

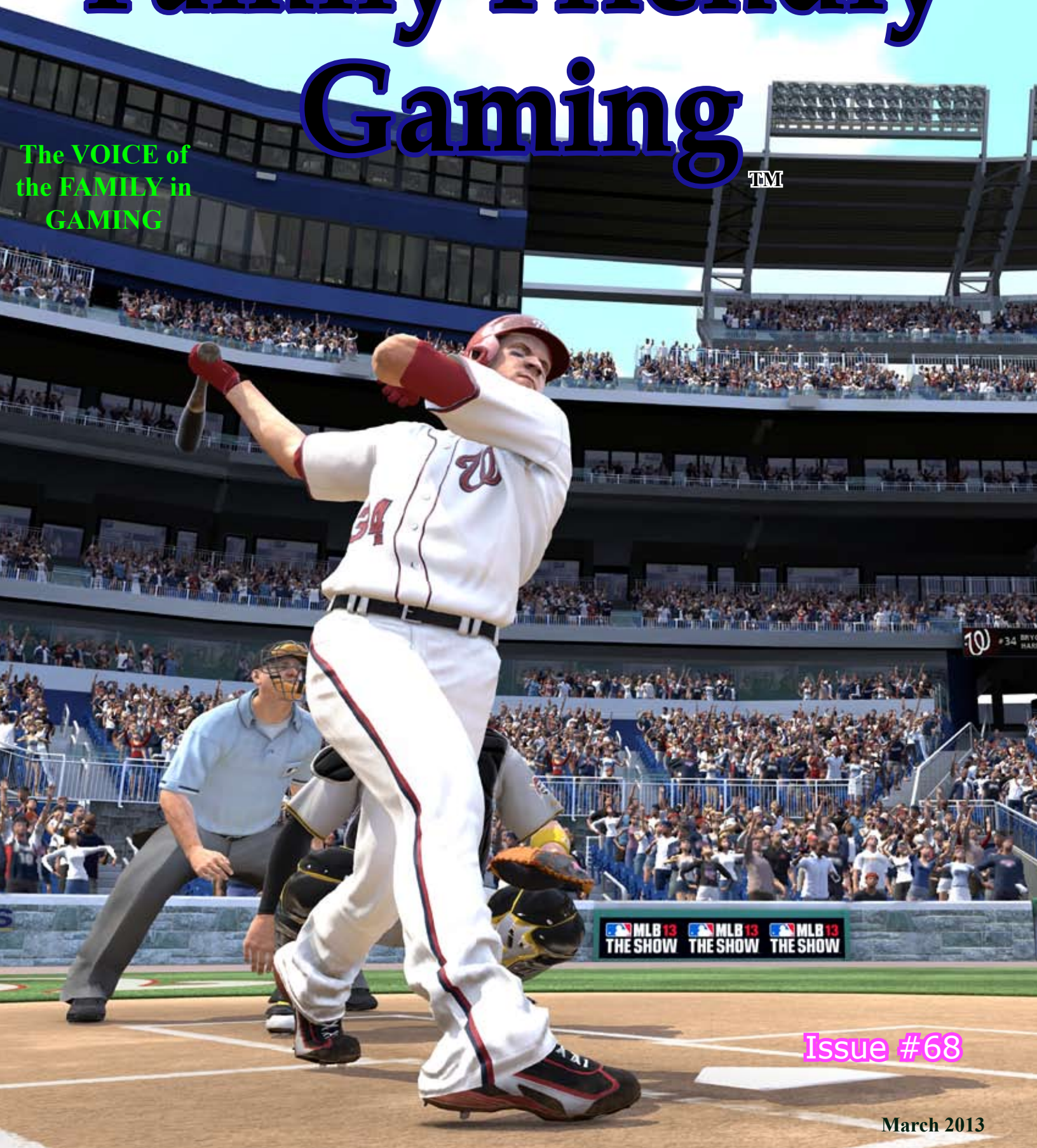
Massive Nintendo blow-out in this issue. Can they redeem themselves?

MLB 13 The Show is swinging for the fences!

Yu-Gi-Oh, Final Fantasy, Star Wars Pinball, Sly Cooper, and more!!

# Family Friendly Gaming™

The VOICE of  
the FAMILY in  
GAMING



Issue #68

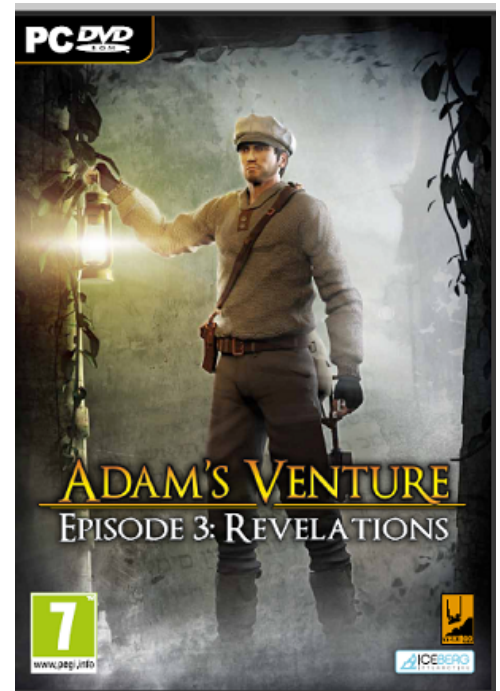
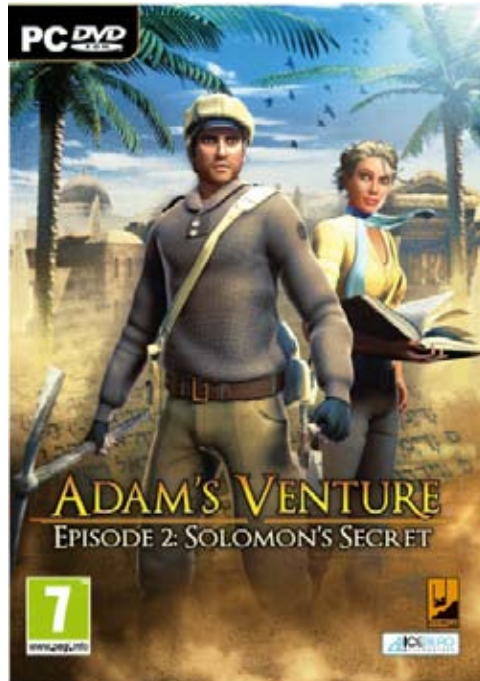
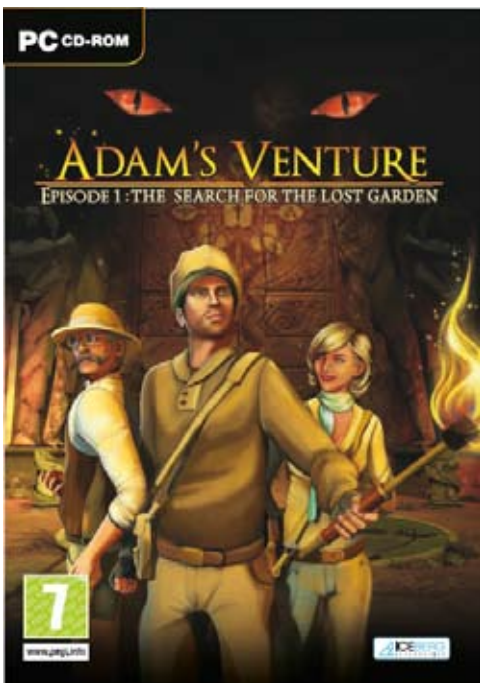
March 2013



