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GAMING



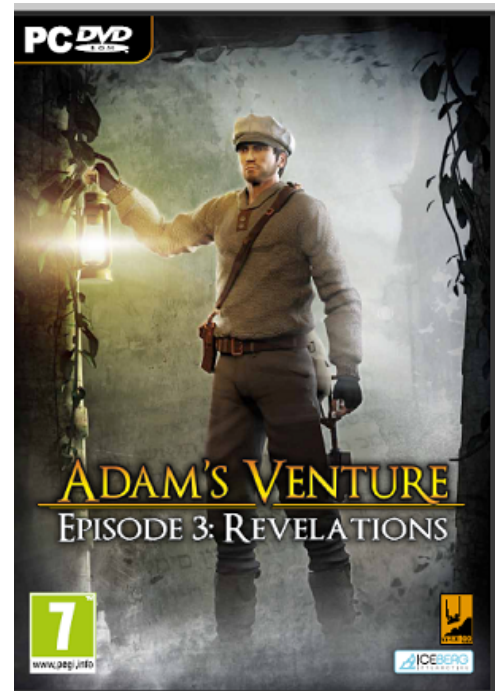
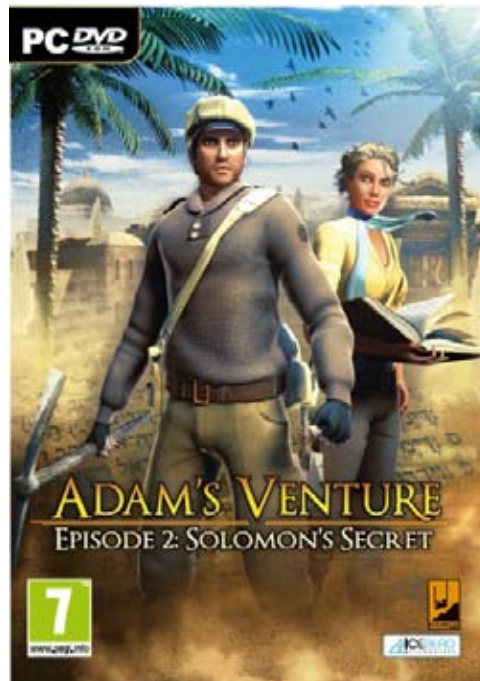
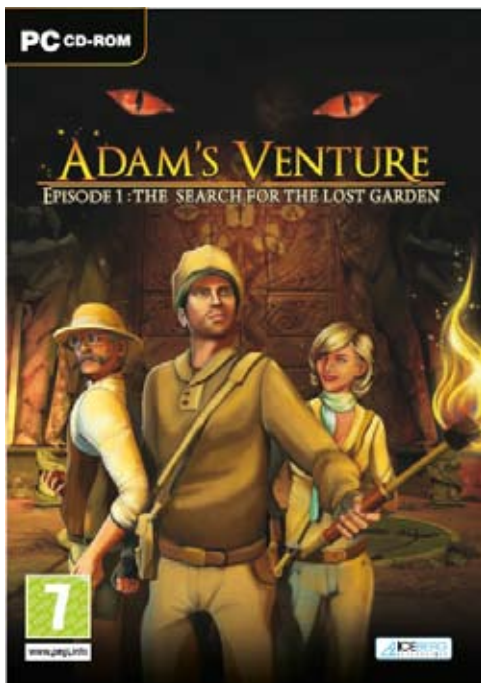
Issue #62

September 2012

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ALL ABOARD!!!!

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



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Editor's Desk

Dead huh?!?

Over and over I hear these “industry analyst” claim the consoles are dead. They are dying. Cloud is killing consoles. Yet this year we have already seen the launch of the GameGadget, PS Vita, and the Nintendo 3DS XL. We are expecting launches of the OUYA (covered in this very issue), NEOGEO X (home system plus a hand held), and the Wii U.

Call me crazy if you want, but with all of those systems out and coming out I do not see consoles as being dead. In fact they are very much alive. We are expecting news on the Playstation 4, and Xbox 720 any day now.

This has been a banner year for console releases, and hand held releases. We have to remember that these “industry experts” said the Wii would be a complete flop. They said Sony would dominate the market with the PS3. I am very sorry to all of our contacts over at Sony but they did not dominate this generation, Nintendo did.

Family Friendly Gaming went away from the industry experts and boldly claimed the Wii would win this console generation war. We were right and the industry experts were wrong. Yet some people still listen to them, and pay them money. Why? They were

wrong.

Is it possible that cloud gaming could eventually overtake the market and become the new trend? It is possible, but I do not see it happening overnight. The iPod may have decimated the hardcopy CD sales, but I still see CDs at retail. I still see people purchasing CDs.

There currently is a healthy retro market in the gaming industry. I have been to some of the conventions. People buying Atari 2600 cartridges, or Jaguar games. Sega Master system and NES games are still being bought, sold, and traded. I met someone recently who was still playing the original Gameboy.

So even if the industry decides to plunge into onLive kind of things, there will be people who refuse to go that direction. There are going to be those of us who want to play our machines with hard copies of the games. If there was this big industry push towards cloud gaming, there could be a big push back which would mean someone would see the dollar signs and provide.

I also see how companies are currently using it. Sony is using cloud gaming so we can easily transition our game from the PS3 to the PS Vita. That entails two machines not zero. We can play the same game in our home,

and take it on the go. No need for two versions of the same game. One version and one purchase allows us to use it on multiple devices. And that is the key - multiple devices.

What about physical copies of the games? Companies are moving towards the download option for many of their products. Which means the consumer can not sell that game to a friend after they have played through it. Some companies are not even offering hard copy versions of their games anymore. This is definitely a trend in the industry. I see the advantages to it, but I also see the disadvantages. OUYA may be the new trend. I do know the consoles are not dead.

God bless you, and yours,
Paul Bury



Female Side

Good Ones

We have been studying Philippians 4:8 in our Bible Study. Too often we can focus on the bad things. The ways and areas companies are doing the wrong thing. Spots that could be made better. Where there is a place for talking about the things that are in direct contradiction to God's teaching. There should also be a conscious effort made to talk about the good things. The wholesome things. The uplifting things. The pure things. The true things.

Her Interactive is a company that have given girls and women a good strong female role model. Who is she? Nancy Drew. Her Interactive has worked tirelessly to improve their games. At the same time they have published works with a female lead. Her Interactive proves that Nancy Drew is more than books. She is a playable video game character. And her many appearances may make her the most prominent female lead in the entire video game industry.

Since the majority of Her Interactive video games are on the Personal Computer, not all gamers realize how prominent she has been. This next leading lady is known throughout the industry - Mama. The Mama games have been wonderful examples of

a strong leading lady. Mama has cooked, gardened, baby-sat and more. Few can deny the impact these Majesco Entertainment games have had on the entire video game industry. Majesco Entertainment has not given us just one amazing franchise. They have also published the Zumba Fitness franchise. There are many exercise franchises out there on the market, but few captivate the female audience like Zumba. It helps blur the line between dancing for real and playing a video game.

Ubisoft is well known brand in the industry. They have provided wonderful Petz games that everyone in the family can enjoy. Especially us women. Microsoft gave us two Kinectimals games that have been great. But Ubisoft has invested a large amount of resources into tapping into the female audience. We have Boutique games and more.

Nintendo started this trend, and I would be remiss if I did not include them. They have given us Brain Age games, Cooking games, Walking Games, Tetris, Wii Fit, and more. Nintendo knows that men and women are different. Women are not interested in the shoot em up games. We do not want to run around murdering all kinds of guys in a game. We are nurturing. We help out others in a variety forms of service.

We believe in communication. Nintendo gets it, and they keep it real.

Sesame Street games are wonderful to give moms some relaxation time, since we can put a child in front of it and they can learn something useful. The Bible Game is great for all genders in the family. Zenses was a great franchise from the now gone Game Factory. What about you? What positive things can you say today?

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

Lack of God

Have you ever wondered why some companies will remove something Christian so as not to offend someone, but in the process wind up offending the super majority of Americans? Have you ever wondered why some claim video games have no effect on them, yet they spew all kinds of hate speech? Have you ever wondered why Family Friendly Gaming points people to God? The lack of God has only led people to emptiness in their hearts and souls. Without Jesus in their hearts they have no real grounding in reality. Few in this day and age think through their actions. Doing anything in this day and age can be like thinking through five moves ahead in chess.

What is disturbing is there are people out there trying everything possible to get God wiped from all areas of our world. They are on a full scale attack trying to destroy everything Christian. They want to get rid of Christians by any means necessary. And they do not care who they steam roll in the process. The in your face attacks are not the only ones. There are those who are more subtle. Those that will slander you, and the only way you can defend yourself is to succumb to their viewpoint.

But strong men and women of God refuse to be intimidated through terrorism. Refuse to deny Christ because they are being lied about, falsely accused, and treated like second class citizens. Strong men and women of God refuse to sit in the back of the bus, and refuse to cower in the closet. They continue to stand for truth in a loving manner and fashion.

All of these people lashing out, and using devious means to try and destroy men and women of God are hurting. They need to be shown true love. They need to understand they are driving off a cliff at a breakneck speed. They need to be given the opportunity to repent. There is hope for all of them. Paul the Apostle murdered Christians before he got Jesus in his heart. God used Paul the Apostle for amazing, wonderful, and miraculous things. He can use you if you are willing.

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!

Thank You

Thank you for being a role model for our youth, and young adults. Thank you for being a man of God, a man of integrity, having such grace, kindness and love. Thank you for showing all of us what a true follower of Jesus Christ looks like.

- Shirley

{PB}: Woah there! I am just a man who has flaws, and makes mistakes. I am deeply moved by your wonderful words of encouragement. They are uplifting to the Nth degree. I am human and prone to error. Let me share an example. Recently someone was spreading lies and rumors about me - and it was on a Christian website. So

they were disobeying God on multiple levels. They did not come to me to ask about it. They instead spread hateful tumors and lies about me based on bubble thin circumstantial evidence. It got to me, disheartened me, and hurt me. In my anguish at evil attacks against me I turned to God. I was baffled at how I have reached out in kindness over and over again and was treated with such vile hostile hatred. God told me that He would deal with their baseless false accusations. He also reminded me that I am to do what pleases His eyes, not the eyes of man. Which

encouraged me to go right back to doing God's work. So see there are times when the attacks of the wicked can get to me. I am not perfect, and I am not someone to be put on a pedestal.

WHAT?

What is on the Front Cover of Family Friendly Gaming #61? Is that appropriate? What is that giant monster doing with that boy? What are you people promoting? I am offended!!!!!!!

- Xavier

{PB}: First let me apologize for anything you found of-

fensive about the front cover of Family Friendly Gaming #61. That was not our intent. We do not try and create controversy to increase our viewership, hit counts, etc. The game is Papo & Yo. From what we have seen thus far and been told - it looks like it has the potential to be a really good game. The little boy befriends a monster



OFF

and goes to great lengths to help him. I don't know about you, but that sounds pretty good to me. The monster is not hurting the boy, just looking at him. Again I am very sorry for any offense you took.

Moral Guardians

Are you moral guardians?
- Stephanie

{YB}: No. We have received emails from a few people that do fit into the moral guardian definition. They tell us to stop reviewing games, to stop including God in our reviews, to deny Christ and live just like the world. They tell us they are not impressed with us, and they want us to do what they say. So we know what it is like to deal with moral guardians.

We do not force anyone to read our reviews. We do not hold a gun to anyone's head to read the words we write, watch the videos we post, read the news stories we publish, read the reviews, read the previews, look at the images, etc. We look for the clean games that are safe for families via the definition in the Bible. We strive daily to follow God's standard. Are we always perfect? No we are not. Anyone who has read

Family Friendly Gaming, especially my hubbys responses know we acknowledge that all the time.

We work hard to find games that we enjoy, and believe others would as well. We are humble enough to include God in all of our daily business. We do not keep Him out.

So you may not like a review we did. Okay - God bless you. If you get enjoyment out of that product we are not doing anything to hamper that, or impede that. We have our opinions and we share them. Now if you are guilty about enjoying something, don't blame us. The Holy Spirit may be working on you.

As you may have noticed we are different from the worldly gaming sites. We bring something completely different to the industry. Like the liberals always say: "you need to celebrate our diversity." So we put that back on everyone out there, especially the liberals. Celebrate our diversity.

miCoach

Thank you for reviewing miCoach from adidas. I bought the game and my health is bringing up better. All because you recommended this



Xbox 360 game. How does Family Friendly Gaming get games?

- Lauren

{FB}: You are very welcome for the recommendation of adidas miCoach. It is also on the Playstation 3. We did use the Xbox 360 version for the review. Family Friendly Gaming has relationships with hundreds of companies. We work with them on covering their products, and receiving reviewable products.

Recovering Addict

Thank you for helping me crawl out of the pit of addiction. I used to call myself a Christian gamer, now I am a Christian only. I made fun of Family Friendly Gaming. My friends would egg me on. I liked the attention it gave me. I was not a good Christian. I was not a good emissary for Christ. The Holy Spirit convicted me after reading your magazine. I got angry. I got angry at you, at my parents, at my pastor. I took your challenge. I checked out how my games impacted my mind. You were right, I was wrong. I am sorry for the things I said about you. I am sorry for what I said about Family Friendly Gaming. God opened my eyes. Can you forgive me? I now am a Christian and do not game.

- Charles

{PB}: Of course I forgive you. I am very encouraged to hear you were able to be freed from bondage. I love how you were open minded enough to learn, repent, and even apologize. It is wonderful that you can now be a good emissary for Christ. You can shine in a dark world. You can show others via your example - a better path to walk. It is great that gaming is no longer between you and God. I completely understand that you need to stay away from video games. The temptation can be really bad for anyone.

It is wonderful to read emails like yours. I encourage you continue to grow in the ways of the Lord.

Amazon?

Thought you were dropping Amazon as an advertiser?

- Harold

{YB}: Let me apologize for my rant last month. We started to move away from Amazon. With the current project workload it would take many months to get that shifted over. Then we found with the new advertisers that they do not have everything we have reviewed. So we would have to keep Amazon there anyways. We are keeping Amazon there for now, and adding in new advertisers whenever we can. I apologize for any confusion.

