iRobot, Harmonix Music, and Artx, among others. Angle, founder and CEO of iRobot, is an industry pioneer with more than two decades of mobile technology and consumer electronics experience. As one of the leading authorities on mobile

robots, he guides the strategic direction of iRobot and also sits on the board of Zeo Inc.

"We welcome Ronald and Colin to the Striiv board and thank Dado for his personal investment in our company," says David Wang, CEO and co-founder of Striiv. "Their wealth of experience in bringing ground-breaking products to market is invaluable as we prepare to launch our first product which takes a completely new approach to motivating fitness by blending mobile, social and gaming technology."

According to Chwang: "There is huge potential for health and wellness-related applications, and Striiv's innovative approach puts the company right at the forefront. By combining sensor technology with social and game mechanics and then adding just the right blend of motivation tools, we believe Striiv will reach mass consumer adoption."

Striiv offers a playful approach to fitness. A sleek, portable fitness device, Striiv motivates activity throughout the day via games, personal goals, and donation opportunities – all powered by physical activity. Whether it's a real workout or simple daily interactions like walking to lunch, taking the stairs, or shopping – with Striiv any activity is transformed into an opportunity to get fit, give back, and have fun. Striiv ships in mid-October for \$99.

Character Profile #1 from Airline Tycoon 2

Kalypso Media USA is pleased to release new info about Mbangwe Mogambo, one of the playable characters in Airline Tycoon 2, their upcoming tycoon /strategy game for Windows PC. Mbangwe is a no-frills manager, which is reflected in the style of his airline, Mogamb Air, which gets passengers to their destinations in a sensible, safe and luxury-free manner. More info about Mogambo and his airline can be found in the overview file, available at the link below. Airline Tycoon 2 will arrive in North American retail on October 11, 2011.

A decade after the best-selling Airline Tycoon comes the long awaited sequel to the legendary tongue-in-cheek economic simulation that puts players in the role of CEO of an international airline! Airline Tycoon 2 will challenge players to run a modern airline, design unique airplanes and grow a run-down carrier into a globally recognized company that passengers practically beg to fly. Airports worldwide are waiting to be explored, but beware— your rivals never rest! Crafty opponents are also working to dominate the skies...and they won't

let anything stand in the way of their goals!

Features of Airline Tycoon 2 include:

Build your ideal fleet of planes – use the in-game editor to craft inexpensive mass-transportation “Greyhounds in the sky” or unique, luxury jets that spoil the elite

Jump into the action as one of four playable avatars with unique strengths and weaknesses

Explore your home airport in full 3D, while bossing your employees around and expanding your blossoming airline; you might even meet VIPs at the airport lounge

Random events bring variety to the game -- The Pope wants a special flight? Civil unrest in a global hotspot? Volcanic ash clouds above Europe? If you act quickly, you can profit from these events!

Please go to page 83 of this magazine for Mbangwe Mogambo profile.

Researchers Use New Video Gaming Technology to Detect Illness

COLUMBIA, Mo. –Many older adults lose their independence as their health declines and they are compelled to move into assisted care facilities. Researchers at the University of Missouri and TigerPlace, an independent living community, have been using motion-sensing technology to monitor changes in residents’ health for several years. Now, researchers have found that two devices commonly used for video gaming and security systems are effective in detecting the early onset of illness and fall risk in seniors.

Marjorie Skubic, professor of electrical and computer engineering in the MU College of Engineering, is working with doctoral student, Erik Stone, to use the Microsoft Kinect, a new motion-sensing camera generally used as a video gaming device, to monitor behavior and routine changes in patients at TigerPlace. These changes can indicate increased risk for falls or early symptoms of illnesses.

“The Kinect uses infrared light to create a depth image that produces data in the form of a silhouette, instead of a video or photograph,” said Stone. “This alleviates many seniors’ concerns about privacy when tra-

ditional web camera-based monitoring systems are used.”

Another doctoral student, Liang Liu, is collaborating with Mihail Popescu, assistant professor in the College of Engineering and the Department of Health Management and Informatics in the MU School of Medicine, to develop a fall detection system that uses Doppler radar to recognize changes in walking, bending and other movements that may indicate a heightened risk for falls. Different human body parts create unique images, or “signatures,” on Doppler radar. Since falls combine a series of body part motions, the radar system can recognize a fall based on its distinct “signature.”

“Falls are especially dangerous for older adults and if they don’t get help immediately, the chances of serious injury or death are increased,” said Liu. “If emergency personnel are informed about a fall right away, it can significantly improve the outcome for the injured patient.”

Both motion-sensing systems provide automated data that alert care providers when patients need assistance or a medical intervention. The systems currently are used for monitoring residents at TigerPlace in

Columbia. Skubic says the system allows residents to maintain their independence and take comfort in knowing that illnesses or falls may be detected early.

Stone's study, "Evaluation of an Inexpensive Depth Camera for Passive In-Home Fall Risk Assessment," won the best paper award at the Pervasive Health Conference, in Dublin, Ireland in May. Liu's study, "Automatic Fall Detection Based on Doppler Radar Motion," received the best poster award at the conference. Liu's paper was a collaboration with GE Global Research and co-authored by Tarik Yardibi and Paul Cuddihy. TigerPlace is a joint project of the Sinclair School of Nursing and AmErikare, a long-term care company. For more information about MU's interdisciplinary eldercare technology research, visit <http://eldertech.missouri.edu> or www.agingmo.com.

The research is part of Mizzou Advantage, the five unique areas that set MU apart from other universities. The project contributes to the "Managing Innovation: Navigating Disruptive and Transformational Technologies" initiative that will touch on virtually every part of the university to explore areas in which existing technologies are changing rapidly.

Nickelodeon introduces its first Facebook game

Nickelodeon's Virtual Worlds Group introduces its first Facebook game with Neopets: Treasure Keepers. Inspired by Neopets, which is known as the original virtual world, Treasure Keepers leverages the unique personality, lore and popularity of Neopets.com while offering a new experience via Facebook's social gaming platform. Free to play, Neopets: Treasure Keepers offers an exciting and engaging experience for Facebook's teen and adult audience. The standalone flash-based game invites players to create and manage their own online shops, while completing quests and collecting a variety of items. Treasure Keepers is launching with four environments and 60 quests for users to explore. Players have access to 500 items to collect and sell, creating a truly customizable social game play experience. To shop for upgrades and décor, users can purchase Facebook credits. Building upon the rich heritage of Neopets, Nickelodeon partnered with the virtual world's original creators, who are now at Meteor Games, to develop Treasure Keepers. Leveraging the nostalgia of Neopets' longstanding social community, the growth of the world to Facebook offers a new touch point for Nickelodeon.

Openbucks Launches the Gift Card Payment Network

Openbucks (www.openbucks.com) is launching the Gift Card Payment Network. For the first time ever, consumers can use gift cards from trusted retail brands, such as Subway, Circle K, CITGO, Hess and Sports Authority, as payment for online games and at ecommerce sites. Openbucks turns gift cards into a convenient online purchasing and payment method and is ideal for people who do not have a credit card or prefer not to use them when paying online.

"We've created Openbucks to provide consumers with a simple and safe way to pay online - similar to cash in the brick-and-mortar world," said Marc Rochman, CEO and founder of Openbucks. "Twenty-five percent of U.S. households and most U.S. teens have no or very limited access to credit cards, and many consumers are leery of giving out financial information. We're aiming to give these people a frictionless way to purchase online."

Using an Openbucks-enabled gift card, consumers can complete a transaction in five seconds or less. After purchasing a gift card at one of more than 100,000 locations in the United States and Canada, consumers can use it in hundreds of online games, including Aeria Games, Artix Entertainment, Bigpoint and World Golf Tour, and e-tailers, which together have over 300 million monthly active users.

For instance, if you want to buy in-game credits for Bigpoint's hit Battlestar Galactica Online or new golf gear in World Golf Tour without a credit card, just enter the card number and pin on the back of your Subway gift card and the transaction is complete.

"We are building the world's largest prepaid distribution network, leveraging existing popular gift card programs," said Itamar Kandel, president and co-founder of Openbucks. "Virtual goods purchases are projected to reach \$10 billion by 2013 so we believe the gaming market is a great place to start. In beta testing, we're finding that up to 74 percent of the people who made an in-game purchase using a gift card through Openbucks had never bought virtual goods before. This is something our retailers and gaming companies are loving."

Using Openbucks is easy whether you are a consumer, an online merchant or a retail gift card issuer. Consumers do not have to worry about going over budget, getting a bill at the end of the month or hassling with

filling out complicated payment forms at the end of the check out process. Online merchants can add the Openbucks payment option to their shopping cart in a few simple steps through an application programming interface (API).

It takes little effort for retail gift card issuers to integrate with Openbucks as the company has relationships with the main processing companies, including Ceridian Stored Value Solutions and Fifth Third Bank.

Initial retailers participating in the Openbucks Gift Card Payment Network include Subway, Circle K, CITGO, Hess and Sports Authority, which collectively have more than 41,000 stores and are distributed at more than 60,000 additional points of sales, which means more than 97 percent of consumers can grab a gift card from an Openbucks retail partner within minutes.

Retailers can leverage their existing gift card programs by making their gift cards a preferred and recurring way to pay online for consumers, driving foot traffic from online to offline (O2O). Retailers receive free online exposure at checkout where consumers are focused and engaged, keeping their brands top of mind, and earn a profit from sales captured in the shopping cart of third party merchants via an embedded mini digital store, a proprietary technology for which Openbucks has several pending patents.

Grease Coming to Kinect and PlayStation Move

It's the one that you want! Global video game publisher 505 Games announced that this fall they are releasing the ultimate singing and dancing Grease experience for both Kinect for Xbox 360 and PlayStation Move for PlayStation 3 computer entertainment system.

Grease delivers the movie's signature choreography and legendary songs combined with today's motion-sensor technology so fans can dance and sing along to their favorite Grease tunes including iconic anthems like "You're the One That I Want", "Greased Lightning" and "Summer Nights." Grease allows players to sing or dance as a solo act, in a duet or four players can team up to sing and dance together for a sensational musical performance.

Grease key features include:

SING!: The game features 15 song compositions from the original film and 5 bonus classic rock 'n' roll tracks.

DANCE!: Hours of fun with rock 'n' roll routines from the movie, including duet choreography and freestyle sections where players can express their individuality and dance for increased points.

GAMEPLAY MODES: Game includes Dance Mode and Karaoke Mode with both featuring versus and co-operative play.

COOPERATIVE GAMEPLAY: Up to eight-players can compete in Party Mode -- two teams of four players consisting of 2 dancers and 2 singers at any one time.

Developed by Zoe Mode and published by 505 Games under license from Paramount Digital Entertainment, with officially licensed song compositions and timeless choreography from the movie, Grease provides an interactive social singing and dancing experience where players can turn up their style and release their inner rock 'n roller.

Grease for Kinect for Xbox 360 and PlayStation Move for Playstation 3 is rated "T" for Teen by the Entertainment Software Rating Board (ESRB) and will launch in North America on October 25 and worldwide on November 4. For more information about Grease please visit www.greasethegame.com.