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Xbox 360
Playstation 3
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Nintendo 3DS

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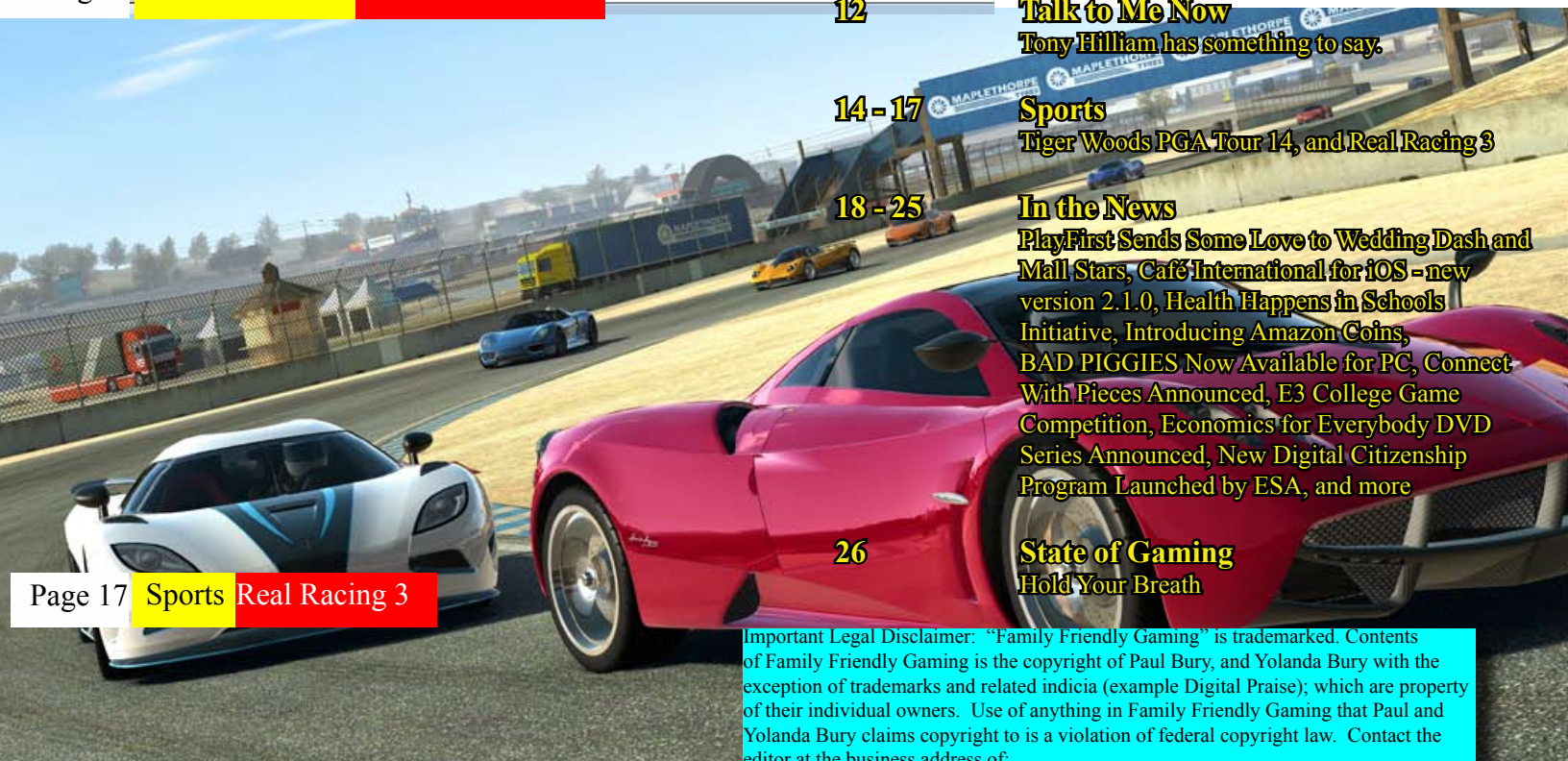
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Editorial in Chief: Paul Bury  
Art Editor: Yolanda Bury  
Inspiration: Peter Bury  
Inspiration: Noah Bury  
Sports: Frank Bury  
Hunting: Kimp Boykin  
Game Journalist: Mark  
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Game Journalist: Luke  
Game Journalist: Shirley  
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# Editor's Desk

## Freeloaders

We saw two disturbing trends start a couple of places last year. Low and behold it is continuing this year. The first disturbing trend is freeloaders. The second is piecemealers. It becomes really bad when a freeloader is also a piecemealer. That is like the worst of both worlds.