YOUR RIGHT

I read your Kid Icarus Uprising review and wrote up an email about wrong you were about Greek Mythology and your numbers on people

believe in God. My computer crashed and I lost it. I went back and saw links at the bottom of the page backing up your facts. YOUR RIGHT! Did God make my computer crash?

- Tom

{PB}: I want to thank you for your email. It takes a mature person to acknowledge what you admitted to. I do not know everything. I do not know if God made your computer crash. Thank you for taking the time to check out those links. You would be amazed at how many gamers went off half cocked and did not research. I actually was laughing at some who made erroneous claims that could easily be disproven. I hope that we can now put the Kid Icarus Uprising issue to rest and move on.

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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Console Watch



OUYA

What is OUYA?

OUYA is a new kind of game console for the TV that upends the console market: by bringing the openness of mobile and Internet platforms to console games for the first time.

OUYA is: • A game console that plugs into your TV, and includes a beautifully-designed game controller • Built on Android, with a custom user interface and

game store • Open to any developer to publish a game – unlike any of the current game consoles • Powerful enough to play great games in HD – with a Tegra3 chipset • Designed by Yves Behar and fuseproject – made Jambox, SAYL chair, other award-winners

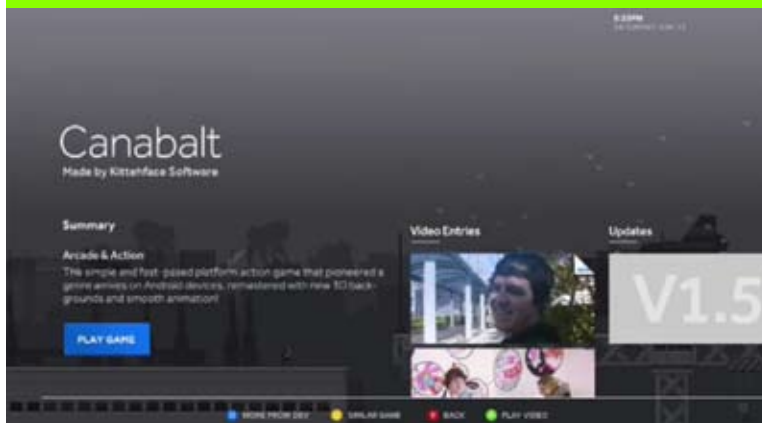


For gamers – a powerful but inexpensive alternative to traditional consoles, with great games: • Inexpensive – priced under \$100 • All games are free-to-play (with in-game items, paid version after free trial, etc.) • Well-designed controller – standard controller with a touchpad • Will play great games – from AAA to indie – including hardcore and more mainstream titles • Can support other Android apps – will launch with TwitchTV (live-streaming for games, watch games like StarCraft and League of Legends on your TV)

For developers – this is your console: • Supported by respected developers: Notch (Mojang), Brian Fargo (inXile), Adam Saltsman (Canabalt), Ed Fries (original Xbox team), and others • Any developer can publish a game – every console includes an SDK, no extra fees • Custom OUYA SDK will be built on standard Android platform, with links into OUYA game promotion and in-game purchase API • Developer chooses pricing, as long as initial download is free (standard 30% to OUYA)



For hackers – built to be hacked: • Rooting the device will not void your warranty; easy to root; every unit has a debug console • For hardware hackers, opens with standard screws; USB port for making peripherals; PCB designed to hack (clearly documented test points)



OUYA the company: • Founded by Julie Uhrman, who started in the video game industry 10 years ago (GameFly, IGN, Vivendi Universal) • Raised money from individuals, no venture capital – investors include Jay Adelson, founder of Digg; Joe Greenstein, founder of Flixster; Hosain Rahman, founder of Jawbone; Eric Hautemont, publisher of Ticket to Ride and other award-winning board games.

Talk to me NOW

Every so often Family Friendly Gaming likes to sit down with our illustrious leader and have a little conversation. This helps give our readers transparency and behind the scenes of the work being done.

Q. How are you doing?

A. AWESOME! It has been an extremely exciting time here at Family Friendly Gaming

Q. Gamefaqs.com invasion, death threat, attacks from Christ Centered Gamers, sewage in the back yard, school year starting - how are you holding up with everything?

A. We have to be doing something right otherwise Satan would not be attacking us so viciously. All these fiery darts of evil denote a coordinated attack from the evil one to try and get us off mission. I had a day there where I was disheartened. God reminded me of Matthew 5:11-12. That really perked me up. These false accusations, and lies against me and Family Friendly Gaming puts us in a very esteemed league. I do not think of myself as someone who belongs anywhere near the prophets of old. But God says we are. So that is highly encouraging. Plus as we discussed earlier I turned it over to God. He will punish these people. Which means I returned to my happy normal self.

Q. So you are keeping it positive?

A. YES! YES! YES! Here is the deal I choose how I respond to those saying and doing evil against me and where God has called me. They are trying to spread dissent, discouragement, hatred, and wickedness. I will not spread that. I will spread the joy of the Lord. I will continue to point people to God. I will continue to help others, and I will continue to make this a better place. The contrast of fruit is apparent to anyone looking.

Q. Do you forgive them?

A. Absolutely. It would be nice if they would stop their heinous words and deeds so I would not have to keep forgiving them over and over again. But Jesus taught us to forgive them. And if I have to forgive these people every single day for the rest of my life because they sin against me and God every single day of my life - then I will.

Q. Any positives to all this interest in Family Friendly Gaming?

A. Totally. The massive spike in hits recently has been a major blessing. God provides for us on a daily basis. I never know how, when or where. But God is the one in control and in charge of Family Friendly Gaming. I know a lot of people look to me as the leader. I am just a steward that God put here. I am only here as long as God allows.

Q. Any talk of stepping down?

A. I have prayed extensively about stepping down. God wants me right where I am. My flesh would love to stop doing this, and let others pick up the mantle. That is not God's will. I hear and I obey.

Q. Any exciting announcement?

A. I wish I could talk about a couple of projects in the works, but I can't just yet. We have all kinds of cool things we are working on, and all kinds of ideas for making things even better. Due to my schedule and all the different regions God has me serving in I am not able to get as much done as quickly as I would like. Just know we are working as diligently and efficiently as we can with the resources we have.

Q. Do you support Chick-Fil-A?

A. Yes I do. I find it disturbing there have been attacks on such a wonderful company, and a wonderful man. He is a great example to all of us. Chick-Fil-A is a great example and a respected member of our community.

SPORTS



Family Friendly Gaming does not recommend running from the police in any instance. They may not be perfect, but they are authority figures God has allowed into positions of power. God can just as easily remove them.

FEATURE



Game: Need for Speed Most Wanted
Company: EA Sports
Available: October 30, 2012
System: Xbox 360/PS3/PC
Rating: "RP" - Rating Pending



In development at EA Canada, FIFA Soccer 13 features three new ways to play that bring players of all abilities together. Families can play together in Co-op Mode, where one player manages and up to four others play. Team Management Control features interactive radar to send players on supporting runs, attacking or defensive, and touch screen control to change tactics, formations or subs on the fly. Experience the thrill of managing your favorite football club in Manage Match, directing players from the sidelines and even giving half-time talks. View a statistical analysis of the match and any player at any time, enabling you to make informed decisions. Plus, connect and interact with friends like no other FIFA title. See your friends online and invite them to play, or message them in real time using touch screen typing. FIFA Soccer 13 features innovations utilizing the Wii U GamePad™ that immerse players in the action on the pitch. Gamers can lift and look through the GamePad touch screen to aim the ball on set pieces and penalty kicks, then put the perfect curve on a shot and let it fly. Shake the GamePad to activate Touch Screen Shooting, removing the element of ‘hit and hope’, and allowing for pinpoint accuracy.

Madden NFL 13 on the Wii U delivers the most authentic NFL experience ever on a Nintendo platform, including core gameplay new to the franchise this year, beautiful HD graphics, the newest depth and career modes, and all-new touchscreen features exclusive to the Wii U. With the all-new Connected Careers mode, you can build your own legacy as a player or a coach, or relive the glory of an all-time legend. Plus, the new CBS commentary team of Jim Nantz and Phil Simms make every game feel like an authentic NFL broadcast, as they call the action from the 3D booth. Get immersed into every game with features exclusive to the Wii U, including streamlined playcalling, pre-snap adjustments and personnel management - all directly from the innovative Wii U Gamepad touchscreen. Madden NFL 13 on the Wii U brings next generation innovation, gameplay, and graphics straight to your living room like never before.

“We challenged our teams to develop innovations designed specifically for the Wii U, and to create new ways to play that would bring players of all abilities together,” said Andrew Wilson, Head of EA SPORTS. “Our teams have truly delivered creative new football experiences with FIFA Soccer 13 and Madden NFL 13 for the Wii U.”

Game: Madden NFL 13/Fifa 13
Company: EA Sports
Available: TBA
System: Wii U
Rating: “RP” - Rating Pending



In the

Little Gym Supports Soles4Souls

The Little Gym, the experiential learning and child physical development center for ages 4 months through 12 years, is launching a new initiative to collect used or outgrown shoes. The program, called “Big Hearts, Little Shoes,” benefits Soles4Souls, the international charity that collects shoes and distributes them to people in need around the globe.

“Big Hearts, Little Shoes” at The Little Gym is the first dedicated campaign for Soles4Souls focused on collecting children’s shoes. The program provides an interactive way for

children to learn the value of charity and for parents and children to participate in a cause together.

At The Little Gym, each class begins with children removing their shoes before entering the gym floor. Beginning this fall with the 2012-2013 Season of classes,

children and parents can donate shoes they have out-

grown or no longer need in special Soles4Souls drop boxes located in the lobbies of The Little Gym locations. The shoes will be shipped to Soles4Souls, which is committed to collecting and distributing shoes to people living in extreme poverty and recovering from natural disasters.

The Little Gym and Soles4Souls are challenging families to donate one million adult and children’s shoes. For those children who grow up barefoot, every step counts in building self-confidence, even receiving a donation of a single pair of shoes.

“Helping parents celebrate their children’s milestones is one of the most heartwarming parts of our day,” said Bob Bingham, President and CEO of The Little Gym International. “Whether it’s sharing their first steps, or their first somer-



ABOVE: The Little Gym CEO Bob Bingham and Soles4Souls Chief Development Officer Keith Woodley join together to donate the first shoes for the “Big Hearts Little Shoes” campaign, Wednesday, July 25, in New York. Children and parents can donate shoes they have outgrown or no longer need in special Soles4Souls drop boxes located in the lobbies of The Little Gym locations. July 25, in New York.

News

sault or cartwheel, families experience special moments together as part of their children's development at The Little Gym. The 'Big Hearts, Little Shoes' program provides a unique opportunity for children to make a positive impact. It's also a natural fit with the 'Citizen Kid' component of our core curriculum that focuses on life skills that help children grow into well-rounded citizens of the world."

One hundred percent of all shoes donated to Soles4Souls are sustainable: More than 99% are used to help those in need, and the remaining that cannot be used are directed to a waste-to-energy facility where they are used to produce environmentally clean and renewable energy.

"Soles4Souls' mission of helping people has always attracted little helping hands in the past, but The Little Gym is taking it to the next level," said Kevin Goughary, CEO of Soles4Souls. "With the 'Big Hearts Little Shoes' program, we hope to rally a new group of 'mini' donors that will have a 'mega' impact on the world. It really is about kids helping kids and we're thrilled to be a part."

Novel of the Surprise Hit Film October Baby Hits September 1st

OCTOBER BABY, a limited-release indie film, surprised moviegoers and critics alike when, against stiff competition, it opened this February at No. 8 at the box office. The film's sensitive story about the value of life—wrapped in humor, romance and drama—earned it a spot among CNN's 15 Most Impressive Box Office Performances for 2012.

Now, on Sept. 1 from B&H Publishing Group, comes the hit film's novelization. Fans will be eager to know that October Baby the novel delves deeply into characters' backgrounds, taking readers on an extended journey through their lives, and still packs the movie's emotional punch and entertainment.

"In October Baby the novel fans and newcomers get the same charm, the same uplifting story, with a

whole lot more," B&H Acquisition Editor Julie Gwinn said. "The deeper journey with these characters moves closer to the tagline for both book and film: 'Every Life Is Beautiful.'"

October Baby is written by New York Times best-selling author Eric Wilson and the film's co-writer Theresa Preston. Wilson is well known to Christian fiction readers for his novelization of the hit films from the Kendrick brothers, Fireproof, Facing the Giants and Flywheel. He also writes original novels at the intersection of the spiritual and physical worlds. For first-time screenwriter Preston, October Baby extended her passion to create stories that move and inspire.

October Baby is a trade paperback book; it will be available at Christian retailers nationwide and online. Suggested list price is \$15.99.



Barry The Sea Horse Announced

Dutch developers and publishers Xing Interactive are pleased to announce the October 2012 release of their Jump & Run game “Barry the Sea Horse”. Even though Sea Horses technically have no legs to run but swim (sort of) this game will be packed to the rim with playability and bright rainbow style graphics.

A Windows 8 version has been announced

for October while the Android version will hit Google Play around the same time.

An iOS version is slated for later in the year.

Originally an unfinished Commodore 64 and Amiga game back in 1994 the concept has been expanded to make full use of the technology available to the developers today. “You just can’t beat that classic gameplay from the 8-bit and 16-bit era”, said programmer Martin Huibers who was responsible for the original game. “Obviously the graphics are not comparable to the original anymore but I hope this little gem will be a source for many hours of fun for even more people”.

More information will be available on www.xinginteractive.nl (Windows 8 version) and www.xingmobile.nl (Android and iOS versions).



Pokédex 3D Pro Coming to Nintendo 3DS on Nov. 8

Pokémon White Version 2 and Pokémon Dream Radar games and the Pokédex 3D Pro application. Pokédex 3D Pro will be available for Nintendo 3DS exclusively from the Nintendo eShop on Nov. 8, while Pokémon Black Version 2 and Pokémon White Version 2 introduce new ways for players to connect and get the most out of their games. Launching on Oct. 7, Pokémon Black Version 2 and Pokémon White Version 2 are made for the Nintendo DS family of systems.