Jetpack Joyride Celebrates 350K Downloads with Free Update

Halfbrick announced that its latest iOS sensation Jetpack Joyride has surpassed 350,000 downloads in its first week. Halfbrick currently has two Top 10 paid apps on the App Store: Fruit Ninja and Jetpack Joyride.

"We knew we had a great game with Jetpack Joyride, and we're glad 350,000 people agree," said Phil Larsen, Chief Marketing Officer at Halfbrick. "To show all of our Halfbrick fans our appreciation for making this game a #1 hit around the world, we have already added a new content update and are committed to adding content on a regular basis."

Halfbrick released the first free update for Jetpack Joyride, adding new unlockable content to the game:

Mr. Cuddles - A brand new vehicle for Barry to wreak havoc in. Skyrocket through the lab in a giant robot dragon that breathes fire!

Fruit Jetpack - Fans of our other hit game Fruit Ninja will recognize this one instantly! You'll be cruising through the air and sending fruit flying, with delicious juice splattering all over the lab. Messy but fun!

Honest Phil Costume - A cameo appearance from the marketing maestro behind Jetpack Joyride and Barry Steakfries, you can roll with style as an awesome Australian dude!

Jetpack Joyride will skyrocket players into the latest adventure featuring the lovable and mischievous hero Barry Steakfries, who captured hearts in previous Halfbrick mobile games, Barry discovers the ultimate opportunity to turn his boring life into one of adventure, heroics and beach chairs! Inside a "secret" evil laboratory filled with jetpacks and mysterious obstacles, he commandeers the fun-fueled technology and literally shoots for the skies on a shower of bullets, rainbows, bubbles and more!



Max & the Magic Marker: Gold Edition Coming to PSN

PAN Vision and Press Play announced that Max & the Magic Marker: Gold Edition will be coming to the PlayStation Network this Fall to European and US audiences. An artful platform game set in a world of drawings, Max & the Magic Marker: Gold Edition will offer the same award-winning gameplay that made it a blockbuster success on the PC, Mac, WiiWare™ and iOS, but updated for PSN with high definition graphics and support for Sony's PlayStation Move motion controller.

Max & the Magic Marker: Gold Edition immerses players in a world where doodles and drawings come to life. Players must help Max run and jump through levels, overcome obstacles, solve puzzles, and defeat enemies – all while using the freehand drawing gameplay to outthink and outdraw even the hardest of challenges. Grounded in realistic physics, the ability to draw almost any object or tool allows players to stretch their imaginations. From make-shift shelters, to stairs, bridges, catapults and even hot air balloons, nothing is impossible!

Features of Max & the Magic Marker: Gold Edition include:

- 58 inventive and puzzling levels to scribble your way through
- 3 immersive cartoon worlds inspired by children's drawings
- Dynamic drawing capabilities with realistic physics
- Death traps, monsters, and challenging puzzles
- Unlockable challenges, secrets, and rewards to discover and achieve
- High definition graphics in 1080p
- Compatible with Sony's PlayStation Move controller

Well-received and reviewed since it first hit the market, Max & the Magic Marker has received a multitude of awards. It was also winner of the Direct2Drive Vision Award during the 2010 Independent Games Festival, held in San Francisco, California, and was widely panned by critics as one of the best games of 2010.

Gamers who do not have access to the PlayStation Network can also download the game through PC and Mac through Press Play's website as well as Direct2Drive, Impulse and GamersGate. It is also available for purchase through WiiWare in the Wii Shop Channel, and downloadable for iPhone, iPod touch and iPad devices from the App Store.

Playing Video Games Helps Older Adults Feel Sharper?

PopCap Games and University of Massachusetts Amherst psychology researcher Susan K. Whitbourne, Ph.D., presented the results of a survey that compared the videogame playing habits of older and younger adults at this year's American Psychological Association's (APA) annual convention in Washington D.C. The survey of more than 10,000 U.S. adults investigated the feasibility of Bejeweled Blitz as a cognitive training tool for older adults. According to Whitbourne, of those who play Bejeweled Blitz regularly, 47% of adults over 50 reported feeling sharper while performing other tasks and 23.9% of adults over 65 felt their ability to see patterns improved. Bejeweled Blitz is a highly popular social game developed by survey underwriter PopCap Games, a leading developer and publisher of casual video games. The survey is the first in a series to examine the cognitive value of videogame play on an older audience; most research has focused on studying the benefits of video games on children and young adults.

STATE OF GAMING



CHRISTMAS

It may seem strange to be thinking about Christmas in September. After all the next major holiday is Thanksgiving. Yet game companies are prepping some of their best releases from now until Christmas. Why? They are banking on you spending money on someone to celebrate the birth of Jesus Christ. Even though the economy sputters along there will be money on the table for most of these companies. Families will be looking for the games that are good for them.

What does this mean for Family Friendly Gaming? Tons

of games will be played, and reviewed. The smart companies send us products because they know families look to Family Friendly Gaming to assist in their purchase making decisions. We will be busy, busy, busy. Expect slower responses as we drown in games at some point or another.

What does this mean for you? Expect numerous choices when it comes to apps, games, DVDs, and Blu-rays. This can be overwhelming even for the most educated consumer. We freely offer our services to help you in those purchase making decisions. Work hard to stay out of debt when purchasing things for friends and family. We recommend products,

but never recommend going into debt to purchase them.

What does it mean for the developers, publishers, and other companies? They want to get the word out about their products. They will be wooing the consumers any way they can. They will be advertising with Family Friendly Gaming. They will send us products. They will send us nice little collectibles. They will work diligently to stick out from the pack.

It has begun, and there is a long way to go. Lord willing you will find precious time to spend with loved ones this Christmas. Remember not to stress.

James 4:4-6

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. 5 Or do you think Scripture says without reason that he jealously longs for the spirit he has caused to dwell in us? 6 But he gives us more grace. That is why Scripture says: "God opposes the proud but shows favor to the humble."

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.

Nintendo DS	Score	Page
Ragnarok DS	59	28

Wii	Score	Page
Active Life Explorer	93	33
Lost in Shadow	76	34
Punch-Out	71	35
The Lord of the Rings Aragorn's Quest	62	30

iPod Touch/iPhone	Score	Page
Dog Pile	79	39

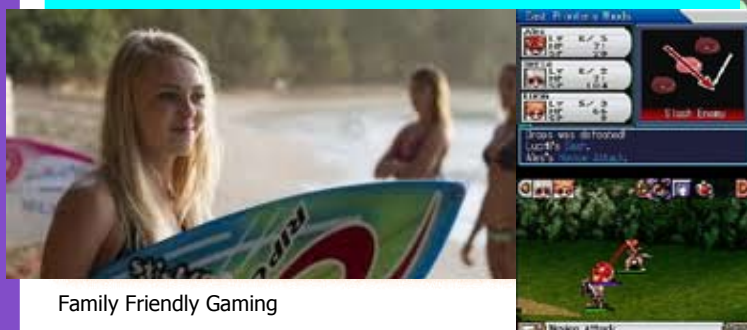
iPad	Score	Page
Dog Pile	79	39

Playstation 3	Score	Page
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Nintendo 3DS	Score	Page
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Ragnarok DS

SCORE: 59



We did not have much information on Ragnarok DS before it was released. After release was about the same. But about a year later it dawned on me that we had not covered this Nintendo DS game. So I got it on our video game wish list, and when the revenue came in purchased it. I had heard some bad things from other media outlets about Ragnarok DS, but I do not let them sway my opinion. A broken clock is right two times a day so I am aware that they can be accurate from time to time.

Ragnarok DS starts out pretty tame. You don't know what you are doing, and who the characters are. Like an onion this hand held game eventually reveals layers. About all we know at the beginning is the main character is greedy, and the female support is sticking with her man.

I am not impressed with the visuals in Ragnarok DS. There are some bugs in this game that should have never made it into a production release. Your main character walks faster than his



two team mates. They will vanish and appear right behind the character. Go in a long line and it will happen again and again. Violence, enticement to lust, and magic are also present in Ragnarok DS.

What happened to role playing games? When I played the heroes were virtuous and honorable. At some point the industry decided bad mouthed, self centered, hateful characters are what heroes are supposed to be. This is very disappointing. As well as the goddess worship in Ragnarok DS. The music is okay and one of the saving graces of



this hand held title.

There are numerous items in Ragnarok DS, along with cards to be slotted into some armor/weapons. The problem is the player can only carry so many at once. Plus I could go through quest after quest with no need to upgrade. There is little to no reason to replay Ragnarok DS. The length of the story is also a bit short in my opinion. Some quests were rehash and became rather annoying.

I love the leveling up system, and the job system. They are both a bit primitive especially the job system but one of the shining stars of Ragnarok DS. The game play itself is boring beyond belief. It takes a strong person to play through all the lame hacking and slashing in Ragnarok DS. I

got bored with it in cycles.

The whole goddess worship along with the greed are the two main lessons in Ragnarok DS. I wish this Nintendo DS game had been better in the moral the ethical departments. No sequels are needed to this franchise in my personal opinion.
- Paul

Publisher: XSeed Games
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Alcohol Reference, Mild Fantasy Violence, Mild Language, Suggestive Themes}

Graphics: 51%
Sounds: 57%
Replay/Extras: 70%
Gameplay: 66%
Family Friendly Factor: 52%

Family Friendly Gaming





3D Classics Excitebike

SCORE: 73



3D Classics Excitebike is a game on the Nintendo 3DS we were able to download for free. I volunteered to review this little game. This game does have 3D effects in it, but they are a tad disappointing in my opinion. The Excitebike franchise has a very long history in the video game industry. 3D Classics Excitebike is sort of a 3D version of the old NES title. Players race around a track with hills to launch themselves off of. Make a mistake and your biker will take a tumble. Then you have to wait for him to run back onto the track and get back on the bike. Since races in 3D Classics Excitebike are timed players want to avoid mistakes whenever possible.

Graphically 3D Classics Excitebike leaves mounds of dirt to be desired. Everything in 3D Classics Excitebike is tiny. The violence in crashing is present but

the small images make it hard to discern. I did not see any blood or gore. Other racers can be the biggest issue in 3D Classics Excitebike. They caused me to crash over and over again. Thankfully there is a sole race mode.

The music and sounds in 3D Classics Excitebike are nostalgic. They do feel past their prime in a lot of ways. The engine revving sounds fit the theme of this game. I did not find any offensive sounds or words while playing 3D Classics Excitebike on the Nintendo 3DS.

3D Classics Excitebike was totally free to us and for us. So it was worth the price. If we had to put a price tag on this game it would not be very high. There are a few races to run, and players can create their own tracks. After that there is little reason to replay 3D Classics Excitebike. Which is sad because this game could have been something special.



The most frustrating part of 3D Classics Excitebike is how it controls. This game is very touchy about how you play it. At times I did jumps fine, and others watched my guy cart wheel from a crash. There is a very fine line between doing it right and crashing. 3D Classics Excitebike is not very forgiving to players. Some jumps I would go flying, and others barely launch. I became frustrated playing this game.