So what is a freeloader? It is a company that wants Family Friendly Gaming to tell you all about their products. They want Family Friendly Gaming to help them become wealthy. They do not provide any form of payment. Meaning they do not advertise, and they do not provide reviewable products. They want Family Friendly Gaming to move over financial resources on making this e-magazine and website better to purchase their products. And they want us to do that when their product is released. That way we provide them timely review coverage. They are all ME! ME! ME!

Piecemealers are those companies that send out multiple emails on their product. Every month, maybe every week here is another little tidbit about the game. They are afraid their product will get lost or forgotten. So their solution is to constantly barrage us with a little piece of data here, and another small feature

there. Maybe a video, and then a day later some screenshots. Once a month is fine, but some of these companies send out daily updates for a week.

You would be amazed that the freeloaders can't seem to find the reply button when they are asked for a reviewable copy. One place it took eight times asking where it was to get a response. And at that late date they were all out. Or so we were told. You have to remember not everyone in the video game industry is as honest as we are at Family Friendly Gaming. We suspect we are being lied to on more than one occasion. Even caught some people at these companies lying to us.

What piecemealers have to realize is they are not the only companies on the planet. They are not the only one with products. It gets ridiculous when a company sends out a press release that their product is coming out in three days. Guess what happens three days later? An almost duplicate press release but this time they are telling you that its out now. Sometimes companies are sending out the exact same thing we have previously covered. In under a twenty-four hour period I was emailed the same press release by four different people at one PR firm. We published it

after the first email. And it was about a freeloader too. Not one of the people emailing bothered to see that news story on the top of the News page. They didn't look. After all the trouble we went through to get that Search page on our site.

I know this month has been a bit of a rant. I just had to get this off my chest. There are plenty of wonderful people and companies out there that advertise with us, provide the reviewable products, and work with us. I wish the bad ones would learn from the good ones. It is my hope that this column will spur action from the bad ones. Since they stick out like a sore thumb after it has been hit by a hammer.

God bless you, and yours,  
Paul Bury





# Female Side

## Rising Above

One of the things we do repeatedly at Family Friendly Gaming is rise above those who mistreat us. There are certain places that have blackouts on Family Friendly Gaming. A perfect example is Wikipedia. They call themselves the most comprehensive Internet encyclopedia, but they refuse to allow a page devoted to Family Friendly Gaming. Smaller sites that are no longer in existence like What They Play (a failed secular attempt at Family Friendly Gaming) have pages. There are plenty of worthless pages on Wikipedia devoted to all kinds of oddities.

Numerous readers of Family Friendly Gaming have attempted to get a page devoted to Family Friendly Gaming on Wikipedia. All of them were denied, and their moderators removed all information. So why the black listing? Is this some form of discrimination? I think it is discrimination.

In spite of Wikipedia treating us like dirt, we publish stories of theirs. We continue to show them Christ's love. We continue to treat them better than they treat us. From time to time we ask why Family Friendly Gaming information is not inclusive enough for them. Why the first and only Christian video game magazine is defined as not unique

enough for them. Why is there such discrimination against Christians on their extremely biased website? The answer is always the same - we will be included soon. Of course as time passes we realize they are lying to us.

Things got very interesting with the last two interactions we had with Wikipedia. Right after asking we were contacted by a company promising to get us included on Wikipedia for a price. Yes they actually told us we could buy our way in. The "free" encyclopedia was taking money to let discriminated places in. Not only could we buy our way in, we could keep paying them to make sure nothing was changed, and stayed exactly how we liked it. In other words monitoring.

You know what I call those two things? Extortion and protection. Both of them known criminal rackets. Can you guess the answer we gave them? Our answer was a resounding NO! As well as pointing out this attempt at extortion and protection.

This got me thinking. How many pages on Wikipedia were paid for? How many places have bought their way in? What kind of targeting criteria is being used? Are friends, and those that think alike allowed in for free, and then is diversity charged an entrance fee? How long

can they keep this up before their reputation is completely demolished?

I want to be clear with our audience. This is in no way, shape, or form an attack on Wikipedia. This is sharing our experiences with them. This is shining the light of truth on what we believe is unethical, and possibly illegal acts. Have you had a similar experience with them? Do you know someone else who has?

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

## Teach Me

The Main Man here at Family Friendly Gaming is like a fountain of ideas. The WMG went to him for ideas for a column this month. It should be easy to come up with something to write about right? Not always that easy. How often do you think about the lessons and teachings your brain is absorbing? Maybe you are sitting in a classroom and your teacher or professor shares their belief on the environment, politics, economics, whatever. Do you research what they have to say? Do you verify their accuracy? Maybe you finish watching a movie that shows how much fun it is to disrespect authority figures or to go around killing everyone the main character defines as evil. Have you thought - that was not a healthy lesson and teaching for my impressionable mind? Maybe you played a first person shooter going around digitally murdering as many as you possible could. After hours of getting them before they get you - have you thought acting this way in the real world makes it a worse place?

Or do you just say: "It's only entertainment," "It does not effect me," "It's art." As if those somehow excuse the lessons and teachings they are conforming you towards. Make no bones about it, the more you drown yourself with these concepts the more these weeds choke out the truth God has planted in your hearts. Why wouldn't you want to discern, and keep your mind safe? Why let the creators of those entertainments lead, guide and direct you? Don't you want more control in your life? Why give them the control? If you give it someone why not give it to God?

Let us be real for a minute. The reason so many openly embrace the lessons and teachings of the world is because it makes them feel good. Sin makes us feel good. Otherwise why would people succumb to it? The problem is there is always a price to pay. There is always a cost to it. Are you willing to pay that price? Whether you are willing or not - you will have to pay it - if you walk that path. So why not walk a better path?