Pokédex 3D Pro: The perfect companion application to Pokémon Black Version 2 and Pokémon White Version 2, Pokédex 3D Pro is sold separately and launches in the Nintendo eShop for Nintendo 3DS on Nov. 8. Players can learn all about their favorite Pokémon, as this enhanced and upgraded version includes detailed information about more than 640 Pokémon featured in the history of the Pokémon video game series. With the new Pokémon Challenge, players can test their Pokémon knowledge in a variety of quizzes. To ensure that players have access to the Pokédex that will aid them the most while playing Pokémon Black Version 2 and Pokémon White Version 2, the original Pokédex 3D will no longer be available from the Nintendo eShop after Oct. 1.

Join Avenue: In Pokémon Black Version 2 and Pokémon White Version 2, players will also have the ability to explore a new area called Join Avenue. Join Avenue is populated by anyone with whom a player has interacted through wireless tag mode, trading or battling. These players will open shops in Join Avenue that sell rare items not found elsewhere in the game. There are

several different types of shops that can be opened on Join Avenue, including ones that offer supplies or the ability to power up Pokémon. The rarity of items that can be purchased from these shops is determined by how populated a player's Join Avenue is.

Memory Link: By connecting Pokémon Black Version 2 or Pokémon White Version 2 with a previously played Pokémon Black Version or Pokémon White Version game, players will be able to see what happened to some of the characters from Pokémon Black Version and Pokémon White Version during the past two years. The scenes players encounter in Pokémon Black Version 2 and Pokémon White Version 2 will depend on how far they have progressed through Pokémon Black Version or Pokémon White Version. To use Memory Link, players must have either two systems from the Nintendo DS or Nintendo 3DS family, or broadband Internet access and a Pokémon Black Version game or Pokémon White Version game that has been synced to the Pokémon Global Link website.

Pokémon Dream Radar: Launching Oct. 7 exclusively on the Nintendo eShop for the Nintendo 3DS family of systems, Pokémon Dream Radar is an entirely 2D experience that lets players catch Pokémon and items using augmented-reality technology by moving the Nintendo 3DS to aim and shoot Dream Clouds. Caught Pokémon and items from Pokémon Dream Radar can be transferred into Pokémon Black Version 2 and Pokémon White Version 2. The game lets players take on the role of an assistant to Professor Burnet. The Pokémon that players catch in Pokémon Dream Radar may have hidden abilities that aren't available in Pokémon Black Version 2 and Pokémon White Version 2, and many of the items in the game cannot be found in Pokémon Black 2 and Pokémon White 2.

ESA ANNOUNCES NEW MEMBERS

The Entertainment Software Association (ESA) today announced the addition of GREE International, Inc., Mad Catz Interactive, Inc., and NetDragon Websoft Inc. to its membership roster. The trade association representing U.S. computer and video game publishers now has 34 members.

"These new members are leaders in the breathtaking number of business models that exist to excite and reach today's entertainment consumers," said Michael D. Gallagher, president and CEO of ESA. "We look forward to learning from them, and protecting their future success in critical areas such as e-commerce regulation, privacy, and intellectual property protection."

GREE is one of the world's largest mobile gaming companies, creating some of the top games in today's market and a hugely successful mobile social platform in Japan. GREE most recently announced the worldwide beta for its new global mobile social games platform, which allows players around the world to interact through games and brings developers the social tools they need to deliver games to high-engagement audiences. GREE maintains its North American headquarters in San Francisco and recently acquired Funzio – a leader in the mid-core mobile games market.

"GREE is passionate about the mobile gaming industry here in North America and is committed to its growth and development," says Naoki Aoyagi, CEO of GREE International, Inc. "We are thrilled to become a member of the ESA, and take this important step in our ongoing focus to build the mobile gaming industry and create an ideal environment for developers, publishers, and players to thrive."

San Diego-based Mad Catz Interactive, Inc. is a global provider of interactive entertainment products marketed primarily under its Mad Catz® (casual gaming), Cyborg™ (pro gaming), Tritton® (gaming audio), Saitek® (simulation) and Eclipse™ (home and office) brands. Mad Catz also develops flight simulation software through its internal ThunderHawk Studios™; operates a video game content website under its Game-Shark® brand; publishes games under its Mad Catz Interactive brand; and distributes games and video game products for third parties.

“ESA has a strong track record of steadfastly supporting its members,” said Darren Richardson, president and CEO of Mad Catz Interactive, Inc. “We are eager to join the association’s ranks, and excited to share our unique perspective and experience with ESA leadership and fellow members.”

ESA offers services to interactive entertainment software publishers including conducting business and consumer research, providing legal and policy analysis and advocacy on First Amendment, intellectual property and technology/e-commerce issues, managing a global anti-piracy program, owning and operating E3, and representing video game industry interests in federal and state government relations. For more information, please visit www.theESA.com or follow them on Twitter: @RichatESA.

Naoto Hiraoka appointed as President and CEO of Index Digital Media

ATLUS, the video game publishing brand of Index Digital Media, Inc., today announced the departure of Shin-ichi Suzuki, President and CEO of the North American subsidiary since 2004 and an industry veteran with over 20 years of executive experience. Effective August 1, 2012, Mr. Suzuki is to be succeeded by Naoto Hiraoka, head of consumer business at Index Corporation and producer for some of the publisher’s most acclaimed games. Drawing upon his 11 years of experience at ATLUS, not to mention his remarkable video game industry savvy, Mr. Hiraoka brings a more unified, synergistic vision for the brand, hoping to further expand upon ATLUS’ current trend of prosperity by bringing the Japanese and North American offices closer together.

During his tenure at Index Digital Media, Inc., Mr. Suzuki demonstrated bold vision, strong leadership, and a marked growth initiative, overseeing year after year of record revenues and profits. His recognition of the importance of online gaming brought about the creation of ATLUS ONLINE, a new division dedicated to massively online interactive entertainment. Mr. Suzuki’s time with the company is further highlighted by the

release of some of the most venerated ATLUS titles of all time. In addition, a wealth of successful niche titles, like the sleeper hit Radiant Historia for Nintendo DS, serve as an example of Mr. Suzuki’s unshakable commitment to core gamers, a trend that endures beyond his term.

Mr. Suzuki expressed appreciation to his employees and the company’s faithful community of fans in his parting statement: “In the time since I assumed the role of President and CEO of Index Digital Media, Inc., the company has experienced tremendous success and growth. I am so proud to have served at the helm of such a well-loved brand as ATLUS. I thank my staff and all of the fans that continue to support the company and its games. Under new leadership, we will continue our proud tradition of excellent games and exceptional localizations. I extend my sincerest thanks to all who helped in some way to make us successful.”

Mr. Suzuki will remain with Index Digital Media, Inc. in an advisory role through September, facilitating a seamless transition of management.



Family Friendly Gaming passes 800K

The invasion of gamefaqs.com users moved Family Friendly Gaming over the eight hundred thousand mark in terms of hits in one month. In June 2012 Family Friendly Gaming received 407,845 hits. In July 2012 Family Friendly Gaming received 815,849 hits. In the past four and a half years over 2.5 million unique IP addresses have accessed the Family Friendly Gaming website (tracking for the first three plus years of this website are not available).

“These numbers are huge,” exclaimed Paul Bury, Editor in Chief of Family Friendly Gaming. He continued: “We never expected to become so well known inside the gaming community. It is a true testament to how God can use a few of His people to reach a hurting world.”

The numbers are expected to go down, now that the gamefaqs.com invasion is over with. Doubling in just one month at such an extreme rate is very surprising to the small team that puts their hearts into making the best family centered gaming site dedicated to gaming, DVDs, and more.

Keep Video Games Safe and Secure with UniKeep

UniKeep, a division of the award-winning leader in eco-friendly packaging and organizational products, Uni-venture Inc., is now offering a fully recyclable system for archiving and organizing disc-based video games. Help keep the most influential games of all time safe, accessible, and organized. Find the UniKeep Video Game Disc Storage Kit, along with Unikeep’s entire line of new products, at www.univenture.com/amazon.

Video Game Disc Storage Kit

Keep valuable video game discs safe with the UniKeep Video Game Disc Storage Kit. Great for gamers of all ages, each kit includes 5 UniKeep disc wallets with a stylish gaming-themed, digitally printed design. For easy access to discs and artwork, each wallet contains top-loading disc pages made from the unique Safety-Sleeve material to keep discs secure and free of lint. The Video Game Disc Storage Kit holds up to 50 discs in 5 wallets that fit inside a black slipcase for compact shelf storage and easy portability.

CEO Ross Youngs commented, “8-bit and 16-bit vintage games are becoming popular collector’s items, and we wanted to design a system to protect the discs and artwork that build the groundwork for today’s billion-dollar gaming industry. We have a 20-year history of producing fully recyclable polypropylene sleeves and albums for storing and protecting CD and DVD media.”

Reduce the risk of scratched and misplaced discs with the Video Game Disc Storage Kit’s innovative, fully-enclosed design. UniKeep has made portability and ease of storage paramount in the design of this kit, offering a secure, stylish game storage solution. What’s in the Kit

- Fully enclosed design for safe keeping and easy organization—including (5) 5.4 x 6.4 x 1.1-inch disc wallets.
- Holds up to 50 discs, plus artwork.
- Unique Safety-Sleeve disc pages keep discs secure and free from lint and dirt.
- Digitally printed with stylish gaming-themed design for a fun, unique, look.
- Accessories and other organization solutions are available at www.unikeep.com/.

Her Interactive Launches Kickstarter to Fund Mobile Game

Her Interactive today announced the launch of its first ever Kickstarter campaign seeking to secure funding to bring Nancy Drew: Tomb of the Lost Queen to smart phones and tablets. By porting their award-winning title to iOS and Android platforms, Her Interactive will reach a larger audience enabling Her Interactive to invest more resources into each Nancy Drew title. The campaign aims to raise \$250,000 in order to bring the mobile version of the game to market. If successfully funded, Her Interactive plans to partner with game developer Adventure Mob to release the mobile version of Nancy Drew: Tomb of the Lost Queen in the first half of 2013.

“Taking Nancy Drew mobile is a tremendous opportunity and a great way for us to reach more fans,” said Stuart Moulder, CEO, Her Interactive. “Her Interactive has always been blessed with a loyal and passionate fan base, and Kickstarter gives us

another way to connect with our fans and opens the door for their support of this key initiative.”

In Nancy Drew: Tomb of the Lost Queen, Egyptologists and archaeologists are abuzz about recent discoveries by a university dig team, but suspicious accidents have left the group isolated and leaderless. Is a curse burying their progress? Or is someone sabotaging their success? Find out as players assume the role of Nancy Drew and uncover the secrets buried within the Tomb of the Lost Queen!

“Nancy Drew is a timeless role model, and the values she represents – smarts, confidence, independence – are still relevant with today’s girls because they know that together, they can positively impact the world,” said Megan Gaiser, chief creative strategy officer (CCSO), Her Interactive. “Nancy Drew: Tomb of the Lost Queen is an artful blend of Egyptology, mysterious secrets, great storytelling, and a surprise ending that captivates the player no matter what device they play it on.”

Individuals who contribute to the Kickstarter.com campaign will receive rewards such as an Ultimate Nancy Drew Fan Journal; a leather Nancy Drew wallet; KoKo Kringle chocolate bars; voiceover lessons from the voice of Nancy Drew, Lani Minella; an all-expense paid trip to the Her Interactive studio; and an official Nancy Drew party for one lucky fan and ten of his or her closest friends.

“Nancy Drew titles are the perfect games for mobile devices and tablets, and we’re very happy to team up with the wonderful folks at Her Interactive,” said Oded Sharon, CEO, Adventure Mob. “We look forward to sharing our experience with mobile adventure game development, and from other Kickstarter campaigns.”



iGivings Launches Mobile App at Gateway Church

iGivings—the nation’s largest developer of mobile application platforms for churches—announces the launch of a groundbreaking new app with an unprecedented array of features connecting the community at Gateway Church in North Texas and its 24,000 members.

“Gateway Church is all about people, and this state-of-the-art app was designed to empower users with superior tools, all at their fingertips, that enhance their Christian experience and help them lead more fulfilling lives,” iGivings CEO Yuri Gorzey said.

Gateway’s mobile app debuted last month with a first-ever combination of more than 30 features (tailored to Gateway needs) for today’s “smart phone” generation. Feature highlights:

Sermon Streaming and Archive—Anyone, anywhere has Gateway Church sermons right in his or her pocket; users can watch sermons live or view archived sermons from anywhere in the world.

Interactive Sermon Notes—This unique tool offers users the ability to take their own sermon notes, leave comments on sermons or even save their notes. One click takes users directly to referenced verses in the app’s Bible. Experience the fastest way to follow along with your pastor and stop getting lost in his message because you were too busy flipping through pages.

Interactive Prayer Wall—Now every user can share prayer requests and praises from their phone, join with prayer teams, create prayer lists with reminders, and see and interact with others who are praying for them—a powerful tool for building church community.

2-Clicks Mobile Giving—Patent pending

on this first mobile giving app. No linking to a second site: Users just quickly, easily and securely select an amount and click to donate. (Note: 64 percent of donors prefer to use technology to do it.)

Teachings—This unique and innovative feature lets users easily find the specific teachings they want on their phone. Users search by categories such as Length, Date, Scripture, Keyword, Author, Series and more. This feature puts any of Gateway’s teachings in the palm of a user’s hand.

Also! Calendars, Groups, Bible Studies, Devotionals, Blogs, News, Ministries, Service Times and Locations, Push Notifications, and more.

The new iGivings app draws high praise and rave reviews from leaders at Gateway, a Southlake, Texas-based church with campuses across the Dallas area.

“We have been extremely impressed with iGivings’ heart of service and professionalism of approach,” Executive Senior Pastor Tom Lane said. “Their quality of work and creative approach to solutions has exceeded our expectations.”

iGivings empowers any church to fully meet members and seekers at their points of need. Within four months of launching its new Basic platform, iGivings had more than 6,500 churches from all over the world requesting services, including churches in:

- United States
- Japan
- Switzerland
- United Arab Emirates
- Singapore
- India
- Great Britain and others.

“The one thing people walk out of church with is their phone,” Gorzey said. “To the question, ‘Are we effectively meeting our people where they are?’ iGivings equips churches to share, teach and reach in the ways their people already are communicating.”