The 3D effects in 3D Classics Excitebike seem to shift the game just a little. Bringing it to 2D just flattens it out. I am not impressed with the 3D in this game. I learned to race as quickly as possible, and avoid the other racers. The various lanes should have helped avoid the other racers but were not as helpful as one would think.
- Frank



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

Graphics: 70%
Sounds: 75%
Replay/Extras: 80%
Gameplay: 67%
Family Friendly Factor: 73%





The Lord of the Rings Aragorn's Quest



SCORE: 62

Some franchises need to stay in retirement. Bringing them out for another go is not always a good idea. Case in point The Lord of the Rings Aragorn's Quest. I purchased the Wii version so I could write this review. Spending my money on The Lord of the Rings Aragorn's Quest was a mistake. One I hope you will learn from. Please avoid this game.



It is some years in the future and King Aragorn is coming to the Shire. Sam is married and has children. He named one of the boys Frodo. That is really nice of him to honor his nine fingered friend. The game levels are told in stories. So if you make a mistake and die the narrator comments on how it did not happen that way. Nice little touch there WB Games.

Middle Earth has looked better. The Lord of the Rings Aragorn's Quest goes for a cartoon look and feel. The level of violence in this home console game is intense. I do not think they could have stuffed any more violent content into this game. Magical spells are also present to help the player progress through the levels. Various scary creatures

from the movies are in this game.

I expected the sounds in The Lord of the Rings Aragorn's Quest to be majestic, powerful, and amazing. Instead they were many of the recycled sounds we have grown accustomed to. Sound bytes from the movies are put in key locations. I feel like we have been there before, and The Lord of the Rings Aragorn's Quest is just trying to cash in on the franchise.

There are secrets and hidden items in The Lord of the Rings Aragorn's Quest. I rarely took much interest in finding them though. I kept looking for new Lord of the Rings content, but there is little to be found in this game. I feel my money was wasted on this game.

The violent content in The Lord of the Rings Aragorn's Quest is way over done. It almost put me to sleep a few times. I got tired of the repetitive nature of hacking and slashing a few enemies. I would then run a bit, and hack and slash some more. The controls do not always behave and that is one of the real frustrations of this game. The core concept of The Lord of the Rings Aragorn's Quest is to kill everything that moves.

The Lord of the Rings contains various content and styles. The Lord of the Rings Aragorn's Quest is violence only.



If the characters in the movie had to wade through this much blood they would have never made it anywhere. This game teaches to get them before they get you. Do that thousands of times to everyone you meet.
- Sam

Publisher: WB Games
System: Wii/PS3/PS2
Rating: 'T' - Teen
{Fantasy Violence}

Graphics: 59%
Sounds: 63%
Replay/Extras: 72%
Gameplay: 50%
Family Friendly Factor: 68%



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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Active Life Explorer

SCORE: 93



I love video games that get us up off the couch. The video game industry has a horrible public image, so it is great to see games like Active Life Explorer. I can use games like this one as evidence to the good in the industry. Sure there are plenty of bad games out there. But I prefer to spend as much time as possible focusing on the good ones. Active Life Explorer on the Wii is one of those good ones. This is also the third Active Life game we have reviewed at Family Friendly Gaming. This time you are a treasure hunter. Active Life Explorer blends a video game creative concept with exercise masterfully. Active Life Explorer feels more like a game that has exercise as part of the game play instead of an exercise activity that has some gaming elements to it.

Active Life Explorer is alive with wonderful colors that bring joy to the lives of all that play it. I love the approachable characters in this home console video game.

I also like the various activities and celebrations. The only down side to Active Life Explorer is there is some violent con-



tent. Characters can get damaged by various things. This slows the player down. An example would be not ducking on the top of a train before meeting a low hanging bar.

I love it when games are encouraging. It is such a downer that so many are negative and discouraging to players. Active Life Explorer encourages players to do better. The music is fantastic and fits the theme of this Wii game. I enjoyed the special effect sounds because they bring such joy. The storyline is the most interesting of any of the Active Life games.

There are twenty-four games to unearth in the Free Play mode of Active Life Explorer. The Treasure Adventure is long enough to keep any intelligent

gamer occupied for months. Up to eight family members can enjoy the Party Mode together.



The Treasure Room and Treasure Trials will add to the life cycle of this Wii game. I spent my own money on Active Life Explorer and it was well spent.

The mat is a little different in this franchise than other mat based games. I found that it works like a dream. I was sweating while playing Active Life Explorer. I find that to be a very good thing. I love it when games challenge me in good ways. Active Life Explorer is a blast to play.

The main lesson in Active Life Explorer is to be active. Too many people spend too many hours sitting there doing nothing. Their girth grows, as well as their impatience. Active Life Explorer not only helps the devastated image of the industry, it also helps us be better. I would love to see sequels to this franchise in the future. - Paul

Publisher: Namco Bandai
System: Wii
Rating: 'E' - Everyone
{Cartoon Violence}

Graphics: 90%
Sounds: 89%
Replay/Extras: 99%
Gameplay: 95%
Family Friendly Factor: 92%

Family Friendly Gaming





Lost in Shadow

SCORE: 76



Lost in Shadow is an interesting game. I can not understand why Hudson Entertainment had such problems in America with innovative ideas like Lost in Shadow. We play a shadow in this Wii game that was severed



the weight of your shadow which is in essence your health points.

The music in Lost in Shadow is orchestral level. I found myself very

impressed with the ambience of Lost in Shadow. It can be a little mysterious at times, and excitement at reaching a new height at others. The special effect sounds resonate properly in this Wii game. The spider creatures have a sound that chilled me to my bones.

Lost in Shadow did not cost me much money. I helped out the website by clicking an

Amazon box from the website, and then purchasing this game from Amazon. This game is long and there are numerous secrets to discover. I feel like I got my money's worth from this game. Only one family member can play Lost in Shadow at a time.

Playing a shadow is an innovative enough idea on its own. Hudson Entertainment did not stop there though. They allow all kinds of shadow manipulation to get through the levels. Lost in Shadow is a blast to play on the Wii. It is one of the most artistic games I have ever played on the Wii. The violent content in Lost in Shadow gets old, but the puzzle elements are awesome.

I waffle back and forth on the shadow element of Lost in Shadow. A shadow does not have a mind of its own. A spirit does. So are we a dark spirit in Lost in Shadow? Certainly something worthy of debate. The violent

content is one of the things that holds Lost in Shadow back. This game could be so much better without it in my humble opinion.

- Luke



Publisher: Hudson Entertainment
System: Wii
Rating: 'E10+' - Everyone 10+
{Animated Blood, Mild Fantasy Violence}

Graphics: 70%
Sounds: 79%
Replay/Extras: 80%
Gameplay: 81%
Family Friendly Factor: 70%





Punch-Out

SCORE: 71



Now that Nintendo Wii games are coming down in price we are able to purchase some that were missed. We also know millions of our readers want to know if they should spend their money on games like Punch-Out. They patiently wait for us to review them. Punch-Out is a boxing game that has some deep roots in the history of video games. With the Wii Nintendo added some controls that will get family members moving. My biggest complaint about Punch-Out is the patterns. Boxers can only be beaten by following a certain pattern. This leads to pure boredom in my opinion.

The cel shaded graphics do this franchise some justice. The different characters look like they are supposed to. Characters like King Hippo are very obese. Characters in Punch-Out will show damage as they get hit.

Bruises and band-aids will appear on specific areas of their bodies. Some characters can look extremely beat up after taking too many hits.

Your trainer/coach makes various comments throughout the matches. Some of his comments will help you find the pattern to win, and others are humorous. At times I did not find his comments humorous though. The music in Punch-Out fits the theme. I felt like I was in a cartoon world of boxing. The punching sounds are exaggerated, but this is a video game after all.

There are enough matches and modes in Punch-Out to warrant the price. As long as you can properly handle all of the violent content. The price is good especially considering Punch-Out is not a spring chicken anymore. Two family members can beat each other senseless inside a video game. If you approve of that kind of behavior.

I do not like the



game play in Punch-Out. There, I put all my cards on the table. Having to follow a specific pattern to win gets old. The joy of Punch-Out is to find that pattern. Once you do this game gets boring. It also limits the strategy the player can employ. I would rather have a more open boxing world where I can use different strategies to win.

It is my hope that aggressive people can use Punch-Out to release some of those aggressions. My concern is it will make people more aggressive. Spouse abuse is a big problem that few want to look at. In my opinion Punch-Out should be a 'T' for Teen rated video game. Punch-Out teaches to look for an opening and then smash through it. Once you find that opening you have to hit them as many times as you can.

- Frank



Publisher: Nintendo
System: Wii
Rating: 'E10+' - Everyone 10+
{Cartoon Violence, Comic Mischief}

Graphics: 69%
Sounds: 72%
Replay/Extras: 81%
Gameplay: 68%
Family Friendly Factor: 66%





Soul Surfer

SCORE: 96



Recently I realized that a reviewable copy of Soul Surfer had not made it to the Family Friendly Gaming offices. So I saved up the money, and purchased the DVD. There are two reasons: one I wanted to review the DVD, and two I wanted to see the movie again. We were invited to an early sneak peek of the movie in theatres.

You probably read my Editor's Desk column on it. Soul Surfer is based on the real life true story of Bethany Hamilton. She is a teenage surfer with all kinds of promise and talent. A shark comes out of the water and bites off her arm. Where does she go from there? Does she wallow in self misery? Or does she go back into the water?

The images in Soul Surfer are beautiful. The ocean, the mountains, trees, sand, and more are all amazing. Seeing the tunnel in a fantastic wave is awesome. The girls in Soul Surfer do wear bikinis, and the father (played by Dennis Quaid) does have his shirt off in certain scenes. If those things bother you, I wanted to give you fair warning. The shark scene is over before you know it. Getting her medical help is where the amazing intensity comes into play. The actors and



actresses did the most realistic job I have ever seen of that kind of emergency.

There is a scene where the two girls are looking at bikinis after they have been sponsored. One of them picks one out and asks the opinion of the other. She comments on it being an eye patch and would be a problem out there surfing. I found this level of modesty placed inside humor to be refreshing. Too often Hollywood shoves poor morals down the viewers throat. It is so great to see a mention of good morals. The music in Soul Surfer is awesome, and there is a little bit about God.

I have to admit

Soul Surfer is the least preachy movie I have seen in a long time that might fit under the Christian movie umbrella. To me this is a sports film, and an uplifting encouraging one at that. Soul Surfer puts Rocky down for the count in terms of encouraging sports films. The way Bethany wins over her enemies is astounding. She also is happy throughout the movie. Sure she has moments of doubt, and she faces issues with only one arm. She does not give up. She continues on in the most inspiring way.