# 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!

## **Punishment**

First I love Family Friendly Gaming. Your honesty, openness, transparency, and the way you guys follow the Bible in all that you do. Yes I know your human and make mistakes. I also love the humor at Family Friendly Gaming. The interviews you guys did are awesome. I totally dig the Nintendo ones. The way you exposed and embarrassed their talking heads was priceless. Do you think that is why Nintendo has punished Family Friendly Gaming? Your interviews made their "experts" look really dumb. Are they being vindictive?  
- Shawn

{PB}: Right out of the gate thank you for your wonder-

ful words of encouragement. They mean a lot to us. As far as Nintendo goes, we continue to go above and beyond for them. We continue to strive for excellence even though they are treating us poorly. Returning hate for hate does no one any good. We are returning love for hate. Is it possible they are punishing us for some perceived slight? It is possible. Many years ago Sony did not like a review we did, and we got angry emails. We were also denied any reviewable copies of games for nine months. So these companies do that as a tactic to try and force the gaming media to act as a free advertising arm for them. Other gaming media outlets have talked about the poor treatment Nintendo has given them after a bad review. So it is possible they are doing that.

We did not try to embarrass their experts on those interviews. We like to shake things up and provide some different questions that require thought instead of reciting a script. Obviously they were not prepared for some hard hitting journalism.

We fear God, and we obey God. We trust that He will take care of us. We also believe any evil directed at

us will be turned to good by God. This may be a test. Will we care more about what man says over what God says? Will we continue to do what is right in God's eyes.

I won't lie to you, it can be difficult some days. To cover a Nintendo game twenty to thirty times, and no reviewable copy arrives. To ask for reviewable copies months in advance, and no one there can find the Reply button. To be told we are on the list, and the Reply button can not be found when we check in - because a copy never arrives. To see smaller sites that did hardly any coverage receive a copy. I am still human and at times seeing that double standard from them just irritates. But then I realize what Jesus taught, and I treat them better than they treat us. We shame them even more by treating them with love and kindness.

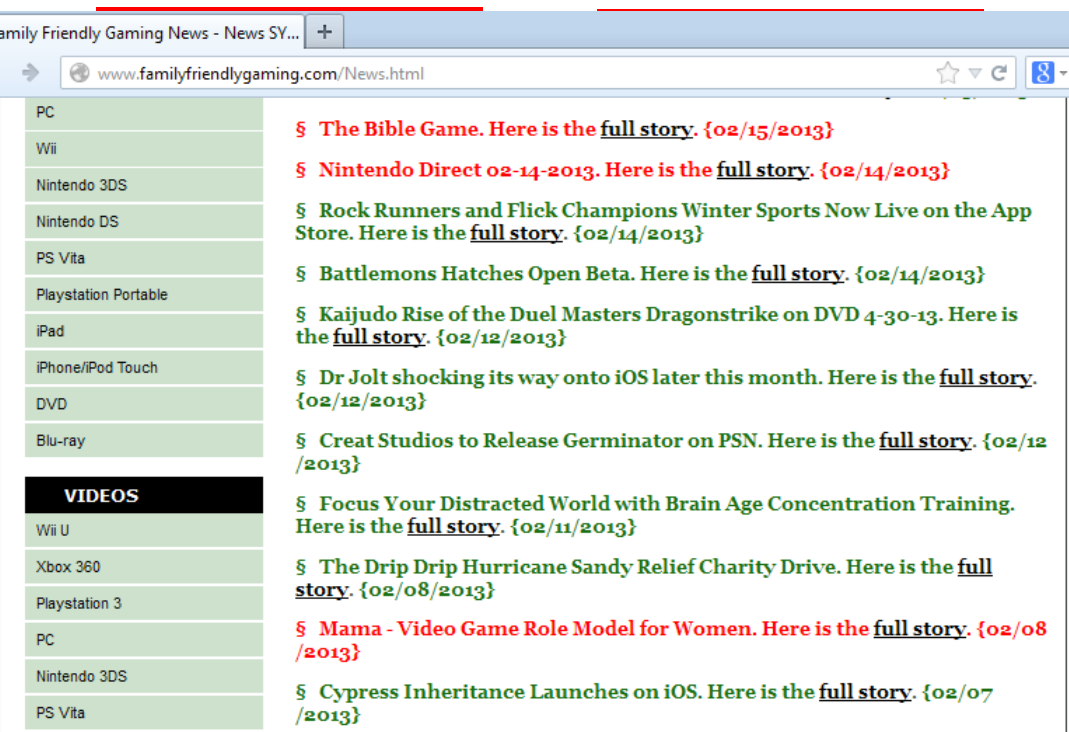
## **Influence**

Thank you for your Influence Devotional. You are on target and on fire. God is with you.  
- Martha

{PB}: Thank you so much for your words of kindness. God laid that column upon my heart. I faithfully wrote what the Holy Spirit impressed



# OFF



upon me. I am merely the vessel.

## Red Stories

What are the red news stories on Family Friendly Gaming? Are they adult only? Should we keep our kids away from them?

- Robin

{PB}: Excellent question. There is nothing harmful, or offensive in the red news stories on our website. Those are put in a different color to highlight the fact that they are Family Friendly Gaming original stories. Meaning they are not a press release from a company. They are our very

own home grown internal articles. We did all the analysis on them, and they will have our opinions in them.

We noticed there are a lot of gaming sites that feature articles done by their staff. This was a way for us to continue to promote the family friendly video games, concepts, and ideas. It is also a way to incorporate the Holy Bible into the industry in the News section.

If you think another color would be better, please let us know. Also please let us know your opinion of the articles currently out there. Finally if you have any ideas on some article you would

like us to write, please let us know.

## Complain

I wrote out this email complaining about Family Friendly Gaming. I see areas of improvement needed. I see what I believe should be done to make it better. I disagree with certain editorial directions, and focuses. But then it dawned on me - I am not doing anything to contribute. I am using Family Friendly Gaming. I get paid to promote these products, and I am doing nothing to assist Family Friendly Gaming. In fact I have even held back products for you guys to review. Can you forgive me? I have seen the light and will not work towards helping you guys in the future.

- James

{PB}: Of course we can forgive you. I want to commend you on having the courage to come out, be honest, and be real. I see this as an encouraging sign that there will be others whose eyes will open, and whose hearts will melt. It reinforces my positive belief that there are great things ahead for this ministry.

I am merely a man, and prone to error. So please let me know where we can

improve, and please let me know of where we disagree. Maybe something can be done. I don't know. I do know my ear and heart is open to listen.