STATE OF GAMING



ALL ABOARD

The summer train is leaving the station. Kids are going back to school. They fussed and complained about being bored, but now they have to get back to the grind. Parents do not get huge blocks off time off like the children. Families are turning back to education. Which means entertainment is taking a back seat. Entertainment is not as important. The industry is aware of this, and there has been a push to get video games into the schools. Educational games of course. Game developers and publishers have been teaching gamers lessons for decades now.

It will not be difficult for them to find useful lessons to teach. Technically there have been games that teach useful lessons for years. Christian video games have trail blazed in that department.

As many eyes turn to Nintendo for data on the Wii U, Family Friendly Gaming can not help but wonder if next generation news will be coming from Sony and/or Microsoft soon. These companies have a habit of announcing something around the time of a rival - to diminish interest in their rivals product. Just be patient and we will provide something better - is an attitude all three companies have been accused of in the past. Will history repeat itself?

Family Friendly Gaming hopes your family will have a wonderful Labor Day weekend. This is such a wonderful time to grow spiritually, uplift and edify one another. Focus on the positives, and work on improving any negatives.

Family Friendly Gaming is keeping a close eye on the tablet market. Is it possible they could replace the Personal Computer (PC) market in coming years? What will happen to Apple now that Steve Jobs has died? What role will Google play in the future technologies? Will the OUYA be a success or another flop like the Virtual Boy was?

2 Corinthians 10:4-5

4 The weapons we fight with are not the weapons of the world. On the contrary, they have divine power to demolish strongholds.

5 We demolish arguments and every pretension that sets itself up against the knowledge of God, and we take captive every thought to make it obedient to Christ.

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.

iPod Touch/iPhone		Score	Page
Duckers		93	39
Nintendo DS		Score	Page
Tron Evolution		72	30
Final Fantasy The 4 Heroes of Light		63	33
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Shinobi

SCORE: 50



Back in the day ninja games were about skill, talent, and perserverance. Today the current crop of nin-ja games want to be realistic. So the enemies spray buckets of blood wen attacked. Yeah like that is real-istic. The hack and slash levels are broken up by horseback rid-ing hack and slash levels.

Make no dog biscuits about it Shinobi is one ultra violent game. This reviewer is shocked that the ESRB gave it a 'T' for Teen rating. This game is definitely a 'M' for Mature. Gam-ers should be at least seventeen years old before playing Shinobi on the Nintendo 3DS.

The level of blood and violence in Shinobi is shameful. Boredom ensues in the first few minutes of Shinobi. Enemies like to cheaply hit us from off screen. So the best way to avoid being hit is to move a bit and throw a couple of shurikens. This gets boring fast. The alternative is to rush in and get hit a time or two before you can counter attack. Do not expect to see any turning of the other cheek in Shinobi. A few



female characters were slightly exposed in Shinobi too. How did the ESRB miss that?

This reviewer has seen two reactions to the music in Shinobi. It is a love or hate kind of thing. What about me? I hate it. The Eastern mysticism may add a depth and layer to Shinobi, but it set my teeth grinding. Hearing the violent sounds repeatedly is at brain washing levels.

So we kill this one ninja, and then we face three more that look exactly the same. Then we face three more that look the same. And then we fight some big nasty guy. Now we are back to facing the same ninjas over again. Oh look two of the same and one different ninja. What am I talking about? These are my raw notes from when I was playing Shinobi. Continuously killing the same looking guys started to drive me insane.

Players can pick different difficulty settings, and different magical spells to assist them. Why are ninjas using magic? If you really need a ninja game try and find a Teenage Mutant Ninja Turtles game. There are enough of them on the market. Shinobi is one sick puppy. Obviously was not provided the dog biscuits.

Shinobi is a draining game spiritually. This Nintendo 3DS game teaches lessons that are in direct oppo-sition of the Bible. The blood and gore could have been left out of Shinobi. This game could have been made safer for families. A niche audience will enjoy Shinobi. The rest of us will pass. - Working Man Gamer



Publisher: Sega

System: Nintendo 3DS

Rating: 'T' - Teen
{Blood, Violence}

Graphics: 40%
Sounds: 60%
Replay/Extras: 65%
Gameplay: 57%
Family Friendly Factor: 30%





Mario Tennis Open

SCORE: 73



It takes a big man to step back when they feel they may have been compromised. Our editor in chief wrote the preview for Mario Tennis Open, and Nintendo has been flaking with Family Friendly Gaming in recent months. He decided to hand the review off to me since he felt he was compromised due to the problems FFG has been having with this company.

He paid the forty dollars for Mario Tennis Open, and I did not have to pay a dime. Just like the thousands of products that are constantly sent in to Family Friendly Gaming. I have to say I do not think Mario Tennis Open is worth that much money. I would put its value at the twenty dollar to the twenty-five dollar range.

Mario Tennis Open fits into two categories. You are stomping someone, or you are getting stomped. I would volley

with someone back and forth only to lose every single point. I never felt like I was close. The opposite was true when I was stomping. They may volley with me here and there, but the points always went to my side. Which makes Mario Tennis Open a boring game.

There are some neat little mini games in Mario Tennis Open that kept my attention for about five minutes. There are plenty of other tennis games on the market that have so many better mini games. Mario Tennis Open can be played online and it has that Streetpass thing going for it as well. Human competitors are the same as the computer ones. The game seems to decide who is going to win and we have to play our parts like actors.

The 3D effects in Mario Tennis Open did not impress me one bit. It looks like Nintendo is trying to



stretch it out more and smooth out the edges. But like I said, I am not impressed. The graphics look okay, and the tennis courts have themes of the different characters.

The courts have these circles which grant the player special powers. If you can go from one to the next you are almost always assured the point. If you don't string them together then you will lose the point. There is no skill or strategy to Mario Tennis Open beyond that.

I agree that Mario Tennis Open is a major disappointment. This game could have been so great but it fell flat on its face. Characters throw tantrums every time they lose a point. So we are subjected to that over and over again. Family Tennis 3D is a better tennis game on the 3DS. - Frank



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

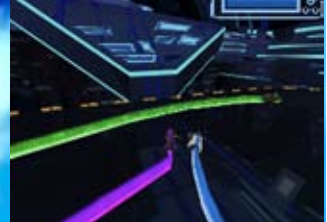
Graphics: 80%
Sounds: 81%
Replay/Extras: 76%
Gameplay: 50%
Family Friendly Factor: 79%





Tron Evolution

SCORE: 72



It is fabulous to find something on clearance. It is even better when it is between one dollar and two dollars. That is precisely what I found Tron Evolution for at a local retailer. Part of my brain said: "this game will suck if it sells for that low." Another part of my grey matter said: "give it a shot it might be worth it." Like many video games out there, Tron Evolution has good and bad.

The environments in Tron Evolution are shocking. They look wonderful. If you like the movie, then you will love how this Nintendo DS game looks. The bad side is the characters do not look so great. Too often the graphics are really tiny. The cut scenes look good. The core of Tron Evolution is to destroy the programs we come across. The enemies respawn in every area. This makes Tron Evolution frustrating.

There are puzzle aspects to Tron Evolution which makes the enemy respawning all the



more frustrating. I was running around these maze like areas trying to find the switch to open a door. I had to kill the same guys multiple times. The light cycle levels in Tron Evolution are awesome. Driving around and avoiding the other streams is one of the best parts of this game.

The music in Tron Evolution is enjoyable for all ages. It helped provide the illusion of being inside the Tron world. Expect to run across characters from the movie in

Tron Evolution. This Nintendo DS game explains what are missions are at regular intervals.

All in all Tron Evolution is an okay hand held version of a movie based game. It has it moments here and there but most of it is very forgettable. I find that to be a shame because there is some diversity to the game play. Some of it is fun and some is annoying. I enjoyed some of the special attacks like drawing a line to where I could throw my disc. Fighting the enemies over and over again really bogs Tron Evolution down.

Families that enjoyed the Tron franchise may enjoy Tron

Evolution on the Nintendo DS. I doubt you will be able to find it for the price I did, but you never know. The lesson in Tron Evolution is how important law and order is. Which is a lesson many teenagers could use. I know when I was a teenager I could have used more of that lesson in my life. I would love to see a light cycle only sequel to Tron Evolution in future years.

- Sam



Publisher: Disney Interactive Studios
System: Nintendo DS
Rating: 'E10+' - Everyone 10+
{Mild Fantasy Violence}

Graphics: 71%
Sounds: 80%
Replay/Extras: 80%
Gameplay: 60%
Family Friendly Factor: 70%



Disney SECRET of the WINGS

Tinker Bell & Periwinkle's SNOWCONE STAND RECIPES

Tink's Tasty Delight

- 1 cup 100% all natural white grape juice
- 2 drops of green food coloring
- Add 1-2 drops of green food coloring to grape juice
- Chill before using



Periwinkle's Blueberry Pixie Frost

- 1 cup honey
- ¼ cup water
- ¼ cup fresh lemon juice
- ½ cup frozen or fresh blueberries

Boil 5 minutes

Mash or blend blueberries, strain and chill before using



New on Blu-ray™ Combo Pack
& HD Digital » OCTOBER 23

Disney.com/SecretoftheWings
Facebook.com/DisneyFairies





FIRST AID CLINIC

safety word search

Circle each word that you find in the puzzle below.

- | | | | |
|---|---------------------------------|---------------------------------|----------------------------------|
| <input checked="" type="checkbox"/> BEE | <input type="checkbox"/> CUT | <input type="checkbox"/> ICE | <input type="checkbox"/> SLING |
| <input type="checkbox"/> BITE | <input type="checkbox"/> DOCTOR | <input type="checkbox"/> ICKY | <input type="checkbox"/> SOAP |
| <input type="checkbox"/> BOOBOO | <input type="checkbox"/> EYE | <input type="checkbox"/> KNEE | <input type="checkbox"/> STRONG |
| <input type="checkbox"/> BRUSH | <input type="checkbox"/> HALLIE | <input type="checkbox"/> LAMBIE | <input type="checkbox"/> STUFFY |
| <input type="checkbox"/> BUMP | <input type="checkbox"/> HEART | <input type="checkbox"/> SCRAPE | <input type="checkbox"/> SUNBURN |
| <input type="checkbox"/> BURN | <input type="checkbox"/> HURT | <input type="checkbox"/> SLEEP | <input type="checkbox"/> WASH |

W P G B D H S A W L N N H Y
C U T N Y O H L A E R S A F
B O O B O O C M E U U L L F
P M U B H R B T B E B I L U
E C I S K I T N O Y P N I T
E T U N E R U S A R I G E S
E R E Y U S E P A R C S U H
B E E H I C K Y L H E A R T

Scrambler Unscramble the message below.

HINT: If you are having a medical emergency, you should...

L A C L 1 9 1

ANSWER: Call 911

On DVD + Digital Copy August 21





Final Fantasy The 4 Heroes of Light

SCORE: 63



Square Enix has a good name in the role playing realm. But even they are allowed a stinker once in a blue moon. Final Fantasy The 4 Heroes of Light is one of those stinkers. It is like the developer did everything possible to make Final Fantasy The 4 Heroes of Light as annoying and difficult as possible.

The graphics in Final Fantasy The 4 Heroes of Light are hideous. The details are lacking, the characters are blocky, and nothing looks good. There is violent content as characters attack in the normal turn based fashion.

The monsters are also ugly looking. Certain female characters may be trying to entice to lust, but the details are so poor it is hard to make out.

If you can ever get past the poor graphical images in Final Fantasy The 4 Heroes of Light then you have to deal with the bad language. The standard

Final Fantasy music saves this Nintendo DS game from becoming a total disgrace. The bad language was not required and distracts from an already hand-capped game.

The quest in Final Fantasy The 4 Heroes of Light is long enough for most gamers to feel they got their moneys worth. This reviewer feels like money was wasted on Final Fantasy The 4 Heroes of Light. Please learn from this mistake and avoid this hand held title.

The absolute worst part of Final Fantasy The 4 Heroes of Light is the game play. We have orbs that are used to do all of our in battle actions One orb is provided to us per turn. One orb is taken away to attack, and two for most magic attacks or defenses.



This means magic runs out fast in Final Fantasy The 4 Heroes of Light. We can only use the Cure spell in battle. So we have to use items to heal outside of battle. Except we can only carry so many items per character.

These restraints and odd game play mechanics hurt Final Fantasy The 4 Heroes of Light. It turns into a rather frustrating adventure where we try to find where to go next. Sometimes the game directs us, and others we are left to our own devices.

Final Fantasy The 4 Heroes of Light is steeped in magic, crystals, and all kinds of occult creatures. The first quest we go on is to defeat a witch who transforms into a dragon. She turns a town into stone because we saved the princess. And that is merely the beginning.

- RPG Master



Publisher: Square Enix
System: Nintendo DS
Rating: 'E10+' for Everyone 10+
{Alcohol Reference, Mild Fantasy Violence, Mild Language}

Graphics: 58%
Sounds: 61%
Replay/Extras: 80%
Gameplay: 58%
Family Friendly Factor: 59%



Marvel Super Hero Squad The Infinity Gauntlet

SCORE: 85

Our boys love Marvel Super Hero Squad. Due to the nuclear meltdown over at THQ we missed Marvel Super Hero Squad The Infinity Gauntlet. No fear true believers because I

saved up my own money to purchase and play this home console game. Of the home console versions I choose the Xbox 360 version for this review. The comedy expected from the franchise is in this game and true to form. Parents should pay close attention to the rating. Our ten year old can handle this game, but our seven year old gets aggressive after just watching it.

I love the look and feel to Marvel Super Hero Squad The Infinity Gauntlet. These characters are younger and friendlier versions of well known Marvel super heroes. Most of the game play in Marvel Super Hero Squad The Infinity Gauntlet is punching and kicking the enemies. Super powers can also be used. One thing about Marvel Super Hero Squad The Infinity Gauntlet that I personally appreciate is the



puzzle portions. They are generally simplistic but its nice to have them there.

The laughs barely stop when story elements are being shown in Marvel Super Hero Squad The Infinity Gauntlet. Children and adults can enjoy the humor in this home console game. We are forced to bring certain super heroes in each of the levels. After that we can go back through the level in free mode and bring along whomever we like. So THQ definitely learned



from the Lego franchises.

The puzzle areas of Marvel Super Hero Squad The Infinity Gauntlet save this game from boring us to tears. The fights get annoying in Marvel Super Hero Squad The Infinity Gauntlet very quickly. Punch and kick so many of these guys into oblivion. Our reward? More of the same. I cringed so many times knowing I would have to blast my way through all these bad guys.