There are numerous special bonus features that families can enjoy. Deleted scenes, documentary, and featurettes. The Heart of a Soul Surfer is my personal favorite. It is amazing

to see how God has used her in a dark industry. Reminds me of how God placed me in this dark industry. Shining as an amazing example to others is quite a calling. I am so pleased to see how much success Soul Surfer has had. This DVD earns our seal of approval. - Paul



Publisher: Sony
System: DVD
Rating: 'PG' for Parental Guidance suggested
{For an intense accident sequence and some thematic material}

Family Friendly Gaming

Graphics: 85%
Sounds: 100%
Replay/Extras: 96%
Gameplay: 100%
Family Friendly Factor: 100%





FROM THE CREATORS OF
FIREPROOF
COURAGEOUS
HONOR BEGINS AT HOME

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

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

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AFFIRM FILMS



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Smallville Season Three



SCORE: 67

We have been so busy here at Family Friendly Gaming that I have not had time for Smallville Season Three. For those that have forgotten I decided to go completely through this show from the start until its finish. As season eight and season nine came out we reviewed them. I am now finishing up re-watching season three of Smallville for this review. Smallville Season Three starts out with Clark in Metropolis under the control of the red kryptonite. Lex is marooned on a deserted island.

Smallville Season Three goes into adult only materials on numerous occasions. From the violence to the enticement to lust. There are some extremely racy scenes in Smallville Season Three. Very little is left to the viewers imagination which is a shame that they stole from us the right to be creative. Christopher Reeves makes a surprise appearance. Adam is a new psycho character that exposes a problem Lionel is having. Alicia is one of the better characters in Smallville Season Three but way under utilized. They should have arced her story much longer than they did.

The acting of the charac-



ters continues to be stellar. The bad language could have been left on the cutting room floor. It is amazing that some think it is needed to express certain emotions. It only shows a lack of originality, and a lack of creativity. Smallville Season Three includes tons of lies, and deception. There are certain clubs of people that know certain things, and they keep that from others.

There are few episodes in Smallville Season Three that I enjoy watching more than once. Smallville Season Three tells a continuous storyline but some of the episodes are stand alone. Sadly many of the same themes are there over and over again. Kryptonite makes humans crazy and gives them some super power. Clark has to stop them. Lex and his father battle over the past, and the Kents do

whatever they can to keep Clark safe. There are a few extras in the form of a gag reel, and the Chloe chronicles.

The stories in Smallville Season Three take a darker turn. Lex has a mental breakdown thanks to drugs his father slipped him. Suicide and obsession are touched upon in this season. Clark is not also heroic in Smallville Season Three. He generally tries to do the right thing. There are many evil characters in this season. Some I wish they had made tamer - like Alicia.

The parent figures in Smallville Season Three continue to be weak. Either they let teenagers do whatever they see fit to do, or they are shown as dictators who do not have their childrens best interest at heart. This is sad because in the real world parents take care of their children, and guide them. Marriage and sex are shown in cheap ways as well.

- Paul



Publisher: WB
System: DVD
Rating: 'NR' - Not Rated

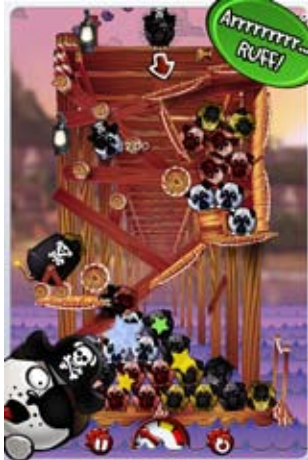
Graphics: 60%
Sounds: 62%
Replay/Extras: 76%
Gameplay: 73%
Family Friendly Factor: 65%





Dog Pile

SCORE: 79



I like the concept behind Dog Pile. This iPhone/iPod Touch/iPad game is a three or more matching game where you drop a dog from the top and have them bounce around until they hit the bottom. If they hit the same color then they go away. So a tried and true gaming concept has been merged with a very old school gaming machine. Dog Pile is deeper than that if you look at the meaning of the two words. These dogs are piled up on top of one another in a Dog Pile. I did not get that clever joke at first, but after some hours with this app it came to me. The various special bumpers and what not (editor: like a punching glove) add some depth to this hand held video game.

Dog Pile includes various themes in the different worlds. I enjoyed some of the graphics and others were not to my personal liking. The good news



is there are worlds in Dog Pile that should appeal to various members of the family. The rotund dogs are kept family friendly in the visuals. Just like there are different visual themes there are also different songs to go with the areas. These songs fit the areas of space, pirate, and comical.

The special effect sounds work great for this game. I enjoyed collecting bones and hitting certain bumpers for a higher score. I picked up Dog Pile when it was free (for a limited time). It is now selling for ninety-nine cents. Each world has twelve levels and there are currently three worlds with a promise of more coming. The amount of levels in Dog Pile are a little below average compared to other games. As they continue to



add worlds they will even that out. The controls in Dog Pile work well as a general rule. I did run into some issues while playing Dog Pile. Some of the things in Dog Pile are hard to see. I would hit something that I did not see. The tilting of the machine is what controls the player uses in Dog Pile.

The physics utilized in Dog Pile are fantastic. I loved seeing things roll around after I removed certain ones. Matching is the first lesson I found in Dog Pile. The dogs are unique enough that all gaming age family members can discern which goes where. I next learned how to tilt the machine to reach my destination. I had fun playing Dog Pile. My one complaint is that this app is on the short side.
- Yolanda

Publisher: ArtWitz Design and JoshOClock
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+

Graphics: 78%
Sounds: 79%
Replay/Extras: 75%
Gameplay: 83%
Family Friendly Factor: 79%



DEVELOPING GAMES





SLES

Game: National Geographic Challenge!

Company: UTV Ignition Games

Release Date: Fall, 2011

System: Xbox 360/PS3/Wii

Rating: 'RP' - Rating Pending

Which city has been home to emperors, or Caesars, such as Nero and Trajan?

✓ 2/2



Rome



Zurich



Athens



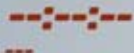
Sofia



STATUE OF LIBERTY

Level 1

BEST TIME:



CURRENT TIME:

00:01:27

Multiplayer



Game: National Geographic Challenge!

Company: UTV Ignition Games

Release Date: Fall, 2011

System: Xbox 360/PS3/Wii

Rating: 'RP' - Rating Pending



Whose birthplace is a popular tourist attraction in Caracas, Venezuela?



A famous statue by Michelangelo is ... who?



Who became Prime Minister of Greenland in 2009?



Territory Claimed!

Congratulations! You have explored Western Canada

CONTINUE



Game: Legends of Pegasus
Company: Kalypso Media

Family Friendly Gaming



LEGENDS
OF PEGASUS
PEGASUS

LEGENDS
OF PEGASUS
PEGASUS

LEGENDS
OF PEGASUS
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OF PEGASUS
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LEGENDS
OF PEGASUS
PEGASUS

Release Date: Q2 2011

System: Personal Computer

Family Friendly Gaming

Rating: 'RP' - Rating Pending





Game: Squids
Company: The Game Bakers
Release Date: October 2011
System: iPad/ Mac/ PC/iPhone/iPod Touch
Rating: 'RP' - Rating Pending



Game: Time 2
Release Date: Fall 2011



Company: Atlus

System: Xbox 360/PS3/PC

Family Friendly Gaming

Rating: 'RP' - Rating Pending



Game: Cities XL 2012

Company: Focus Home Interactive

Available: October 2011

System: Personal Computer

Rating: 'RP' - Rating Pending



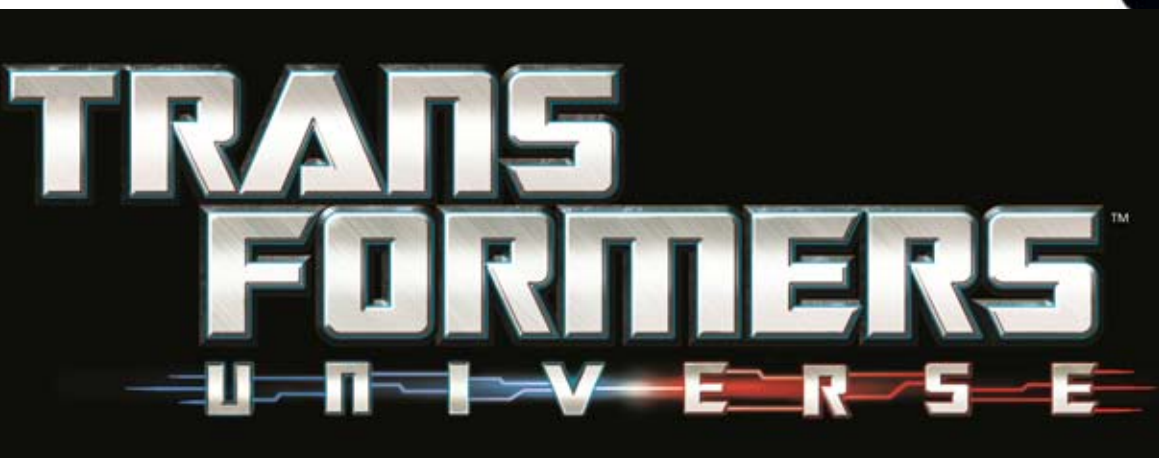
CitiesXL
2012





Game: Cities XL 2012
Company: Focus Home Interactive
Available: October 2011
System: Personal Computer
Rating: 'RP' - Rating Pending

Cities XL
2012





Game:

Transformers Universe

Company: Jagex

Release Date:

2012

System: PC/MAC

Rating:

‘RP’ - Rating Pending



Game: NARUTO SHIPPUDEN Ultimate Ninja Impact

Company: Namco Bandai

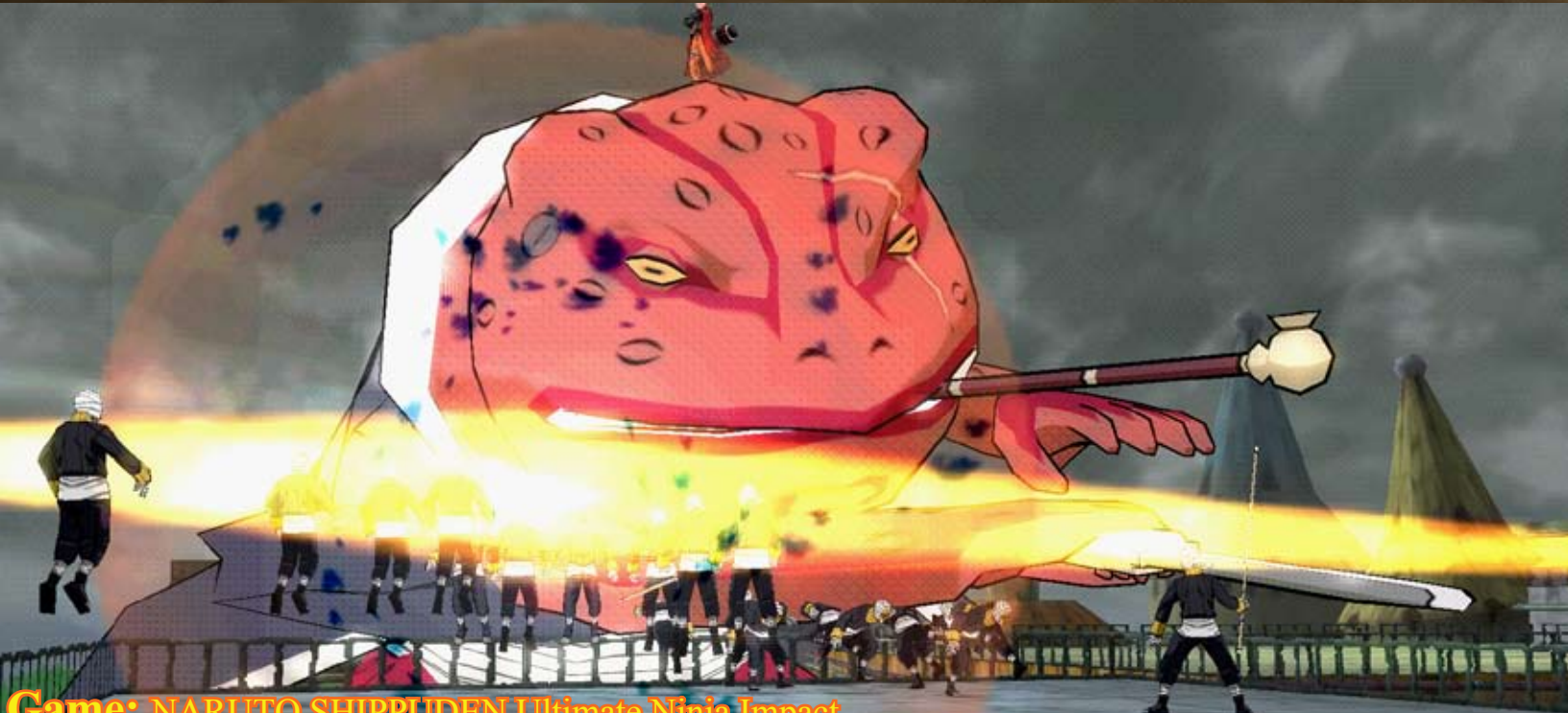
Available: October 18, 2011

System: Playstation Portable

Rating: 'RP' - Rating Pending

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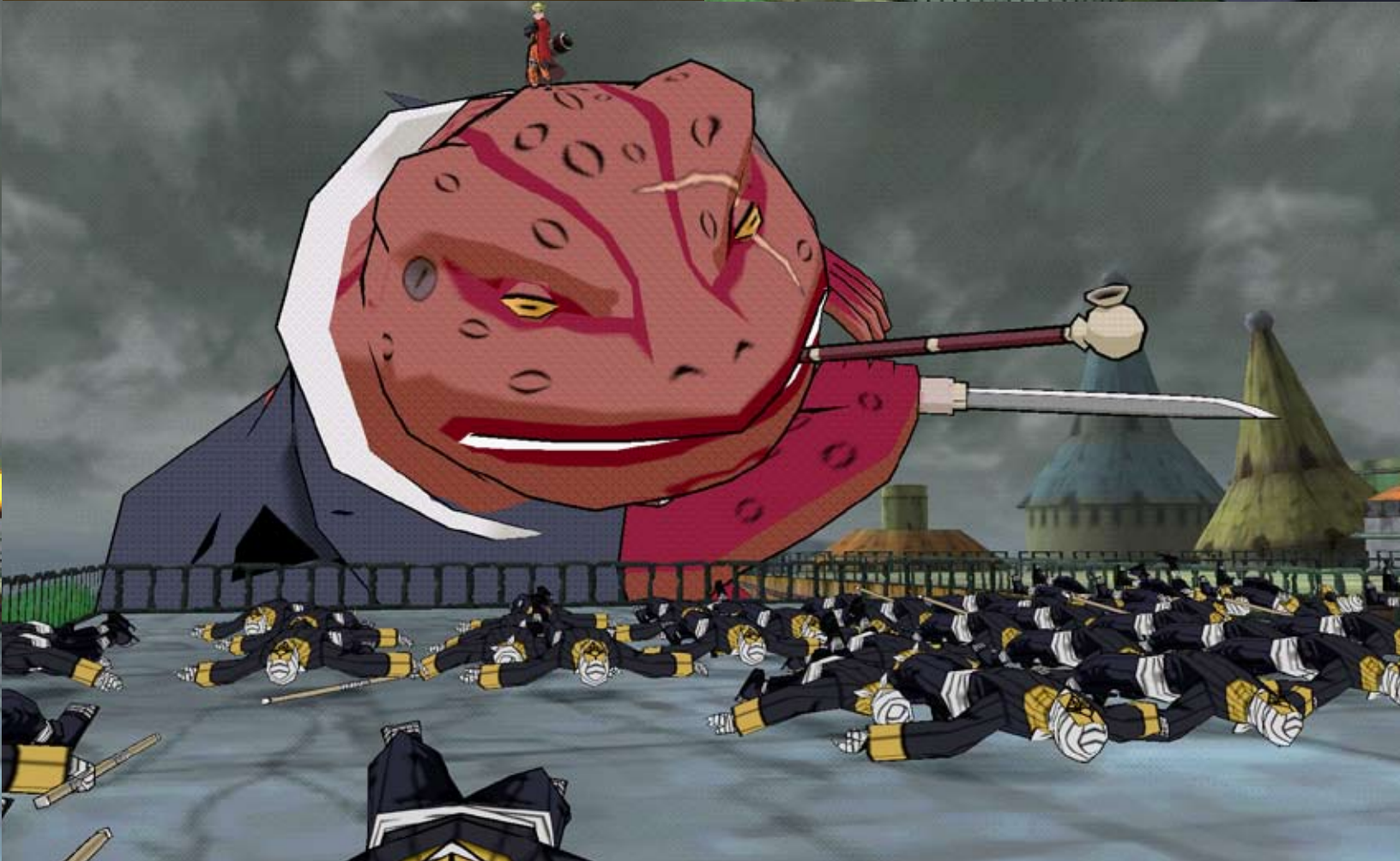
Game: NARUTO SHIPPUDEN Ultimate Ninja Impact

Company: Namco Bandai

Available: October 18, 2011

System: Playstation Portable

Rating: 'RP' - Rating Pending

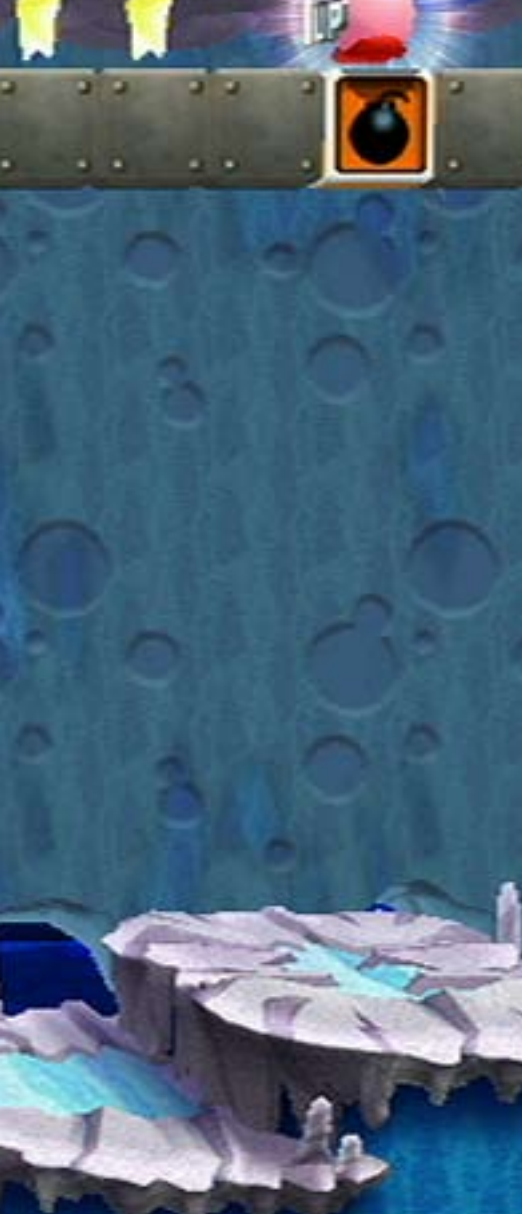




Game: TwisterMania
Company: Majesco Entertainment
Available: Christmas 2011
System: Xbox 360 (Kinect)
Rating: 'RP' - Rating Pending