### Check Me

Thank you for your Background Checks Article. If guns need background checks, why not the brain-washing violent video games? It makes perfect sense to me.  
- Tonya

Are you insane? Background Checks for video games? That would cost companies money, and we would not get the games we need. They need that money to survive and make more games for us.  
- Bob

{PB}: The debate rages on over violent video games, and Background Checks for them. I did not expect my editorial to change any minds. I hoped it would provoke thought.

I find it interesting that companies are horrible and greedy profit mongers unless they are producing something you personally want. And it is a want, not a need. No one will die without video games. Needs are food, water, shelter, and clothing. Video games do not fit into any of those.

A big thank you to all the supporters we have for bringing up this topic, and presenting it in an intelligent

way.

In a way that Editor's Desk was a scientific test on my part. See I took the logic being used by the political left against guns, and applied all of it to violent video games. I wanted to see if they would agree with the same restraints on one tool as they did with another one. Or would they be complete and total hypocrites?

Sonic fanboy?

- Todd

{PB}: Yes I do believe there is a new kart racing king on the 3DS. Yes I believe it is Sonic & All-Stars Racing Transformed. This racing game is awesome! It has replaced Mario Kart 7 for us.

As terms of being a fanboy - I don't think so. You are welcome to your own opinion on that. If I were a

fanboy of anything it would be Christian video games.

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



### Kart King

I read your Sonic & All-Stars Racing Transformed on the Nintendo 3DS review. You actually think this game is better than Mario Kart 7? You actually believe it is the new kart racing king? Really? Are you a Sega fanboy? Or a

to the internet and go to our Comments page:

<http://www.familyfriendlygaming.com/comments.html>, or send an email to: Sound-Off@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018





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# Talk to me NOW

Tony Hilliam - CEO of N3V Games took some time to answer a few questions for the Family Friendly Gaming.

**Q. What makes trains so much fun?**

A. Trains are some of the heaviest and most powerful machines on the planet. The sound of a 3,000HP diesel engine grumbling away hauling thousands of tonnes of freight is an earth-shaking experience. And boys just love powerful machines - it's in our DNA. In terms of Trainz with a 'z' I think it is ability to take charge of that machinery in a realistic 3D world that draws people in.

**Q. Why do kids love trains so much?**

A. I think it all starts with Thomas the Tank. The series brings such great personality to trains, and kids are hooked as much on the story as they machinery.

**Q. Why do adults love trains so much?**

A. In addition to the whole power and noise thing, there's probably also an element of the "unattainable". People think "wouldn't it be cool to be able to hop inside that cab and burst the throttle open". Then instead they take their seat inside the train and dream of what it would be like to be up the front.

**Q. What is your favorite kind of train(s) and why?**

A. I have ridden fast trains in Europe, slow trains in Australia, rattling old subway trains in the US, but my favorite was doing 434kmh on the Maglev train in Shanghai.

**Q. How has Trainz Driver been doing in terms of sales?**

A. We launched in the middle of 2012 and sales were ok for a period. In January we changed our icon to a more realistic train icon than our earlier stylized logo. Then last week we began a 99c sale and sales tore through the roof. We are over the moon with our current chart topping success and hope things stay there a while longer.

**Q. What all platforms is Trainz Driver on?**

A. Trainz Simulator (the "daddy" program if you like) is available on PC, Mac and tablets (iOS and Android). This version includes a very powerful and fun world builder where you can create your own railroad - lay tracks, build cities and mountains and paint the ground textures and everything. Trainz Driver is on iOS and Android and designed especially for the smaller screen format.

**Q. Any plans for Trainz Driver to appear on the 3DS or Vita?**

A. Never say never, but we have a huge range of additional content that is due out this year on the various platforms that will keep us busy for some time yet.

**Q. Any plans for a sequel to Trainz Driver?**

A. We are currently focused on getting more content released for the existing versions of Trainz. A sequel is probably 12 months or more away and will take advantage of the next generation hardware.

**Q. How many missions in Trainz Driver?**

A. TD ships with 3 countries and 3 sessions for each, plus 4 Arcade sessions. However there is so much replayability in the Free Drive sessions that people play for many hours a day controlling their own little railroad.

**Q. What makes the Family Friendly Gaming Nation so awesome?**

A. You guys focus on family and Trainz is often a family pursuit with Dad sharing time with his son. Families, fun, friendly - sounds like a great great concept for a cool website!



# Events

## EA, Maxis and SimCity Descend on Washington, D.C. for STEM Education

EA, Maxis and SimCity were in Washington for inauguration week to show that not all games are violent, but instead can teach young people about math and science, and be a force for education:

An early version of SimCity was unveiled at the U.S. Conference of Mayors, and in a special reception during President Obama's Inauguration. Mayors, members of Congress and other policy makers saw a demo of the game that can be put to use in schools in their own districts and discussed the online community SimCityEdu, that will offer educators a place to create STEM focused curriculum based on the



SimCity game.

At last night's Learn.Build.Create afterhours inauguration event in Washington, D.C., EA bridged the worlds of entertainment, government and philanthropy to celebrate one cause – promoting STEM education (science, technology, engineering and math).

The event was co-hosted by STEM advocates John Legend, Pharrell Williams, Malin Akerman and Rosario Dawson, who mingled with hundreds of guests and sipped on themed cocktails at the W Hotel's rooftop lounge, overlooking Washington,

D.C. Others spotted on the red carpet included will.i.am, Jermaine Dupri, M.C. Hammer, Chrissy Teigan and Mayor Michael Nutter of Philadelphia. Guests experienced a demo of SimCity before its March 5, 2013 launch.

EA's activities in Washington, D.C. are part of a larger industry plan to educate municipal and federal lawmakers about the positive impact of video games. SimCity has inspired educators for 20 years and this new version will be the theme for SimCityEdu and educators to engage students in a new way.