A smart player can continue through level after level even with their super heroes dying. A buddy goes over and stands next to the body of the fallen hero. They come back. Even if you don't stand next to them, they will still come back. The only thing I had to worry about was having both die at the same time.

Four family members can enjoy Marvel Super Hero Squad The Infinity Gauntlet at the same time. This is nice for families that like to game together. An added bonus if they like this franchise. I am fond of this franchise, but mainly got it for Family Friendly Gaming and for our sons to enjoy. I hope to see more improvements in future games in this fun little franchise.

- Paul

Publisher: THQ

System: Wii/PS3/Xbox 360

Rating: 'E10+' for Everyone 10+
{Animated Blood, Cartoon Violence}

Graphics: 77%

Sounds: 87%

Replay/Extras: 90%

Gameplay: 90%

Family Friendly Factor: 79%

Family Friendly Gaming





Little King's Story



SCORE: 59

Game companies look at Family Friendly Gaming and sometimes worry we will fail their product miserably. They know we stand for truth. They know we apply God's standard to the content within video games. They know we call good - good, and evil - evil. We are not swayed by money, or other schemes of man. So it did not surprise me when the release of Little King's Story came and went. It did not surprise me this game was moved to the not provided column in our tracking software. What did surprise me is how long it took for someone to get to this Wii game.

The wait is over my friends. Little King's Story is like Pikmin only much deeper. We start out as a young king in a kingdom near collapse. It is our goal to raise our kingdom up and conquer the world. We recruit villagers and give them jobs. They can then perform functions for us - like fighting monsters and digging in holes. As Little King's Story progresses we can build more buildings and have our peasants



learn even better jobs. My personal favorite is the engineers. Something about having people who can build things appeals to me.

Early on a monk comes to us. He demands we build a church or God will punish us. This is a great mockery of God and something that will offend millions of Christians. Visiting the church will further incense believers. The music is catchy, and can be changed at a variety of locations. In fact Little King's Story allows for a fair bit of modification.

I really hate how Little King's Story works in terms of game play. We need certain characters for certain things. So either we have an extremely balanced party or we go all in with one kind. Both of these present the players problems. If we build stairs and then face a boss right afterwards we not have the right troops to defeat



it. Without the right personnel we can't build the stairs. Certain jobs are very expensive, and we need our money to purchase buildings to grow the country.

I spent way too much time grinding in Little King's Story. I would go out and kill everything to collect treasure. Then I would go back to my castle and get money for that treasure. Not enough to buy the next needed building? Then go and do it again. This grows tiresome very quickly.

Certain sexual content is in Little King's Story, and it was not needed. Little King's Story tries to be funny in a quirky sort of way, but it just falls flat. Life is shown as pretty cheap in Little King's Story on the Wii. I hope the PS Vita sequel to Little King's Story will improve some of the issues.

- Paul

Publisher: XSeed Games

System: Wii

Rating: 'T' for Teen {Crude Humor, Mild Cartoon Violence, Suggestive Themes, Use of Alcohol}

Graphics: 60%

Sounds: 58%

Replay/Extras: 80%

Gameplay: 65%

Family Friendly Factor: 30%



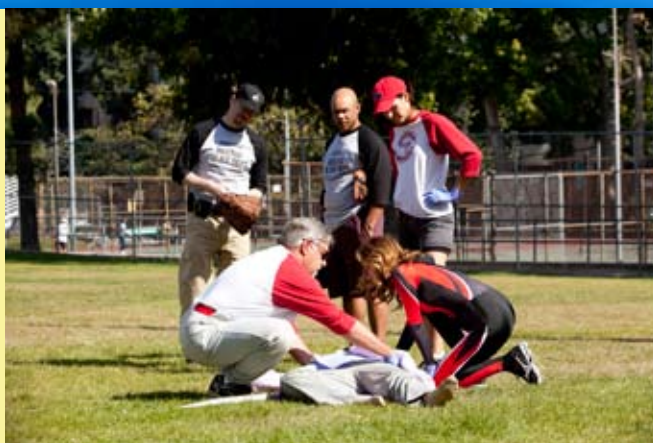


rizzoli & isles The Complete First Season



SCORE: 42

rizzoli & isles The Complete First Season has two actresses I know from other crime drama shows. We have Angie Harmon and Sasha Alexander from Law & Order and NCIS respectively. One is a Boston police officer and the other is the medical examiner.



The storylines a bit too predictable in rizzoli & isles The Complete First Season, and there is a real lack of realism. Serial killers are allowed to escape easily and evade detection to harass the police.

rizzoli & isles The Complete First Season includes a variety of troubling and disturbing images. rizzoli & isles The Complete First Season supports multiple sexual deviations, murder, hatred, and lusts. Characters in rizzoli & isles The Complete First Season exhibit a long list of bad attitudes.

One thing that I feel is missing in rizzoli & isles The Complete First Season is the reason to help others. They do not protect and serve. They do their jobs, albeit grudgingly most of the time. If they can not solve a problem they are concerned with how it makes them look. This level of selfishness is extremely

disappointing.

I purchased the DVD package of rizzoli & isles The Complete First Season to see how it was. I fail to understand why Hollywood chooses to include

such a high level of bad language. I recommend keeping children away from rizzoli & isles The Complete First Season. I don't like hearing that much bad language. Their attitudes are bad enough, but the language is horrendous.

Ten episodes make up the complete first season. Half of what I would expect from an



entire season of a television show. rizzoli & isles The Complete First Season includes a few extras that promotes the chick power of this show. All of the episodes are pretty forgettable and throw away unfortunately.

The doctors pet tortoise is one of the most interesting facets of rizzoli & isles The Complete First Season. That pet is one of the few shining moments of this show. The rest is all about the seedy side of Boston. This show find a connection with the Boston Strangler

rizzoli & isles The Complete First Season disappointed me on multiple levels. The attacks on those of faith are not needed.

The extreme fanatical teachings on a variety of social issues is at the brainwashing level. Which should not surprise us since Boston has attacked Chick-Fil-A,

The family unit in rizzoli & isles The Complete First Season is very thin which is a shame. I hoped for so much more from rizzoli & isles The Complete First Season since it has a talented cast. - Yolanda

Publisher: Warner Bros
System: DVD
Rating: 'NR' - Not Rated

Graphics: 40%
Sounds: 40%
Replay/Extras: 60%
Gameplay: 40%
Family Friendly Factor: 30%



Mario Tennis

SCORE: 87

At times I find it difficult to review retro titles. Especially when we are talking about graphics. Mario Tennis may have looked great back in the day, but now the characters look really blocky. Nintendo has improved the details on their characters in numerous ways since Mario Tennis first graced the Nintendo 64.

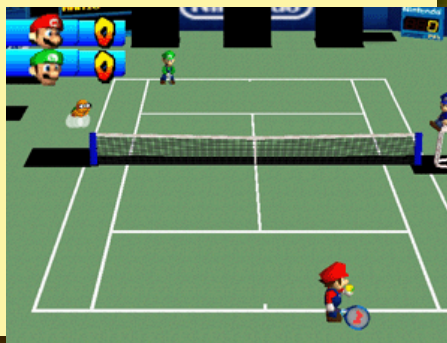
One thing that has withstood the test of time is the sounds. The music and special effect sounds in Mario Tennis are fantastic. I love the tennis sounds, and how Mario Tennis is a real tennis game. Recent mascot tennis games rely on special powers and special moves to thrive. Mario Tennis is all about the core of what it should be about - tennis.

I struggled in some matches in Mario Tennis. There were back and forth battles. Sometimes I came out on top and sometimes I did not come out on top. Mario Tennis moves players through a variety of emotions. The agony of defeat is felt in Mario Tennis. The ecstasy of winning is also felt.

I have one complaint about Mario Tennis. The players that lose a point throw a tantrum. After a few hours of seeing this I noticed I started to visibly show disgust at a mistake. I would love to see this franchise improve in this area. I can understand showing it after losing a game, but after every single point loss - well that gets excessive. And I can tell from personal experience it can impact our moods and attitudes.

Mario Tennis can be found for pretty cheap, and I am very blessed that I had enough money to purchase this home console sports title. The basics of tennis are taught in Mario Tennis. Whether you choose singles or team. I am thankful that Nintendo continued this franchise.

- Paul



Publisher: Nintendo
System: N64
Rating: 'E' - Everyone

Graphics: 83%
Sounds: 86%
Replay/Extras: 94%
Gameplay: 93%
Family Friendly Factor: 80%

Kid Chameleon

SCORE: 59

Kid Chameleon was an early platformer on the Sega Genesis. This home console game did some interesting things, and fell flat in other areas. The coolest thing Kid Chameleon did was have different suits. Each of these suits had different powers. Sounds close to some of the Mario games huh? The animations were pretty good for their time. Especially when our teenager flipped around and over things.

The storyline for Kid Chameleon caught my attention. A Virtual Reality arcade was created it. It became a big hit and everyone went to it. The end boss in the VR game became self aware and started kidnapping the kids. One teenager refused to lose. We get to play that teenager.

The levels in Kid Chameleon bring us to different worlds. My biggest complaint though is we have to go through multiple versions of the same levels in a world. Not only that, but sections of these levels look the same. I am not impressed with the game design of these levels.

Some of the suits we wear in Kid Chameleon are dark. One of them looks like a psycho bike rider, and another looks like Jason from Friday the 13th disgusting movies. Kid Chameleon seems to have an unhealthy fixation on the horror films of its era.

The sounds in Kid Chameleon are okay, especially for that era. There can be sounds that reinforce that obsession with horror. Expect to encounter many of the same looking enemies in this Genesis game.

We hack and slash our way through the levels



once we get the right suit. The main character can jump on the enemies but collision detection is not always in our favor. I would say pass on Kid Chameleon.

- Mark

Publisher: Sega
System: Genesis
Rating: 'E' - Everyone
{Mild Cartoon Violence}

Graphics: 60%
Sounds: 66%
Replay/Extras: 53%
Gameplay: 60%
Family Friendly Factor: 55%



Batman Year One

SCORE: 58



Batman is generally a dark character. Some movies, television shows, comic books, and cartoon shows sanitized Batman so it is less dark. Batman Year One is a return to the dark, disgusting, and ugly roots of the character. But Batman is only part of Batman Year One. We get a look at Gordon before he is made commissioner.

Gotham City in Batman Year One is a lot like Chicago in our world. Corrupt politicians, police on the take, and crime running rampant. In Batman Year One the cops and the crooks are on the same page. They work together to the benefit of both. Lieutenant Gordon is a good, clean cop. But even he is given a dark side.

Batman Year One is a cup full of darkness for all of the characters. The violence has blood spraying, bones breaking, and all kinds of enticement to lust. Especially the Catwoman short included on this DVD. Characters get revenge and use physical



attacks to force their will upon others.

Gordon is a character that falls the farthest from grace. He cheats on his wife, beats up his partner, and connives to reach a higher position of power. Yes he is a better commissioner than the corrupt one. It just feels like trading one evil for another.

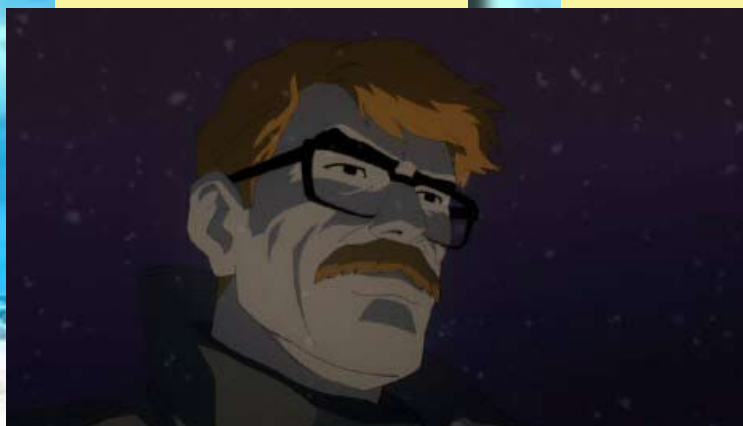
We know why Batman is out there cracking down on

crime. We learn in Batman Year One why the police are after him as well. Which adds a layer of credibility and realism to Batman Year One. Batman has a diminished role in Batman Year One which is strange.

Since Batman Year One takes us through a year it can feel disconnected. Batman Year One is only sixty-four minutes which contributes to this problem. Batman Year One should have been longer and fleshed out so many plot points. I watched Batman Year One to understand certain portions. Missing one small key plot point throws this entire DVD in disarray.

Batman Year One is not for children. It is an adult only version of Batman. There are multiple adult situations in Batman Year One. The sick thing about Batman Year One is it always shows the darkness. Even those supposedly fighting for the light

are very dark themselves. Catwoman is not exactly much of a hero in my book. She saves a friend but we know she cares more about stealing than doing the right thing.
- Sam



Publisher: Warner Bros

System: DVD

Rating: "PG-13" - Parents Strongly Cautioned {Violence and some Sexual Material}

Graphics: 53%

Sounds: 50%

Replay/Extras: 73%

Gameplay: 61%

Family Friendly Factor: 52%





Duckers

SCORE: 93

A few weeks back my youngest son was playing this app. I was curious to see what he was playing. It was Duckers. My first impression of this game is it was not very good. It did not look like much, but he was having fun. He even asked me to help him with the game.

As I started playing Duckers I quickly discovered its charm. I went to my wife to find out how much this app cost us. She told me absolutely free. I became even more impressed. I decided at that moment that I would work in a review for Duckers on the iPhone/iPod Touch.

Duckers has very cute little graphics. If our character runs into spikes or rocks they shake their head and



stop. If they run into electricity of any sort we see an animation where the skeleton is showing. There are different characters we can unlock, as well as different kinds of soil.

The music in Duckers is one of the reasons I played this app to death. It is fresh, fun, and alive. The special effect sounds fit this little digging game masterfully. My favorite is collecting the coins. Duckers has a certain happiness to it that I personally feel is infectious.

Retro Dreamer has created an extremely solid title, and they have given it away for free. There are some in app purchases if you want to purchase coins. Playing Duckers will provide the same thing. I personally saw no problem with the in app purchases in Duckers because it is so much fun to replay. There are plenty of hidden items in Duckers to discover.