Game:
Kirby's Return to Dream Land

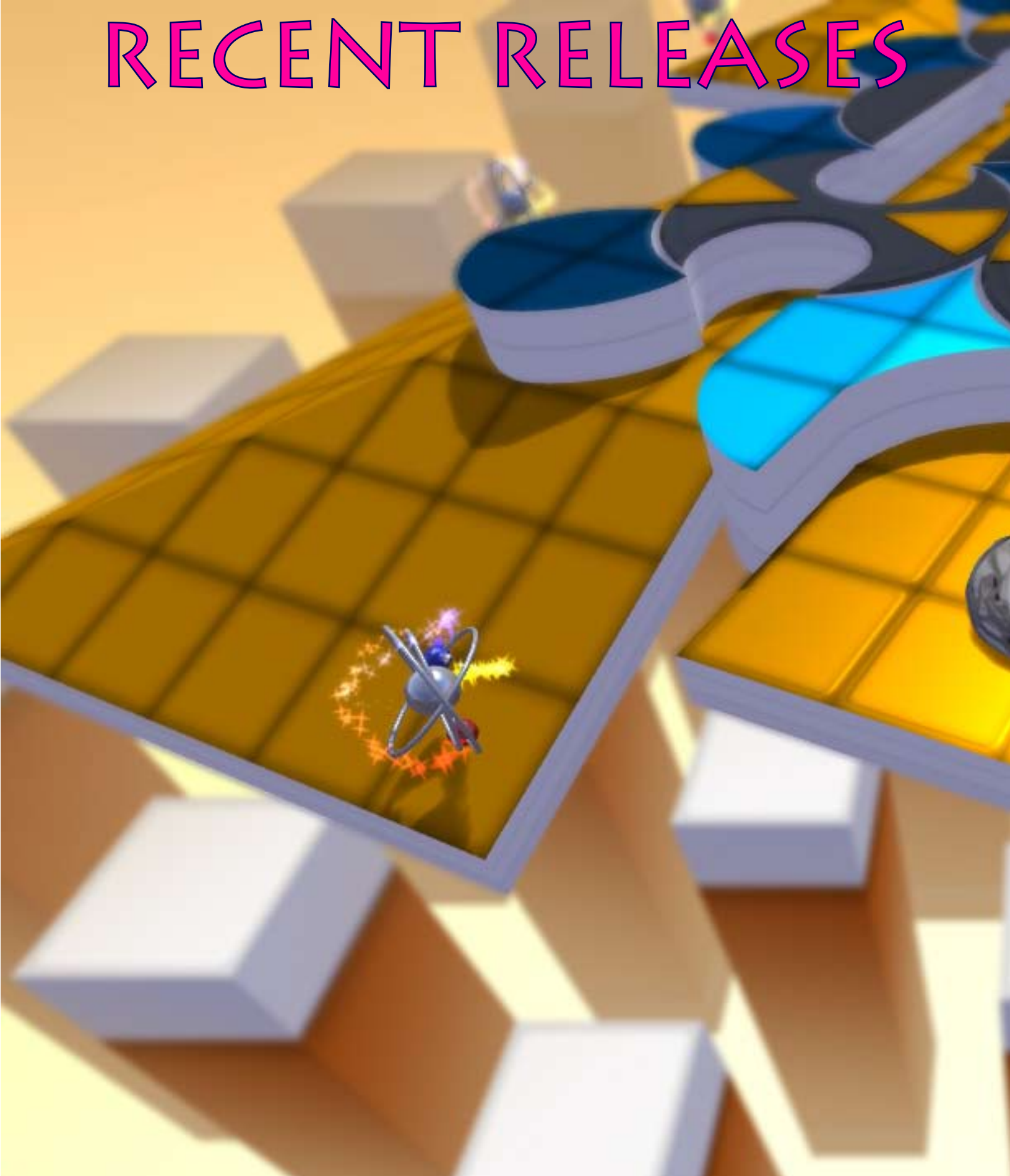
Company:
Nintendo

Available:
10/24/2011

System:
Wii

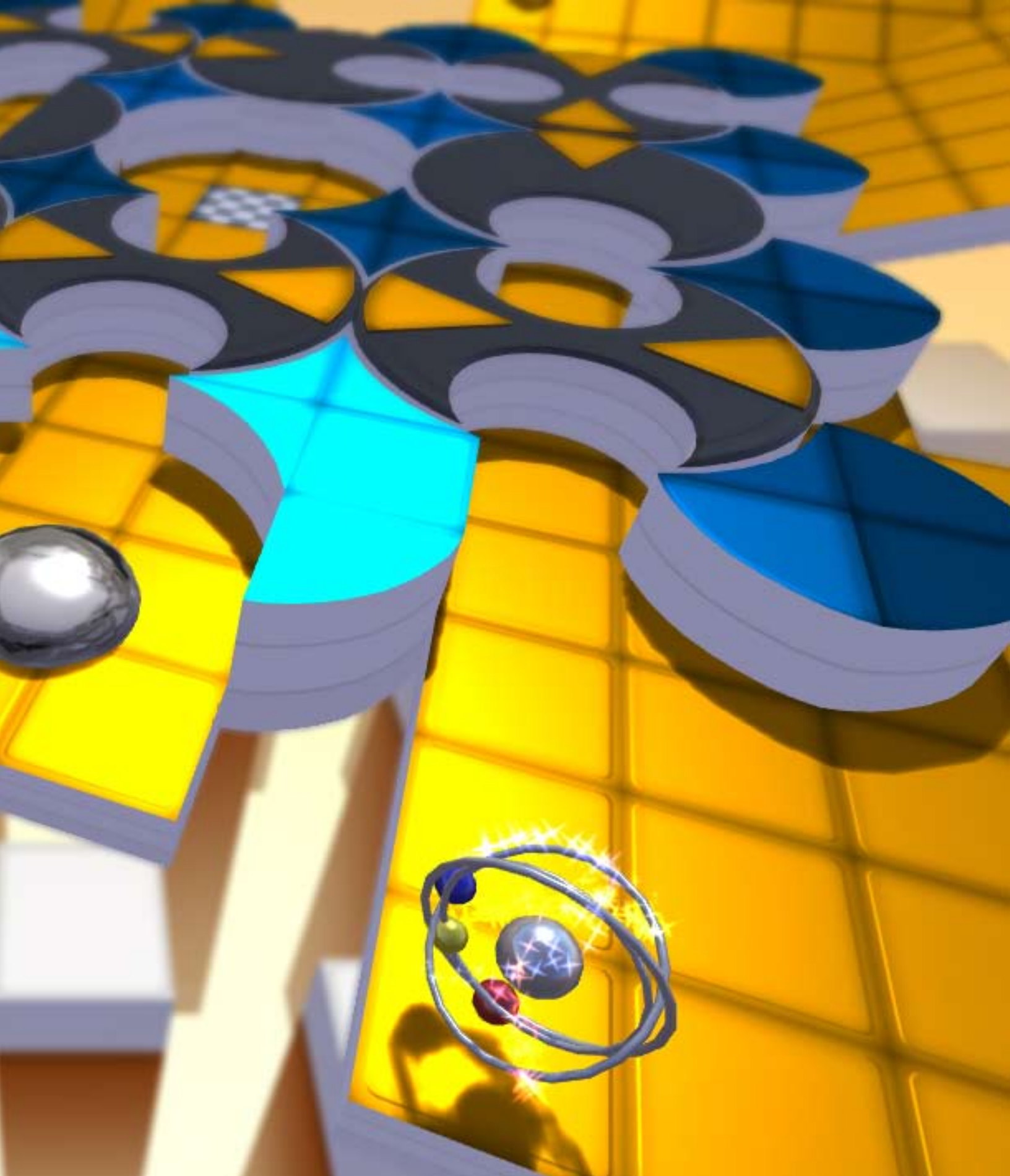
Rating:
'E10+' - Everyone 10
{Mild Cartoon Violence}

RECENT RELEASES



Game: Mercury Hg

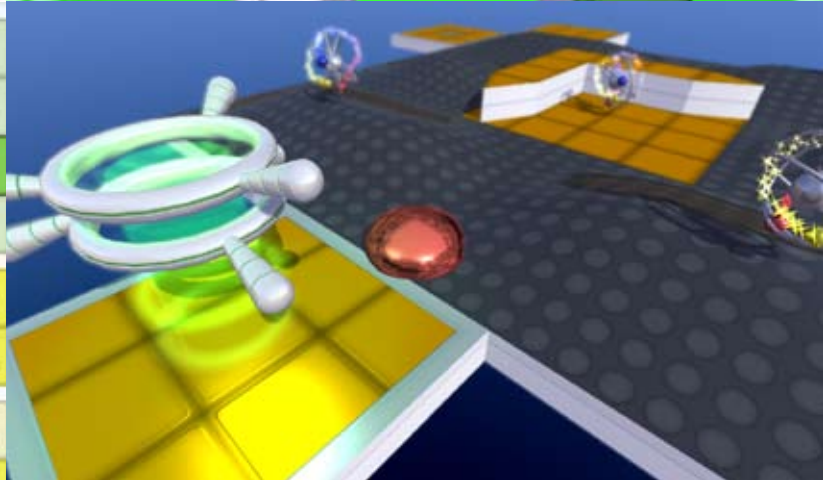
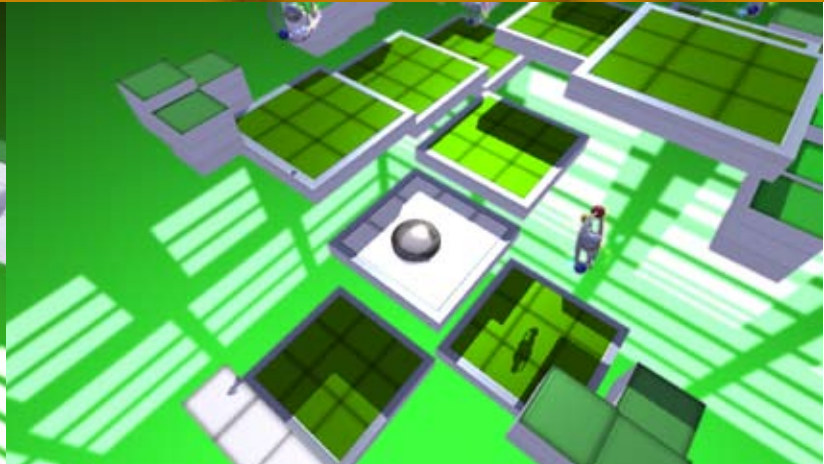
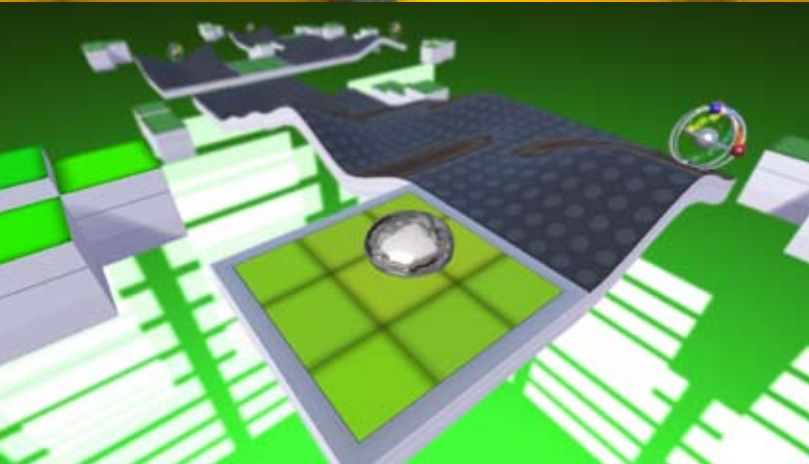
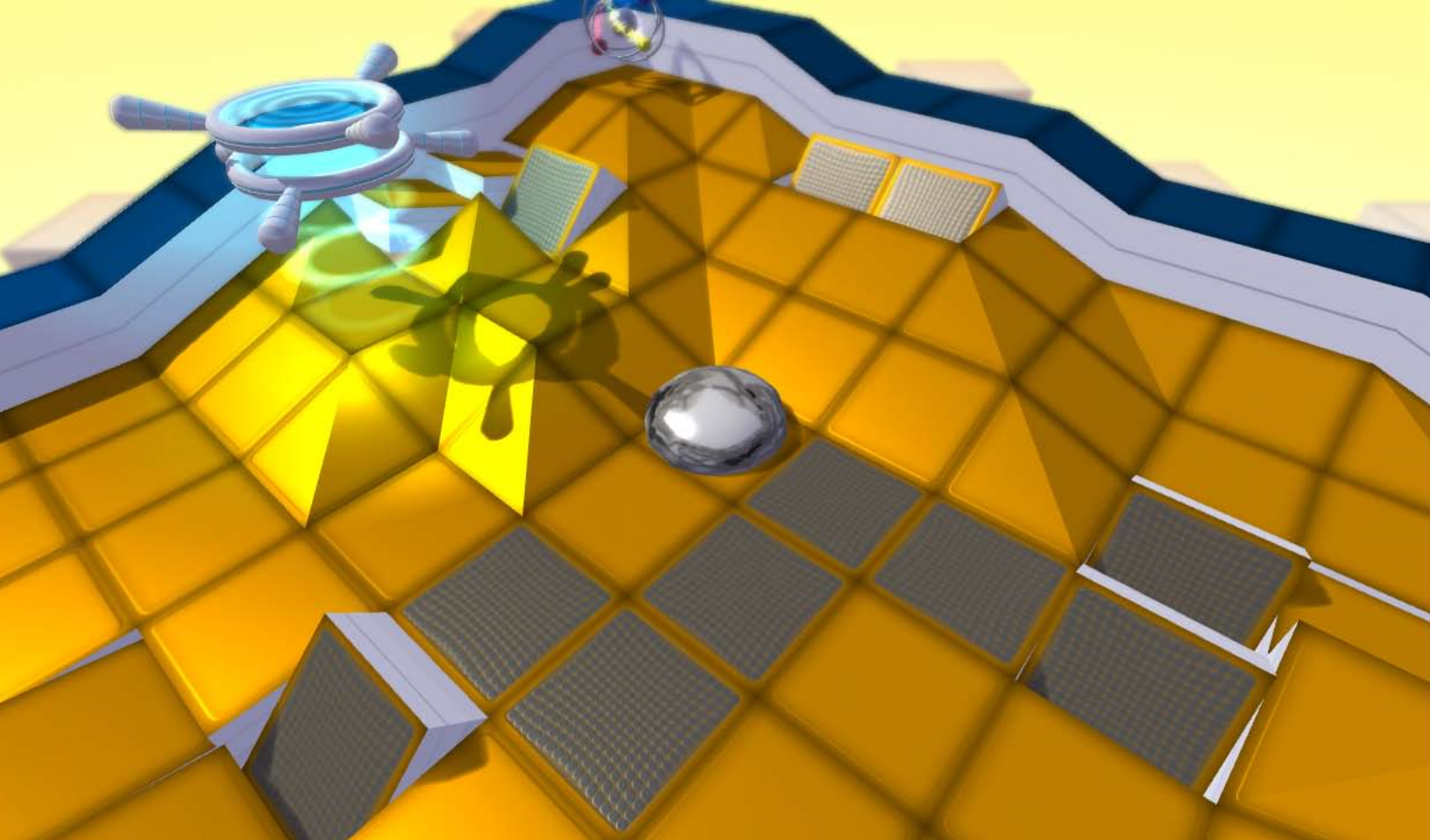
Available: September