# SPORTS



**TIGER WOODS  
PGA TOUR 14**



**TIGER WOODS  
PGA TOUR 14**

**Game:** Tiger Woods PGA Tour 14  
**Company:** EA Sports  
**Available:** March 29, 2013  
**System:** PS3/Xbox 360  
**Rating:** 'RP' - Rating Pending



# FEATURE











**Game:** Real Racing 3  
**Company:** EA Sports  
**Available:** February 2013  
**System:** Android/iPad/iPhone/iPod Touch  
**Rating:** 4+ - 4+

# In the

## PlayFirst Sends Some Love to Wedding Dash and Mall Stars

PlayFirst Inc revealed special Valentine's-themed updates for Wedding Dash and Mall Stars on iPhone, iPod touch, iPad and iPad mini that offer a sweet treat of exciting new content for both games.

Quinn, the trendsetting heroine of Wedding Dash, gets into the Valentine's spirit for this dose of seasonal content that includes a luscious level and dreamy décor. Players can download the Romantic Rainforest venue for free during this limited-time promotion, providing a great spot for a destination wedding. As a special Valentine's treat, anyone who plays the Romantic Rainforest during this promotion can keep it forever at no charge. Eager to encourage the romantic spirit, PlayFirst is also adding Valentine's Day décor throughout the main menu and metemap. With new content and the season of love in full swing, it's a great time for new players to take the

plunge into Wedding Dash and keep those guests happy.

The Mall Stars Valentine's update offers its own bundle of fresh content, including all-new Mall Star Casey Nova, a hunky heartthrob sure to make your visitors swoon. On top of that, intrepid mall-goers can earn some extra hearts—literally—in a Cupid-themed mini-game, along with extra, coins, supplies, and XP. Finally, players will feel the love in the air with some romantic and beautiful new attractions.

Players can access the new content from the Wedding Dash level map screen or the Mall Stars in-game marketplace starting today. The Wedding Dash and Mall Stars Valentine's updates are only available for a limited time, so fans should act fast. To get started with the original games, download Wedding Dash and Mall Stars for free on iPhone, iPod touch, iPad and iPad mini via the iTunes App Store.

### About Wedding Dash

Wedding Dash stars aspiring wedding planner Quinn as she launches her own business designing receptions for

picky brides and grooms. With colorful characters to manage, cakes of levels to master, and numerous details to plan, players advance from organizing simple backyard weddings to planning elegant ballroom extravaganzas. Wedding Dash offers a different spin on the groundbreaking time-management gameplay that made Diner Dash a global phenomenon, this time empowering players to choose event details and manage hilarious disasters as ambitious wedding planners.

### About Mall Stars

In Mall Stars, players build and customize their malls to cater to larger-than-life VIP customers, the 'Stars'. Each Star has his or her own favorite products and attractions. By filling their malls with must-have products and attractions, players excite the Stars into frantically fun Shopping Frenzies and earn special bonuses. Stars make their requests based on players' progress in the game, using PlayFirst's sophisticated StarRequest recommendation system to ensure a fresh, exciting and new level of fast-paced fun.



# News

## High Quality Audio Comes To Sony Entertainment Network's Music Unlimited Service

*320kbps AAC Streaming Playback Now Available for PlayStation 3, Android Smartphones and Tablets, and PCs*

Sony Network Entertainment International announced that the company's Music Unlimited service now offers users the ability to listen to high quality audio through the service's PC (Windows and Mac OS), Sony Xperia and other Android smartphones and tablets, Sony Android Walkman, and PlayStation 3 (PS3) computer entertainment system applications. By turning on the high quality streaming option in Music Unlimited's settings

menu, songs will playback in pristine 320 kbps AAC high fidelity audio.

Sony Entertainment Network's Music Unlimited service is a cloud-based digital music service that hosts a global catalog of over 18 million licensed songs<sup>1</sup> and is available on a wide range of Sony and non-Sony connected devices including any personal computer (including Windows and Mac OS), iOS devices including iPhone and iPod touch, Android devices including Sony Xperia smartphones and tablets, as well as the PS3, PlayStation Vita, and connected Sony BRAVIA HDTVs as well as various Sony home audio and video devices.

The new feature, which is now live on the PS3, Android smartphone and tablet, Android Walkman, and web apps, will be added to other devices compatible with the Music Unlimited service later this year.

<sup>1</sup> Number of tracks available from this catalog varies by country and may be less.

## Café International for iOS - new version 2.1.0

Application Systems Heidelberg announces the availability of the new version 2.1.0 of Café International for iOS. The new version can be downloaded from the iTunes App Store. New Features include:

“Rematch”-feature at the end of a game ( $\geq$  iOS 6 only) to invite the same players for another game

Show message of last player after game ended

More online-game information in the player panels, especially the important Online Game Index

FIXED

No more game lockups after 7 days of no one taking a turn, Subtraction of the points of the last bar seat corrected, Some minor fixes for an improved online game handling.

## Health Happens in Schools Initiative

During an event designed to get kids moving in schools held at Tehipite Middle School, The California Endowment and Konami Digital Entertainment, Inc. announced a joint effort to reduce childhood obesity and increase students' access to fun physical activities by bringing KONAMI's new DanceDanceRevolution (DDR) Classroom Edition to Fresno Unified School District. DDR Classroom Edition is the latest iteration of the wildly popular dance game that has shown to encourage physical activity among adults and children.

DDR Classroom Edition is an interactive video game that combines physical activity with energetic music and visuals, also known as an exergame. The game and associated hardware technology, which was developed by Performance Designed Products, enables up to 48 students to participate simultaneously, using wireless mat controllers that feature a smart card reader that tracks each student's individual progress. While students move to the beat, teachers receive vital information about their students' health including steps, body mass index (BMI) and caloric burn rate. The project was funded by a grant from The California Endowment.



The KONAMI partnership is part of The California Endowment's Building Healthy

Communities plan-- a ten-year, comprehensive community initiative that is creating a revolution in the way Californians think about and make health happen in their communities. In 14 places across California, including Fresno, residents are proving that they have the power to transform the health of their neighborhoods and schools.

Citing data that shows only one in three California students scored in the "health zone" on California's most recent FitnessGram physical fitness test and fewer than half of all school districts provide the amount of physical education required by state law, the Endowment's Building Healthy Communities sites are bringing partners together to create more opportunities for students to be active at school.

Effective today, all eight middle schools in the Fresno Unified School District will receive DDR Classroom Edition. The participating schools, with assistance from KONAMI and The California Endowment, will use the game to track its impact on students' health, well-being and exercise habits.