Duckers is so easy to play. We touch where we



want our character to dig down. We collect items along the way. When we fall between soil we use the gyroscope in the units to guide the falls. All ages of the family can enjoy Duckers. Every single person in our family has enjoyed playing Duckers. I only recently stopped playing after I had unlocked everything I wanted

to unlock.

Duckers is a safe game for the entire family. It teaches us to plan our moves ahead of time. Duckers also teaches us to avoid pitfalls that could get in our way. Duckers can also teach some patience. In terms of unlocking certain content, and passing the electrical areas.

I am so impressed with Duckers that I made sure this game received a page in this issue so families can be made aware of this app. I hope you take the time to check out Duckers on the iPhone/iPod Touch.

- Paul

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

Graphics: 89%
Sounds: 93%
Replay/Extras: 99%
Gameplay: 95%
Family Friendly Factor: 90%



DEVELOPING GAMES



100



EAT!





With “Kinect Nat Geo TV”, your family can explore the rugged beauty of the American wilderness with Casey Anderson, host of Nat Geo’s “America the Wild.” Develop naturalist skills, learn about the environment and get to know wild animals. Each 30-minute TV episode includes:

- * Visual cues on the screen to highlight the interactive “sidetrack” activities for viewers to jump in and explore with Casey. .

- * “Go WILD” role-play games where families discover the natural world together as

“Kinect Nat Geo TV” turns living rooms into forests and transforms kids into animals

- * Access to archived episodes of Nat Geo WILD TV programs through Kinect.*

* Game and Kinect sold separately. Xbox LIVE (free) membership and broadband Internet access required; service fees apply. Archived episodes sold separately.

Game: Kinect Nat Geo TV
Company: Microsoft
Release Date: September 18, 2012
System: Xbox 360
Rating: ‘E10+’ - Everyone 10+
(Mild Blood, Mild Violence)

KINECT

NAT GEO
TV

REACH!



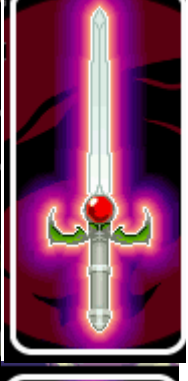
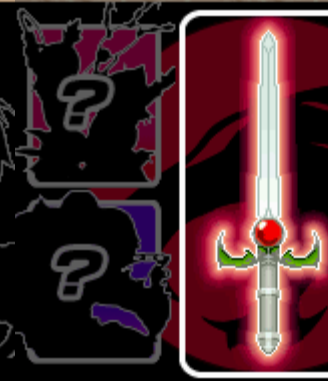
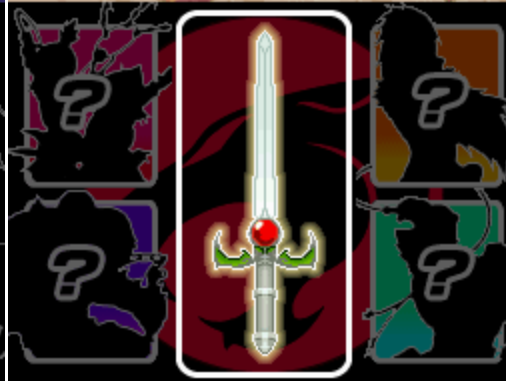
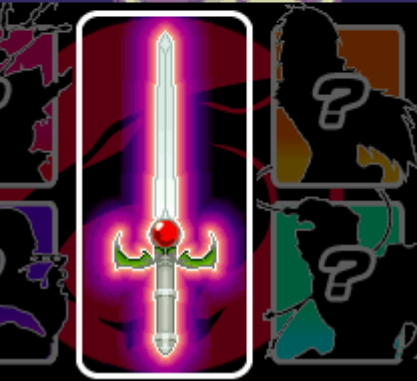
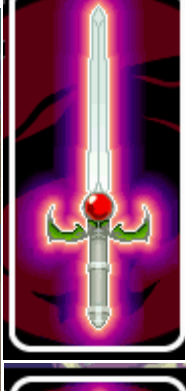
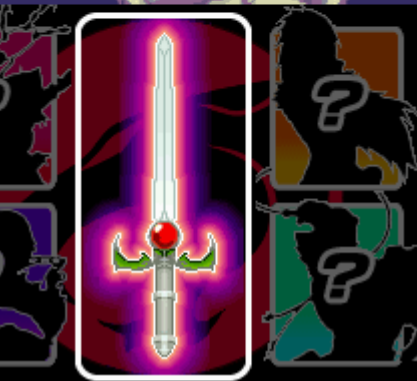
Game: Kinect Nat Geo TV
Company: Microsoft
Release Date: September 18, 2012
System: Xbox 360
Rating: 'E10+' - Everyone 10+
{Mild Blood, Mild Violence}





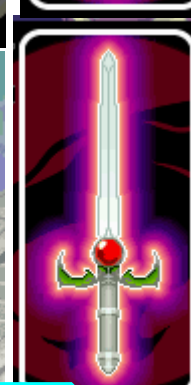
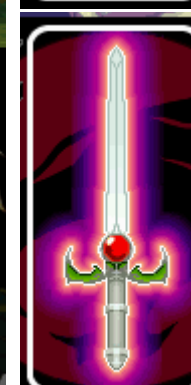
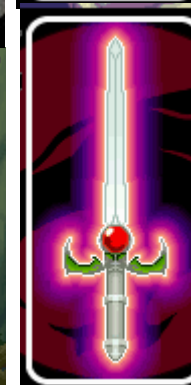
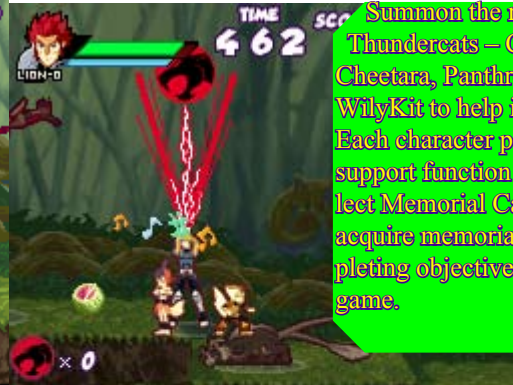


The hit animated high-action series claws its way onto the Nintendo DS™! Become Lion-O and battle Mumm-Ra and his evil forces as you run, jump, and slash your way through action ripped straight from the new animated series. Wield the incredible power of the Sword of Omens in this epic side-scrolling adventure.



Game: Thundercats
Company: Namco Bandai
Release Date: September 2012
System: Nintendo DS
Ratings: "E" - Rating Pending





Summon the rest of the Thundercats – Call upon Tygra, Cheetara, Panthro, WilyKat & WilyKit to help in difficult battles. Each character possesses a unique support function and attack. Collect Memorial Cards – Unlock and acquire memorial cards by completing objectives throughout the game.

Game: Thundercats
Company: Namco Bandai
Release Date: September 2012
System: Nintendo DS
Ratings: "RP" - Rating Pending



“Criterion is shaking up the franchise with Need for Speed Most Wanted,” said Matt Webster, Executive Producer at Criterion Games. “This is Most Wanted for a new generation of players. We’ve brought everything we know about racing, chasing and exploration and smashed them together in a highly connected open world automotive experience. Whether driving solo or racing with friends in our amazing new multiplayer experience, Autolog fires up competition out of everything as players compete to be most wanted amongst their friends.”

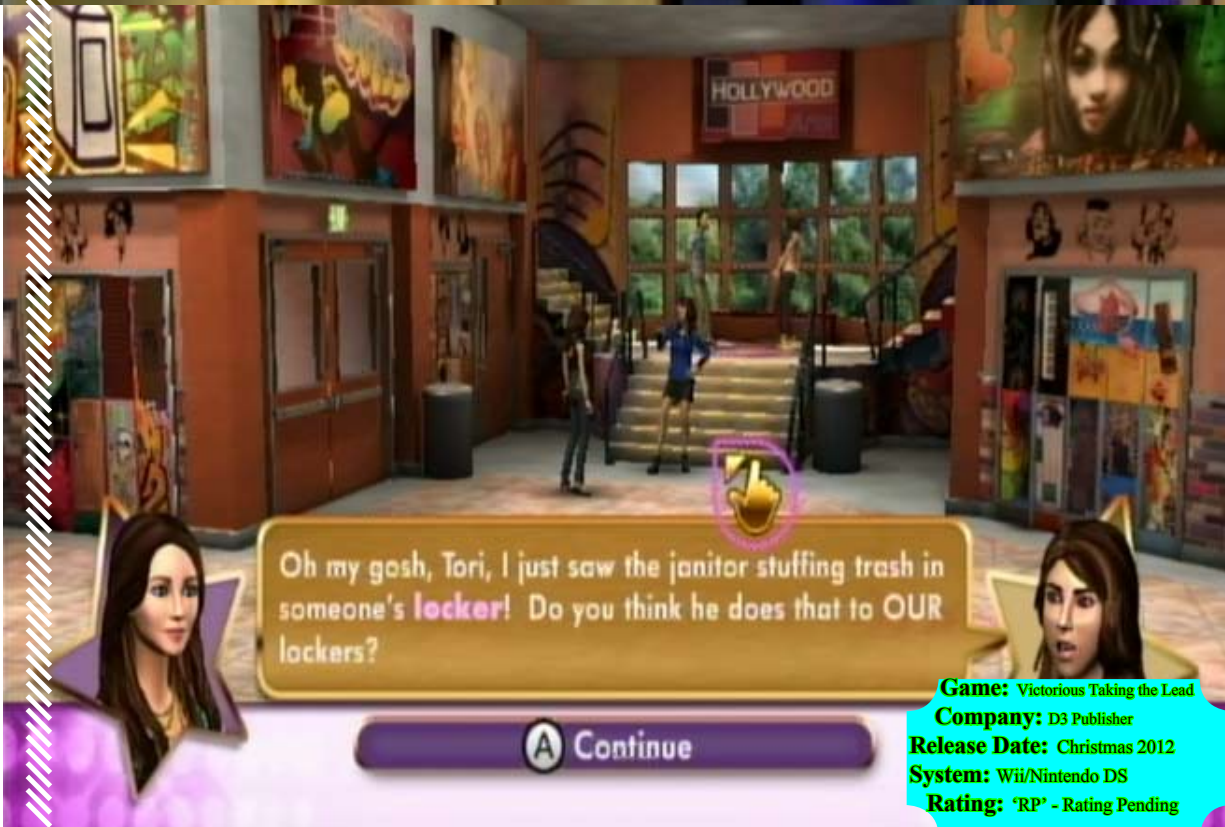
Game: Need for Speed Most Wanted
Company: EA Sports
Release Date: To Be Announced
System: iPhone/iPad/iPod Touch
Rating: 'RP' - Rating Pending

TALES OF XILLIA™

Tales of Xillia follows Jude Mathis, a clever medical student attending school in the capital city, and Milla Maxwell, a mysterious woman accompanied by four unseen beings. Players will be able to choose either Milla or Jude at the outset of their adventure through the world of Rieze Maxia, where humans and spirits live together in harmony. The kingdom of Rashugal has been experimenting with a powerful device that has been draining the mana from the world. Realizing the harm it is inflicting on the world, Milla and Jude set off on a journey to destroy it and restore the mana back to the world. Over the course of the game their lives will intersect with a vast ensemble of characters that will teach them the strength of unwavering conviction. Players will engage enemies with the critically acclaimed Linear Motion Battle System that the Tales of series is famous for. The system allows for real-time movement and attacks, giving the player a more tactile role in the midst of fights.

Game: Tales of Xillia
Company: Namco Bandai
Release Date: 2013
System: Playstation 3
Rating: 'RP' - Rating Pending





FEATURES:

An Authentic Victorious Experience – Victorious: Taking the Lead features a brand new storyline based on the popular series and stars voices of Victoria Justice, the rest of the show's original cast, and features hit songs from the show, such as "Take a Hint" from the new season.

Become Tori Vega – Fans will be able to play as Tori Vega as she tries to win the starring role in an upcoming school play by completing a variety of fun mini-games and tasks. But watch out: school rival Jade is after the same part!

Nintendo Exclusive – Victorious: Taking the Lead releases on the Wii and Nintendo DS platforms this holiday season, making it the first game in the

Game: Victorious Taking the Lead
Company: D3 Publisher
Release Date: Christmas 2012
System: Wii/Nintendo DS
Rating: 'RP' - Rating Pending



Victorious series available on the Wii! Both platforms will offer a wide variety of unique rhythm-based mini-games themed to the show.

Interact with Tori's Friends and Change Your Fate – The game offers multiple conversation options for Wii that allow fans to tailor how they want to interact with characters from the show. These choices can affect the outcomes of the game's plot.

Explore The World of Victorious – Visit well-known locations from the series, including Tori's school, Hollywood Arts High School, zany acting teacher Mr. Sikowitz's Improv Classroom, Hollywood Arts High's Black Box Theater, and local teen hangout, The Karaoke Dokie.





Game: NINO KUNI Wrath of the White Witch
Company: Namco Bandai
Release Date: January 22, 2013
System: PS3
Rating: 'RP' - Rating Pending



In "Disney Epic Mickey 2: The Power of Two", gamers will play as Mickey Mouse and for the first time ever, Oswald the Lucky Rabbit, Walt Disney's first cartoon star, in an all-new adventure of creativity and discovery. Created by video game industry luminary Warren Spector and Disney Interactive's Junction Point game development studio, "Disney Epic Mickey 2: The Power of Two" returns the franchise to the Wii™ system from Nintendo, and expands it to new HD consoles including the Xbox 360® video game and entertainment system from Microsoft and the PlayStation®3 computer entertainment system.

"As a life-long Disney fan, working with Mickey Mouse in the original 'Disney Epic Mickey' was a truly humbling experience," said Warren Spector, creative director and vice president, Junction Point. "Millions of fans fell in love with Mickey as a video game hero and I know they'll experience similar emotions when they get to interact with and actually play as Oswald the Lucky Rabbit in 'Disney Epic Mickey 2: The Power of Two.'"