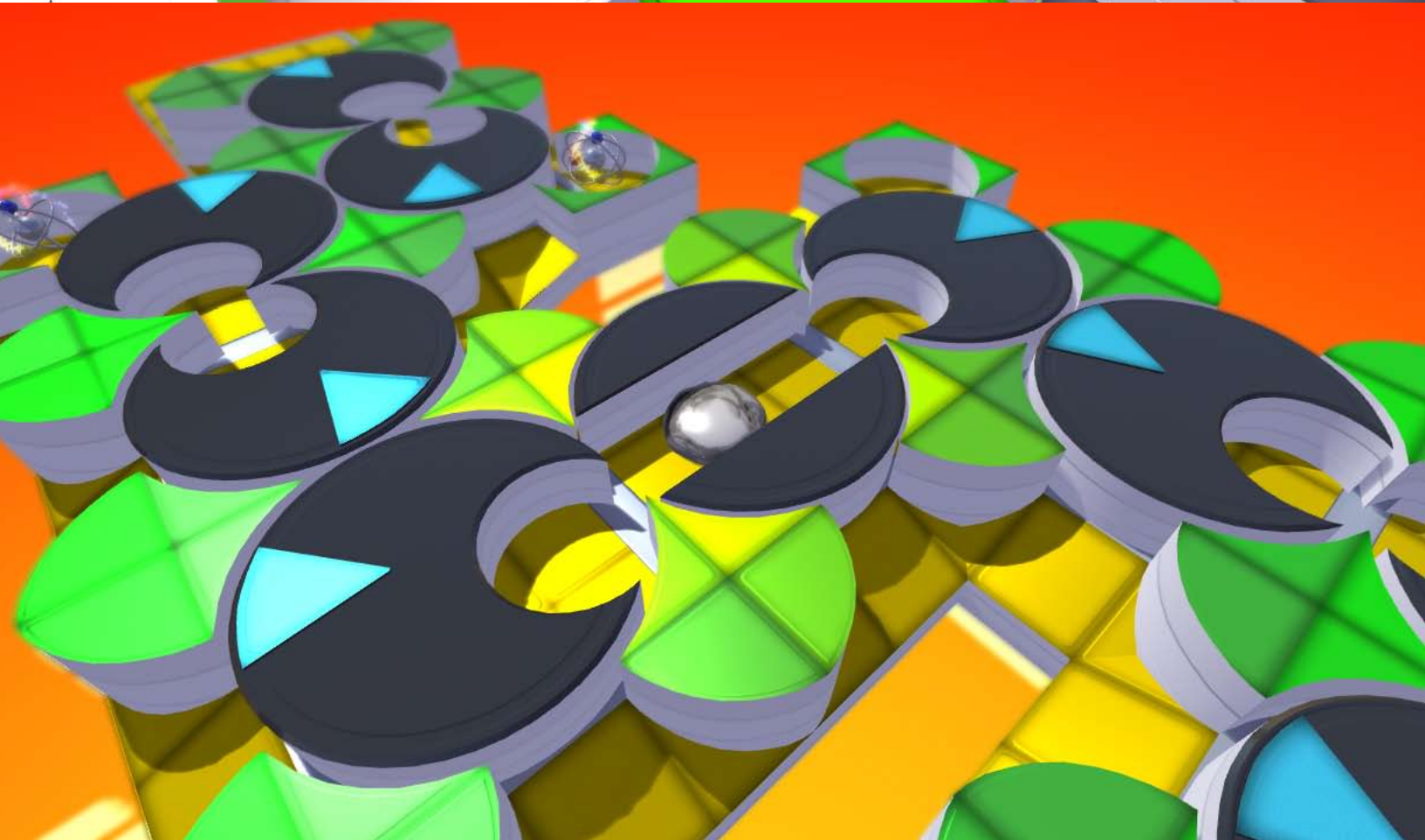
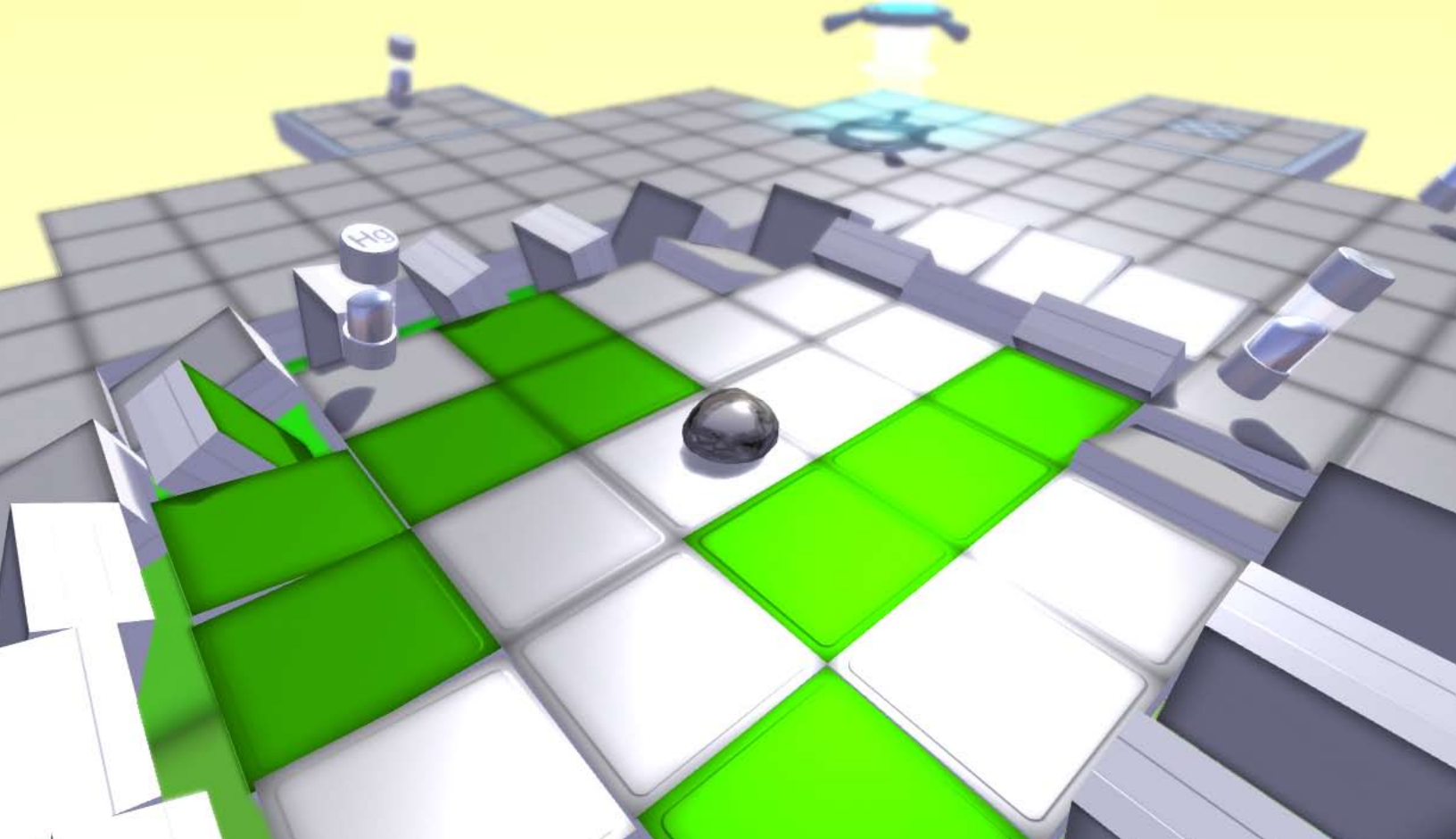
Company: UTV Ignition Games

System: Xbox 360/Playstation 3

Rating: 'E' - Everyone



Game: Mercury Hg
Available: September



Company: UTV Ignition Games

System: Xbox 360/Playstation 3

Rating: 'E' - Everyone



Enter the hot Dragon Den and do battle with the devious Damien!



Back

Volcanic Kingdom



The anagram was PAGEFULS.

Damien made FLUES - FLUE (n) passage or pipe for smoke or hot air





Name: Jetpack Joyride

Release Date: Out Now



Company: Halfbrick

System: iPhone/iPod Touch/iPad

Rating: '9+' - 9+

{Infrequent/Mild Cartoon or Fantasy Violence}





Game: Another World
Company: Bulkypix
Available: September 22, 2011
System: iPad/iPhone/iPod Touch
Rating: '12+' - 12+
{Frequent/Intense Realistic Violence,
Frequent/Intense Cartoon or Fantasy
Violence, Infrequent/Mild Sexual
Content or Nudity}

Devotional

Content

Are you content? Are you content with where God has put you? Are you content with your work situation? Are you content with your family/marriage situation? Are you content with how much money you have?

As I go around talking to various people I see a lot of anxiety about the future. Companies are merging with others and that means a loss of jobs, or having to do two people's jobs. CEOs are making obscene amounts of money per year. Workers are working harder and not seeing much more money. All across the board I see one thing missing. Why aren't Americans being content?

Proverbs 19:23 *The fear of the LORD leads to life; then one rests content, untouched by trouble.* Have Americans forgotten the fear of the Lord? Are they forgetting to turn to God when they are fearful of the future? Don't they trust God? I believe this is one of the core reasons. A lack of trust. But also a lack of inclusion. When they keep God out of areas of their

life then we can expect such reactions. When they include God they realize all of this is temporary and not very important. That greedy CEO will be judged by God. He or she will have to answer for their using and abusing other human beings.

What about the single people who desire marriage? I can feel your pain. I was single until I was 27. I had that desire myself. I remember it quite well. I also realize now looking back that I missed so many opportunities to enjoy life in that phase of my life. I let that consume me. I obsessed over it. I was not content in that period of my life. I have learned from that. With a wife and two wonderful boys, I am needed for many things. I miss being able to quietly relax. I have learned to be content.