"KONAMI recognizes the impacts of childhood inactivity and the need to keep children engaged in a healthy and active lifestyle," said Clara Baum, senior director of strategic marketing and partnerships, KONAMI. "By partnering with The California Endowment to bring DanceDanceRevolution Classroom Edition into Fresno schools, we're taking a progressive approach to keep kids in California up and moving and providing educators with new tools to make getting kids hearts pumping fun."

"When students are healthy, academic achievement improves, schools perform better overall, and students live happier and more complete lives," said Kathlyn Mead, executive vice president and chief operating officer for The California Endowment.



# KONAMI

“We would like to see all children pass all aspects of the state’s most physical fitness test. Exercise is a key component to overall wellness and as such it is crucial that we provide access to innovative programs such as DanceDanceRevolution Classroom Edition. We are delighted that the Fresno Unified School District is taking up this new opportunity and looking forward to engaging students in play that benefits their health.”

“As a district we are always looking for ways to get our students to exercise. This is a fun way to accomplish that and the students love it. We are so appreciative to The California Endowment for partnering with us in this project to support the health of our young people,” said Superintendent Michael Hanson.

The partnership builds on KONAMI’s deep expertise in developing fun and innovative gaming experiences that encourage children to be active. Studies indicate “exergaming,” which refers to video games such as DDR Classroom Edition that are also a form of exercise, have the potential to reduce the growing obesity epidemic among children and adults. It is recognized by leading researchers, schools, and doctors as an innovative and fun solution to promoting a healthy lifestyle and fighting childhood obesity. DDR Classroom Edition launches with support from key partners, including the American Diabetes Association and Sony Music, who provides the soundtrack that features chart-topping artists of today and hits from yesterday.

## Introducing Amazon Coins

Amazon announced another new way for app and game developers to make money on Kindle Fire—introducing Amazon Coins—the new virtual currency for purchasing apps, games and in-app items on Kindle Fire. Amazon Coins is an easy way for Kindle Fire customers to spend money in the Amazon Appstore, offering app and game developers another substantial opportunity to drive traffic, downloads and increase monetization. When Amazon Coins launches in the U.S. this May, Amazon will give customers tens of millions of dollars’ worth of free Amazon Coins to spend on developers’ apps on Kindle Fire in the Amazon Appstore. Amazon will also make it quick and easy for customers to buy additional Amazon Coins using their Amazon accounts.

Amazon Appstore developers will earn their standard 70 percent revenue share when customers make purchases using Amazon Coins. Developers with apps and games currently in the Amazon Appstore for the U.S. don’t need to do anything with their apps to capitalize on this new opportunity. Developers not yet in the Amazon Appstore should submit their apps soon—only apps submitted and approved by April 25 will be ready when Kindle Fire customers have Amazon Coins to spend across the Amazon Appstore. Developers can learn more about Amazon Coins today at <http://www.amazon.com/amazon-coins>.

“Developers continue to report higher conversion rates on Amazon compared to other platforms,” said Paul Ryder, Vice President of Apps and Games for Amazon. “Now we have another new way to help developers reach even more of our millions of customers. Amazon Coins gives customers an easy way to spend money on developers’

apps on Kindle Fire in the Amazon Appstore—and we’re giving customers tens of millions of dollars in Amazon Coins to get started. Developers who aren’t yet in the Amazon Appstore will want to make sure their apps have been submitted and approved by April 25 so they’re ready for customers to start spending their Amazon Coins.”

“We’ve already found that the average revenue per user on Amazon is higher than other Android platforms,” said Keith Shepherd, CEO of Imangi Studios. “We’re very excited about the monetization opportunity with Amazon’s new virtual currency.”

“Everyone recognizes Amazon’s success in the e-commerce world – now the Amazon Appstore has become a major player in the mobile app marketplace,” said Misha Lyalin, ZeptoLab’s CEO. “Amazon’s new virtual currency is designed to open new opportunities for developers and make things easier for customers. This is a great example of appstore innovation and we want to support it.”

“We’ve been extremely pleased with how well our games monetize on Amazon,” said Michael Grobe, Chief Financial Officer of GameCircus. “We’re very excited about the launch of Amazon’s new virtual currency.”

## BAD PIGGIES Now Available for PC

Those Bad Piggies are at it again as ValuSoft Cosmi, the 30-year value-priced consumer software pioneer and Rovio, an entertainment media company, and the creator of the globally successful Angry Birds franchise, announced that Bad Piggies has shipped for PC and is now available at major retailers nationwide. Bad Piggies is a puzzle game that challenges players to create the ultimate flying, driving and crawling machine that will steer them safely to their destination.

“Bad Piggies marks our fifth collaboration with Rovio,” said Steve Graham, COO of ValuSoft Cosmi. “The formula is pretty simple. We target a wildly popular mobile franchise, transform it into a fantastic PC gaming experience, and then leverage our retailer relationships to offer the games to PC gamers at a reasonable price.

“The Bad Piggies are on the move,” said Petri Järvillehto, EVP of Games at Rovio. “They’ve taken over mobile, and now they’re coming to your PC! We’re excited to bring

these mischievous pigs to even more fans around the world.”

Featuring more than 75 levels, free updates as well as a variety of different objects to use to explore the world, Bad Piggies offers endless opportunities of creativity and fun - all from the pigs point of view!

Rated ‘E’ for Everyone by the ESRB, Bad Piggies is now available for PC at major retailers nationwide for a suggested retail price of \$9.99.





## Connect With Pieces Announced

NECA/WizKids is taking puzzle gaming to a new level, today announcing Connect With Pieces, an upcoming puzzle building platform and game combining strategy and challenge designed by Joel Weinshanker, president and COO at NECA and board game designer Mike Elliott.



“Our goal has been to drive innovation within the puzzle category,” said Weinshanker. “Puzzles have been a long-time popular past-time and we wanted to find ways to make them a little more dynamic and competitive, offering a fun yet challenging experience for puzzle gamers.”

Unlike traditional puzzle games, in Connect With Pieces there is more than one way to play for a varied experience. While the ultimate goal is to match all puzzle pieces in a way that garners the most points, Connect With Pieces requires strategy as each piece has five possible combinations, with most fitting in more than one location on the board.