"Disney Epic Mickey 2: The Power of Two" returns Mickey Mouse and Oswald the Lucky Rabbit to Wasteland, an alternate world filled with 80 years of forgotten Disney characters and theme park attractions. But for the first time, Mickey and Oswald will join forces as true partners - Mickey with his magical



Game: Disney Epic Mickey 2 The Power of Two
Company: Disney Interactive
Release Date: November 18, 2012
System: PS3/Wii/Xbox 360
Rating: 'RP' - Rating Pending

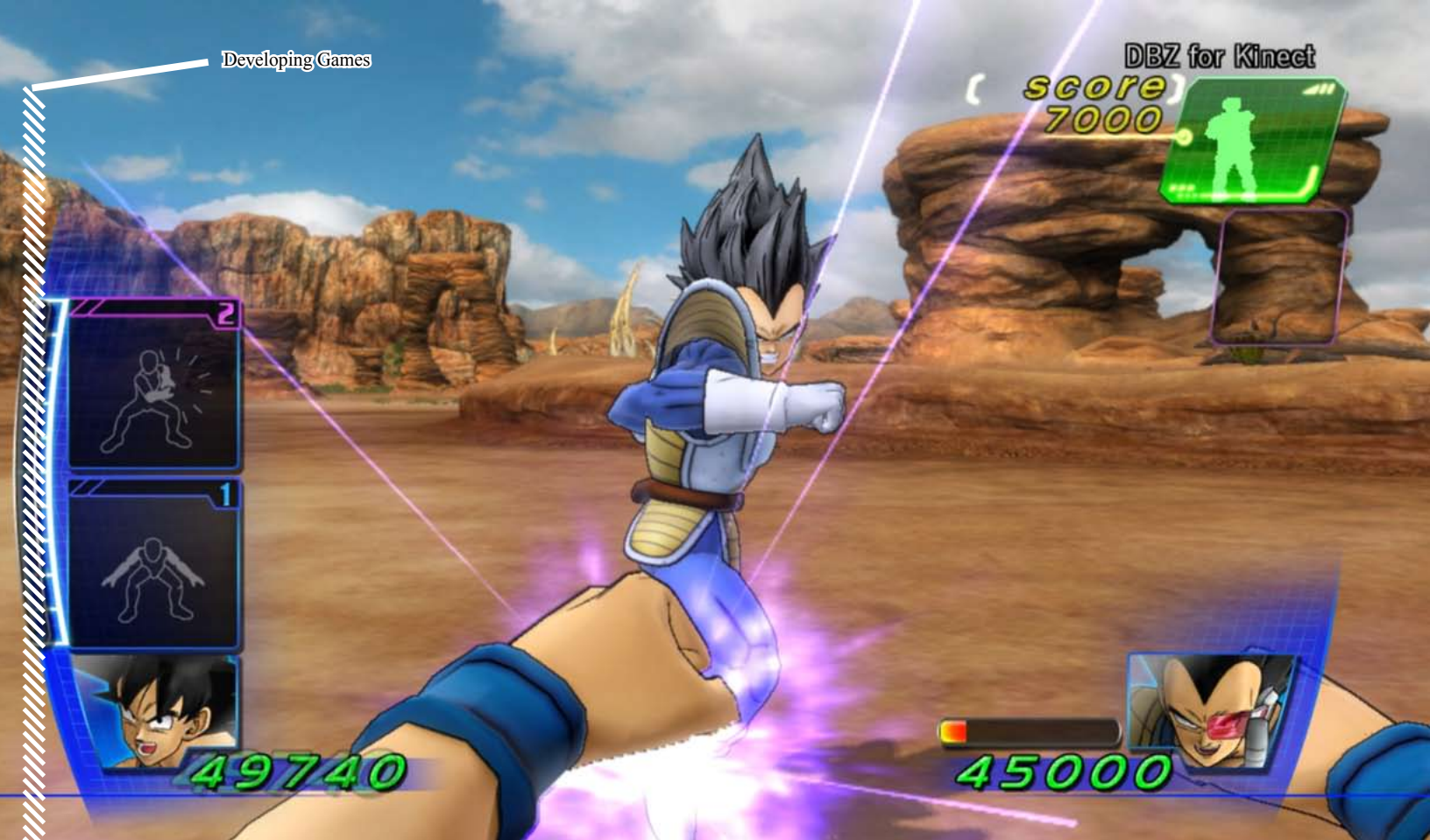


paint brush that allows him to wield paint and thinner, and Oswald with his powerful remote control that allows him to command electricity. This new co-op play further enhances the idea that “PlayStyle Matters” – a unique approach to gameplay pioneered by Warren Spector where players dynamically tackle different challenges in order to explore all possibilities and storylines, but with consequences for their chosen actions.

Staying true to Disney’s rich musical heritage, “Disney Epic Mickey 2: The Power of Two” is the first video game that can be described as a “musical.” At many points throughout the adventure, characters will advance the plot by expressing themselves in song, with all-original music and lyrics. In addition to this distinctive musical approach to storytelling, players will hear tunes and instrumentation that change based on their personal choices, ultimately allowing each player to “conduct” their own unique soundtrack. Disney Interactive has enlisted the help of Emmy award-winning composer James Dooley and noted lyricist Mike Himelstein to create these musical gameplay elements.

The magic of Disney will not only resonate through the game’s musical numbers, but also through the introduction of authentic Disney Character Voices talent who provide player direction through genuine character dialogue. In “Disney Epic Mickey 2: The Power of Two,” all characters—most notably Oswald The Lucky Rabbit whose voice will be heard for the first time—will communicate by speaking to the player.





Game: Dragon Ball Kinect
Company: Namco Bandai
Release Date: October 9, 2012
System: Xbox 360
Rating: 'RP' - Rating Pending



No. 14266

Aéronef

Stripe-End Knit Scarf

\$63.00

Total

\$812.70



No. 02228

Aéronef

Sleeve Henley Shirt

\$49.00

Total

\$625.60



Approx.

Budget

\$1,500.00

No. 00230

StageDive

Biker Jacket

Left 1

\$588.00

Total

\$918.00

I really want to
get into edgy
fashion.

Outfit



Emma

Maybe what I need is...something...
with an edgy kind of feel to it.



No. 01908

Dept. 9

Ace V-Neck T-shirt

\$88.00

Total

\$1,019.60

Game: Style Savvy Trendsetters

Company: Nintendo

Release Date: October 22, 2012

System: Nintendo 3DS

Rating: 'RP' - Rating Pending



Vikki

Good morning! You work here,
right? I need some help.



Family Friendly Gaming





Game: Game Party Champions
Company: Warner Bros
Available: Christmas 2012
System: Wii U
Ratings: 'RP' - Rating Pending



NBA 2K13

Game: NBA 2K13
Company: 2K Sports
Available: October 5, 2012
System: PS3/Wii/Xbox 360
Rating: 'RP' - Rating Pending



RECENT RELEASES





Game: 3D Solitaire
 Company: Zen Studios
 Release Date: Out Now
 System: Nintendo 3DS
 Rating: 'E' - Everyone



FUEL

96.2m 6.8m/s 2.0m

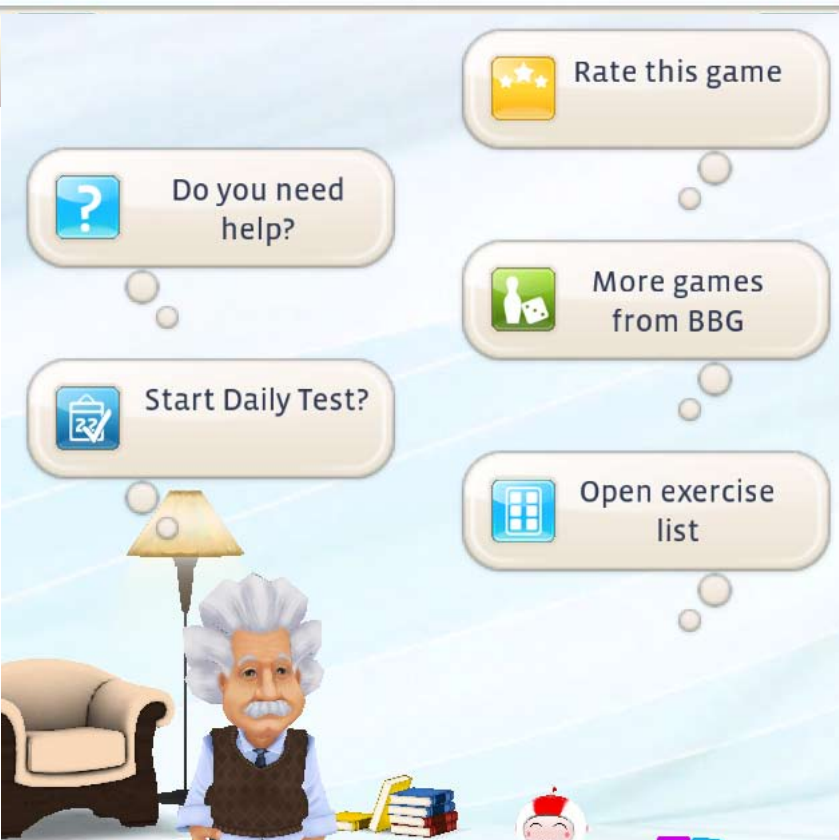
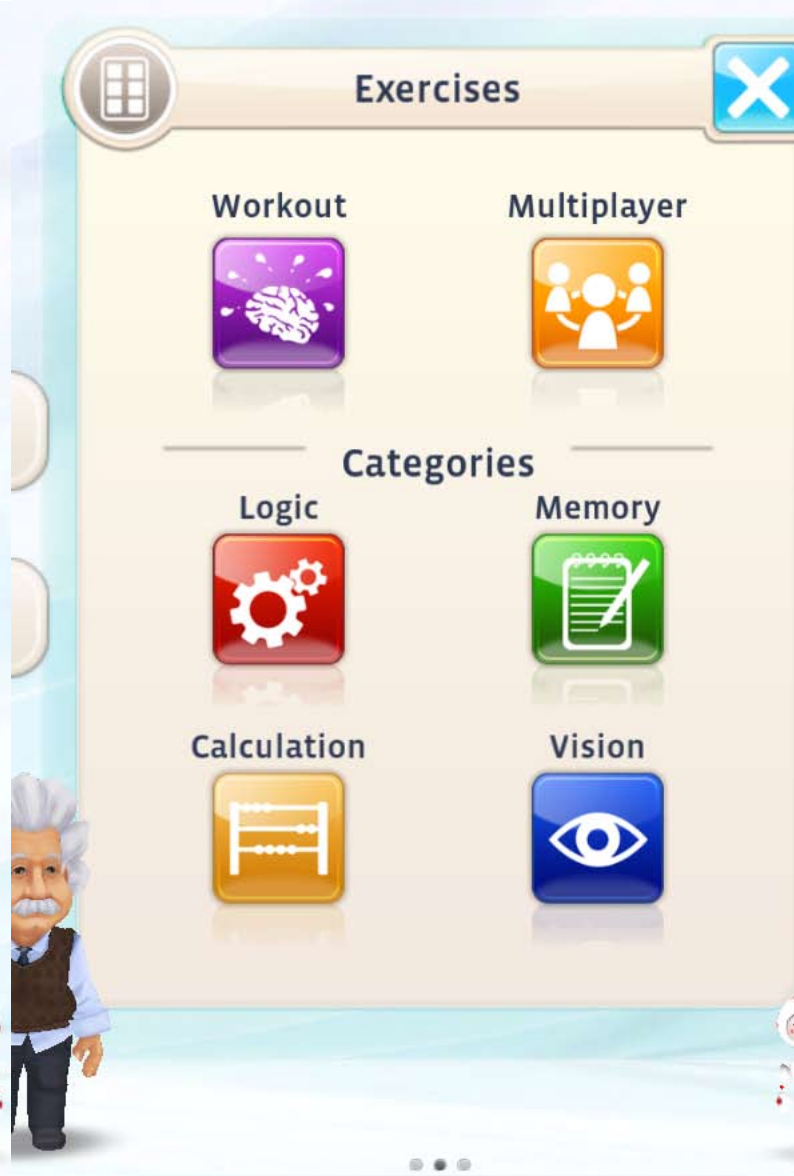


Game: Flight
Company: Asmor Games
Release Date: Out Now
System: iPhone/iPod Touch
Rating: '4+' - 4+

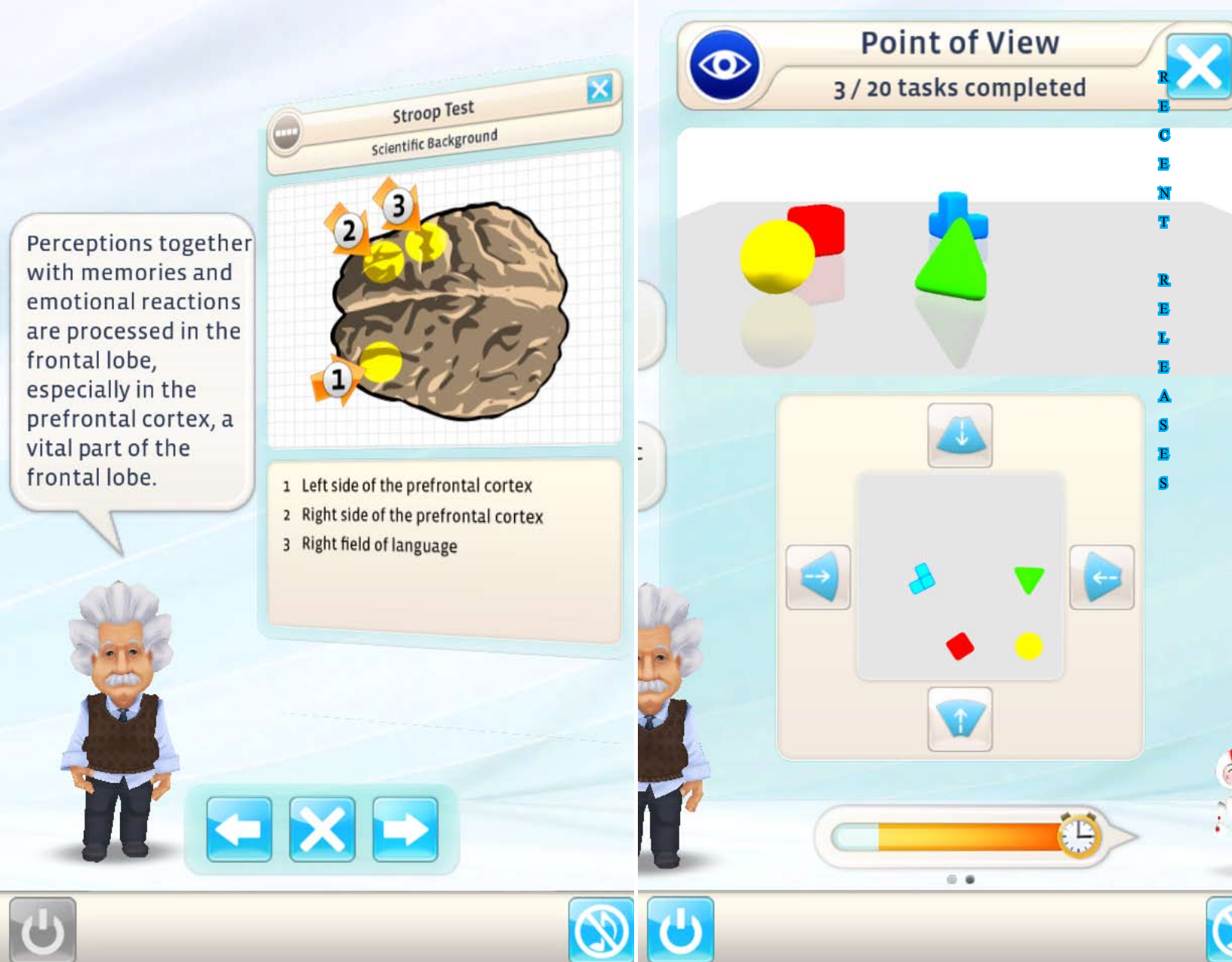
I love the concept of Flight. We are flying paper airplanes all around the world. The first person to throw the paper airplane wants Santa to bring her mommy. I wanted to disclose that in case that content causes turmoil in your house hold. I hope to see sequels, improve-



ments, and upgrades to Flight in the future. This game could easily work on the Nintendo 3DS and/or the Playstation Vita. - Paul