What about those that the man is sticking it to? **Luke 3:14** *Then some soldiers asked him, "And what should we do?" He replied, "Don't extort money and don't accuse people falsely—be content with your pay."* Jesus said to be content. He did not say go on strike, or demand the government force them to be charitable. He said be content.

He also said to not abuse your power (don't extort money). This can be a lesson to the government. They should not extort money from people just because they have the power to do so.

It may seem strange to some, but I have been through all kinds of things in my life. Only recently have I learned to be content. **Philippians 4:12** *I know what it is to be in need, and I know what it is to have plenty. I have learned the secret of being content in any and every situation, whether well fed or hungry, whether living in plenty or in want.*

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.



Video Game Lies

Our amazing editor in chief wrote an educational book a few years ago - Video Game Lies. It has been decided to post portions of the book freely to the millions of readers of Family Friendly Gaming.

Lie: Violent Video Games have no effect.

Defense: Since I have not killed anyone it can not have any effect on me.

Exposure: That is like saying cigarettes don't cause cancer because you smoked one, and nothing happened. We do not know the full negative side effects of video games in this manner. Most radical defenders of video games will tell you that violent crimes are down (completely ignore three strikes and you are out laws that are generally attributed to that decline). They will try and use the logic that since the most extreme reaction has not immediately occurred then there must be no effect. This argument is neither intelligent, or logical. The history

There are plenty of poisons in the world that take a long time to cause a detrimental effect.

of violent video games has been very short, and the medical community has not had enough time to determine all of the negative side effects of this small percentage of the industry. Anyone noticed the huge explosion of road rage, air rage, work rage, school rage, etc. in our society? It is not a stretch to connect violent video games to all of that rage. My personal experiences denotes that playing violent video games do slowly conform the mind to a state of easy and quick anger. Do we really need to be angered so easily? How does losing our cool at the drop of a hat make us better people?

Patience is a closely associated problem with the rage issue. I am personally baffled to see people patient enough to spend 40 hours to complete some video games, but then not be able to wait two minutes for someone to pump their gas. I have seen people not want to wait 30 seconds in a short line to check out at Target. Video games are part of current technology that grants instant drive through satisfaction. I am always looking for video games that teach me patience, because I have found myself impatient with a loading screen in a game. I am not going to have a heart attack waiting a few more seconds, or minutes for something. Nor will you.

There are plenty of poisons in the world that take a long time to cause a detrimental effect. An intelligent, informed, and free thinking mind would wisely keep this mental door open. Self analysis is required to notice a cause and effect within ones own life. I remember many years ago playing violent video games, listening to worldly music, and getting angry at fellow drivers on I-5. They may

have cut me off, slammed on their brakes in front of me, rubbernecked, or committed some other inconsiderate, selfish, and/or irritating act. So I would rant at them from inside my vehicle. That all stopped six months after I changed my habits. I started playing clean video games, instead of the dirty violent ones. I listened to Christian music while driving, and at home. I found that with a change to my intake I had a change in my attitudes, and opinions toward others. I was cautious, careful, considerate, and forgiving to my fellow drivers. Were violent video games the only input? Of course not, but they were part of the problem. When faced with the same kind of driver who would act inconsiderate I backed off and prayed for them. That transformation occurred in me because I let in good, uplifting, positive, and Godly content.

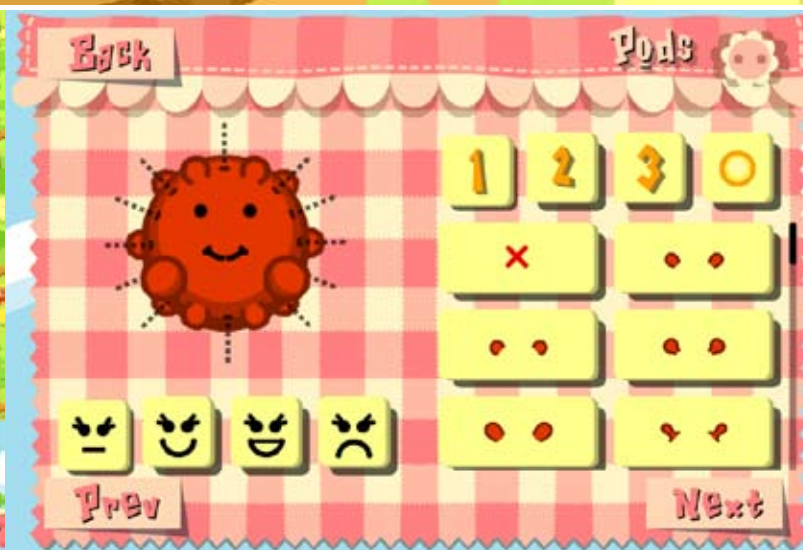
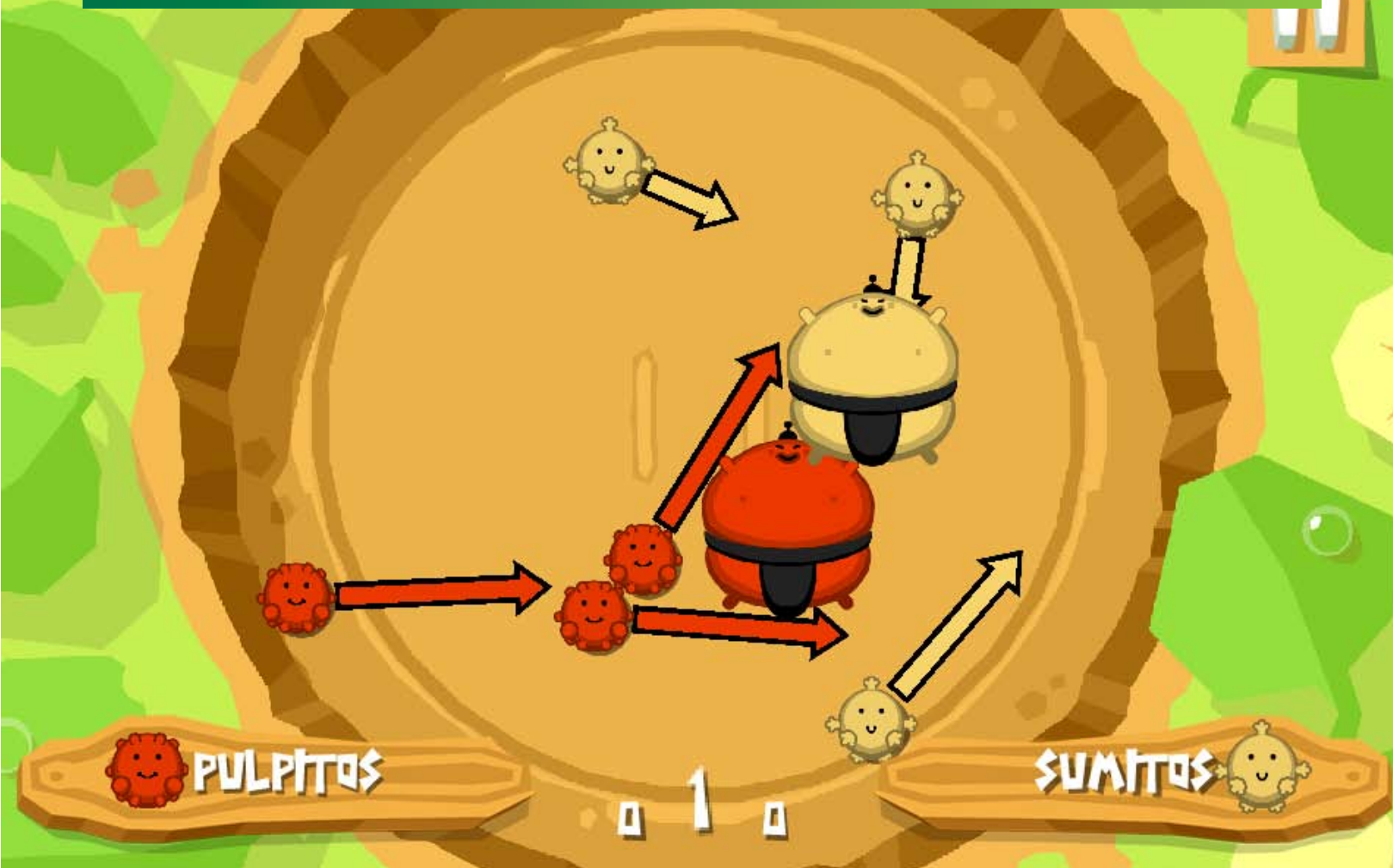
There is an old phrase used in computer programming called GIGO. GIGO stands for Garbage In Garbage Out. When someone fills their mind with all kinds of moral filth how can they expect to come out happily petting bunnies? What we let into our minds does effect our moods, attitudes, opinions, and outlooks. It makes perfect logical sense. Not convinced yet? How many first person shooters have you played for hours, and then closed your eyes afterwards? What do you see? I would see elements of the game vivid, and clear. In fact I would wake up throughout the night with scenes from the game I had been playing, and they felt real. Our brains are recording what we see. For what reason do any of us need to witness all kinds of violence? How can that make the world a better place when we are thinking about death and murder?

Last Minute Tidbits

700



Product: Kula Blox
Company: Transgaming
Release Date: Summer 2011
System: iPhone/iPod Touch/iPad/PC/Mac/GameTree
Rating: 'RP' - Rating Pending





Game: Jeremy McGrath's Offroad

Company: 2XL Games

Available: Q3 2011



System: Xbox 360/PS3

Rating: 'RP' - Rating Pending





Game: Tiny Heroes

Company: Simutronics Corp

Release Date: Out Now

System: iPhone/iPod Touch/iPad

Rating: '9+' 9+ {Infrequent/Mild Mature/Suggestive Themes, Infrequent/Mild Cartoon or Fantasy Violence}



Game: Rotastic
Company: Dancing Dots
Release Date: Out Now
System: Xbox 360
Rating: 'T' - Teen
{Blood, Cartoon Violence}



Product: Street Fighter x Tekken

Release Date: 2012

Rating: 'RP' - Rating Pending

Family Friendly Gaming

Company: Capcom

System: PS3/Xbox 360

Mbangwe Mogambo

Airline-Name: Mogamb Air

Motto: *The smaller the lizard, the greater its hope of becoming a crocodile.*

Mbangwe Mogambo was born the son of a refugee family in Switzerland, but he never felt at home there. He left his parent's house at 16 to return to his home, the Congo. On his own, he joined the military and quickly made a career as a pilot for relief supply and refugee transport. His uncompromising and unmistakable manner is his trademark, which his friends love and his enemies hate. In order to better advance his since pacified country, Mogambo has now left the military to use his air force experience in civil aviation. Simple and sensible, that's the motto of Mogamb Air. The passengers receive what they pay for. Exaggerated luxury will scarce be expected here, but there will be solid service instead.





Product: NARUTO SHIPPUDEN
Ultimate Ninja STORM Generations
Company: Namco Bandai
Release Date: Spring 2012
System: Xbox 360/PS3
Rating: 'RP' - Rating Pending



Product: Kung Fu High Impact
Company: UTV Ignition Games
Release Date: November 14, 2011
System: Xbox 360
Rating: 'RP' - Rating Pending