BBG Entertainment, a leading producer and publisher of digital entertainment products, announced today the worldwide release of Einstein™ Brain Trainer for the Apple iPhone on the App Store for \$2.99. Additionally, BBG Entertainment is pleased to launch an update to its popular Einstein Brain Trainer HD for the iPad, granting users access to 12 extra activities for free. Einstein Brain Trainer allows players to challenge their brain in a playful, motivating way on a regular basis. With its broad appeal, Einstein Brain Trainer combines high entertainment value



with mental exercises that automatically adapt to the level of each player. By utilizing a series of mathematical, logic, vision, and memory based tests and activities, players can keep their brain sharp and active. The character of revered physicist Albert Einstein assists players in-game, guiding them through training, and providing advice and motivation to keep exercising the various regions of the brain. All areas of the game were individually designed with high levels of creativity, making this truly unique brain trainer a blast to play. Einstein Brain Trainer Features: 30 exercises in all, with 15 specially developed for the App, Scientific background including a tutorial for each exercise, Daily Tests to check your current “Brain Fitness”, Dynamic adaptation of the difficulty level of individual exercises, Continuous interaction between the character of Albert Einstein and the player Detailed help system accessible from anywhere in the game, Trophy room for awards received, Hot Seat mode - multiplayer mode on a single iPhone/iPad, Game Center support for a global high score ranking, , Personal coaching by the likeness of Albert Einstein.

Game: Einstein Brain Trainer
Company: BBG Entertainment
Release Date: Out Now
System: iPhone/iPod Touch/iPad
Rating: '4+' - 4+



Product: Minton Master
Company: Endflap Games
Release Date: July 31, 2012
System: Personal Computer
Rating: 'NR' - Not Rated



The background is a bright yellow with a subtle diagonal line pattern. It is filled with various Super Mario Bros. 2 elements: gold coins floating in the air, red coins with blue and white umbrellas, a Piranha Plant in a brick block, a Goomba on a green pipe, a Lakitu-like character with a Piranha Plant, a Koopa Paratroopa, a Piranha Plant in a flower pot, and a Piranha Plant in a brick block. The title "New SUPER MARIO BROS. 2" is prominently displayed in the center. Mario is running towards the right, and Luigi is running towards the left, both with gold coins. The overall style is colorful and playful, typical of the Super Mario Bros. franchise.

New SUPER MARIO BROS. 2

Product: New Super Mario Bros. 2

Company: Nintendo

Release Date: August 19, 2012

System: Nintendo 3DS

Rating: 'E' - Everyone (Comic Mischief)





Game: Sound Shapes
Company: Sony
Available: August 2012
System: PS Vita
Rating: 'RP' - Rating Pending







Devotional

Spiritual Laziness

God laid something very important on my heart this month. It dismays me that there are some people in our society calling themselves Christians and doing little to nothing in their spiritual walk. I talk to numerous different believers on a routine basis. What disappoints me is to hear some of them talk all about sports, entertainment, government, politics, art, and technology. But when it comes to talking about reading the Holy Bible, prayer, and fellowship they admit they do nothing.

It comes down to priorities and choices. Each of us must decide what to do with every single hour we are allowed to have. Do we decide to live every moment for our own selfish desires? Or do we live for something greater than ourselves? Do we live for God?

What kind of excuses do some use? I hear things

like: "I can't live for God 24x7x365. There are real world things I have to do." We are not talking extremes here. We are not talking about doing nothing but things for God. Since we are talking about extremes - it is an extreme to completely ignore God all day long. There are life things that need to be done. There are also plenty of hours spent on entertainment that could be shared with God instead of just living for self.

No wonder there are those out there calling themselves Christians but have no wisdom, no understanding, and stuck in the mud in their spiritual walk. **2 Corinthians 10:5** *We demolish arguments and every pretension that sets itself up against the knowledge of God, and we take captive every thought to make it obedient to Christ.* How can someone captivate their thoughts if they do not even try? Why are so few Christians standing up for the faith? All believers need to stand up for truth.

It may be easier to hide and not speak out against evil. It is also lazy. Do you want

to be known as lazy or a hard worker when God judges you? Too many people calling themselves Christians are actually living for the world and themselves instead of living for God. **Romans 2:6-7** *God "will repay each person according to what they have done." 7 To those who by persistence in doing good seek glory, honor and immortality, he will give eternal life. 8 But for those who are self-seeking and who reject the truth and follow evil, there will be wrath and anger.*

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.



Affecting the Masses

Women in Video Games

As was the case last month, this wasn't a topic I would have chosen on my own. I'd have chosen a much lighter topic, perhaps even something as upbeat as the recent surge in cooperative games. But no, my conscience wouldn't allow it. Once again, this is a topic that needs to be discussed. What is this topic you ask? Well, in case you didn't read the title, it's women in video games.

WAIT! Before you send me any hate mail or death threats, hear me out. I'm no chauvinist; women deserve to be in video games just as much as men, and they can do everything that men can in video games. However, I think you may agree with me when I say women tend to be poorly portrayed in video games. Skimpy outfits, one-dimensional personalities, little (if anything) to contribute – the list goes on.

Now, every once in a great while, there is a character that defies these stereotypes, but it shouldn't be "once in a great while", it should be a common occurrence. Women aren't just prizes to be won, objects to lust after, or enemies to defeat; they're people. They have complex personalities and emotions that add to the intricacy of a game's story.

What boggles my mind, though, is how many people still don't seem to care. In fighting games, it's just an accepted fact that women tend to wear as little clothing as possible. Everywhere else, little more than a shrug is given if a female character happens wearing the smallest, tightest bikini she could find. Some even become hostile when this notion is challenged, as was the case with Anita Sarkeesian and her Tropes vs. Women series.

Yet it seems like there are people out there who do care, who want real female characters instead of caricatures (like Family Friendly Gaming). But those people aren't vocal, or at least not vocal enough. Currently, most developers are including these elements because they think the 18-30 year-old demographic finds them appealing, which we need to prove false. Although there may still be plenty of people who want women characters to stay the same, I'll bet there are even more who don't.

I want to be able to go to my local game store, walk up to the counter, and buy a video game without everyone in the store glaring at me because a woman is on the cover. I don't want to have to worry that my children will grow up thinking, "video games are only for men," or, "women just play causal games." That's the kind thinking that got us where we are now.

It's not about some feminist or equality movement; it's about respecting others, regardless if those people are virtual or physical. Let me put it this way, when people ask me why I disagree with porn, I reply, "because that's a brother's sister, and a father's daughter."

I don't disagree with the way women are treated in video games because I'm a prude who thinks women should only wear ankle-length dresses, or because I don't "like" women, but because I respect the women in my life. When I ask them what their favorite video game character is, I want them to have more than five or six choices, and I certainly don't want to be restricted to playing casual games around them simply because anything else might be offensive.

Well, that's about all I have to say on the matter. I'd like to end on a positive, but, honestly, I'm not sure if there is one. For every game that demonstrates an interesting and complex (and modest!) female character, there's a Duke Nukem Forever. We're in a stalemate with no foreseeable end, and no clear indication on what to do.

In the end, my opinion doesn't matter; companies won't change their tactics just because of one little column in an e-magazine. But your choices do; every time you buy something in a store, you're voting with money. Let publishers (and by extension, developers) know what you think of that over-sexualized game you saw in the store today. What we buy affects the entire industry, and what we don't affects it even more. What's your vote?

Tell me what you think! Email me over at ndziomba@familyfriendlygaming.com!

Last Minute

Tidbits





When you, as a young boy, are dropped off to visit your uncle, you notice something's wrong.

First, he's not there to greet you. Second, there's the explosion that happened right as you arrived. And third, the house seems to be even weirder than you remember it.

Now, your job is to find—and ultimately rescue—your uncle, by using his newest invention, the Interdimensional Shift Device (or IDS), to switch between dimensions and solve puzzles.”

Product: Quantum Conundrum

Company: Square Enix

Release Date: Summer 2012

System: Playstation 3/PC/Xbox 360

Ratings: "E" - Everyone (Comic Mischief)



FORZA MOTORSPORT® 4



FORZA MOTORSPORT® 4



FORZA MOTORSPORT® 4



Product: Forza Motorsport 4
Company: Microsoft Game Studios
Release Date: October 11, 2012
System: Xbox 360
Rating: 'RP' - Rating Pending



FORZA MOTORSPORT | **4**

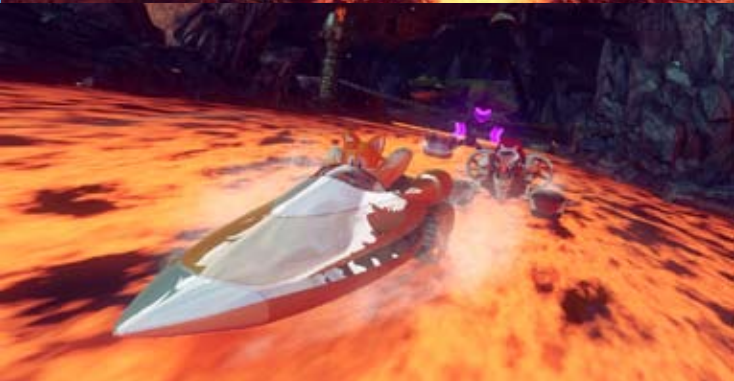


FORZA MOTORSPORT | **4**



FORZA MOTORSPORT | **4**







Product: Sonic and All-Stars Racing Transformed
Company: Sega
Release Date: November 20, 2012
System: PS3/Xbox 360/PS Vita/Nintendo 3DS/Wii U
Rating: 'RP' - Rating Pending



Product: Star Trek
Company: Namco
Bandai
System: Xbox 360/Play-
station 3/PC
Release Date: 2013
Rating: 'NR' - Not Rated



Last Minute Tidbits
continued



Product: Professor Layton and the Miracle Mask
Company: Nintendo
System: Nintendo 3DS
Release Date: 10/28/2012
Rating: 'E10+' - Everyone 10+ (Mild Violence)







Product: Skylanders Giants
Company: Activision
System: Xbox 360/Wii/PS3/3DS
Release Date: Fall 2012
Rating: 'RP' - Rating Pending





Product: Jet Set Radio
Company: Sega
Release Date: October 16, 2012
System: PS Vita
Rating: 'RP' - Rating Pending

TIME
01:29

BORE

ROSE

ROWS

SORE

FOUND
6 of 16

Things That Are Red

TIME
02:13

APPLE

BARN

BEETS

CAR

CHILI

CLAY

FIRE TRUCK

HAIR

LADYBUG

LEAVES

LIPS

MARS

PEPPERS

RADISH

SHIRT

STOP SIGN

ROWS

B

E

BEETS W J S E V A E L S X B
P E O N N R L D H Z O A K T Y Z
P E P P E R S G B U D S P O C G
F I R E T R U C K Y P I R P W A
N M M S N A P S B G W L H S L Z
M Q R G A D H U C E M A C I O E
O A S N B I G S L K I H N G Q K
M U T P R S W P A R I R G N R I
A X N T I H M I Y L A F K A F I
D Y F F H J I L I B V Z C X L B

QUESTION 1

Crossword and jigsaw are two types
of what?

Today's Word of the Day

BRAIN

The part of the body that controls movement,
holds memories, and creates thoughts

Did you know...

Your brain produces enough
electricity to power a Wii console.

COB
ROBOT
HOT
E

TIME
01:24

Excuses

He ___ a lot to
learn

Clue List

Hint Pts.
24

Additional Clue 1pt

Show Letter 3pts

Show Word 5pts

A power tools

B dance steps

C puzzles

D arguments

TIP
SENSE
EMPTYING
DYE
S P I
O I D I E T S
R S
N S
D E
R V
E E L S
R S

TIME
21:30

Grass-seed
circulator

Magician's
word

GENE
RACE
P H
B I D
L E G
E W E
S T A
D G E S

TIME
03:48

Blank look

Augments

Clue List

R

Clue List

R

Product: Crosswords Plus
Company: Nintendo

Release Date: October 1, 2012

System: Nintendo 3DS

Rating: 'RP' - Rating Pending



Product: Art Academy: Lessons for Everyone!
Release Date: 10/01/2012

Company: Nintendo
System: Nintendo 3DS

Rating: RP - Rating Pending



Product: Injustice 2: The Movie
Release Date: TBA 2012

Company: Hello Games
System: Xbox 360

Rating: 'RP' - Rating Pending