For an added challenge, each piece is embossed with one of five special symbols, that when placed in a particular pattern will earn players bonus points or allow them to block opponents.

Connect With Pieces, available now nationwide MSRP \$12.99 USD, is designed for all ages and incorporates themes from several popular franchises, including a Lord of the Rings, The Hobbit and Twilight edition available at launch.

“We’re excited to bring our licensing portfolio to this platform. Players can really personalize their experience with friends and family taking on a puzzle game themed from their favorite hit movie,” said Weinshanker.

Coinciding with the announcement, NECA/WizKids has also revealed an upcoming Connect With Pieces application for iPad, coming soon.

## E3 College Game Competition

The Entertainment Software Association (ESA) today launched a new program aimed at recognizing the best student talent in video game development. The Electronic Entertainment Expo (E3) College Game Competition provides colleges and universities with computer and video game development programs an opportunity to display their game at E3. Each higher education institution will submit one game representing their college or university. The finalists will receive a special showcase display and related opportunities at this year’s E3, the world’s premier trade show for computer and video games.

Competing schools are required to submit story details and content assets from their own playable video game, which will be judged by a specially selected panel of game industry veterans and media professionals. It is unknown at this time if a representative of Family Friendly Gaming will be one of the judges.

“The collegiate game competition is an important step for the ESA in encouraging and rewarding stu-

dents pursuing careers in video game development”, said Mike Gallagher, president and CEO of the Entertainment Software Association. “Our learning institutions house so much innovation and talent that will shape the future of our industry and ESA intends to honor student achievement and provide a deserved spotlight at E3.”

The competition will target almost 400 U.S. colleges, universities, art and trade schools offering video game courses, certificates and degree programs. Five competition finalists will be offered the opportunity to present their games at the Los Angeles-based E3 show where they can also mingle with top game industry figures including publishers, developers, venture capital and marketing executives.

ESA will provide complete instructions to participating schools including guidelines on specific design, concept and key asset requirements.

Important competition dates:

- Submissions will be accepted starting on March 15, 2013
- Final deadline for submissions is April 19, 2013
- Finalists will be notified on May 10, 2013
- The winner will be announced during E3

Universities and colleges interested in more information on the competition rules and submission requirements should email [ESA@theESA.com](mailto:ESA@theESA.com).

E3 is the world’s premiere trade show for computer and video games and related products. The show is owned by the ESA, the U.S. association dedicated to serving the business and public affairs needs of the companies, publishing interactive games for video game consoles, handheld devices, personal computers, and the Internet.

## Economics for Everybody DVD Series Announced

From author, teacher and renowned apologist R.C. Sproul Jr. comes **ECONOMICS FOR EVERYBODY: APPLYING BIBLICAL PRINCIPLES TO WORK, WEALTH AND THE WORLD**.

Wall Street to Main Street—**ECONOMICS FOR EVERYBODY**, a new, 12-part DVD series, plainly explains economics and the biblical directives for Christians that lead to individual and national prosperity.

Ivory Tower Subject; Real World Importance—Author and teacher R.C. Sproul Jr. explains that our view of economics stems from our theology—our view of God, our anthropology--our view of man, and that it touches every part of every life.

Christians and Money—A study of economics helps us understand how goods get made and sold, how people accumulate wealth or face poverty, how governments help or hurt. But a biblical understanding of economics shows how Christians can relate to these topics in God-honoring ways and be stewards of His creation.

Current as Today’s Headlines—Economic topics—unemployment, Wall Street finance, double-dip recession—dominate the news in a way not seen for half a century. The time is right for a clear explanation of how economics affects literally all of life.

Almost 1.3 billion people worldwide subsist on less than \$1.25 a day, but why is there scarcity for some and plenty for others?

Since the 2008 economic downturn, global growth is down to 3 percent and likely to continue falling. What does that mean for the average family trying to fill a gas tank and clothe kids for school?

What does the Bible say about scarcity? About plenty? About natural resources?





## New Digital Citizenship Program Launched by ESA

The Entertainment Software Association (ESA) and EverFi, Inc. launched a new initiative in Los Angeles called the Digital Living Project, will provide an important instructional platform at no cost to school districts or taxpayers. The program is currently in use in 20 schools across Los Angeles, including at Westchester Enriched Sciences Magnet High School where the event was held. The program will expand to additional schools in 2013.

“Guidance around safe and responsible online behavior should be a core part of the curriculum in all schools,” said California Attorney General Kamala D. Harris. “Education can help considerably in preventing and dealing with the consequences of cyberbullying and online harassment. I hope we can all affirm that, while the Internet has changed how we interact, it has not fundamentally changed how we should treat one another.”

The Digital Living Project is an interactive, new-media learning platform developed by leading education technology leader EverFi, Inc. It combines the power of in-

structional design, rich media,



simulation and gaming. The 4-hour curriculum is for students in 8th and 9th grade and aligns with national standards established by the International Society for Technology in Education, as well as emerging state standards. The program covers a wide range of topics including digital footprint, privacy, security, cyberbullying, and digital relationships. The curriculum also focuses on building digital skills, such as creating a blog, maintaining a responsible social networking profile, and evaluating online research sources for legitimacy. By helping students understand the power of technology, the program also exposes them to possible career opportunities in the field. The learning platform tracks knowledge gain as well as students' attitudes and behaviors on these important issues.

“Numerous independent studies show that game play has positive impacts on social awareness, creative thinking, and classroom learning,” said Erik Huey, senior vice president at ESA, the U.S. trade association representing computer and video game publishers. “By partnering with EverFi, we are using digital learning and gaming to empower students across Los Angeles with the skill set to understand the nuts and bolts of how technology

works and leverage these tools safely and effectively.”



# State of Gaming



## HOLD YOUR BREATH

The video game industry is currently holding its breath. Rumors swirl here and there about a variety of different things. The continued bad economy has hurt the video game industry. Companies are going bankrupt, and other companies are scaling back their projected sales. People just do not have the money these companies are wanting for these products. Sales will need to occur or they can expect continued stagnation.

The Wii U and the PS Vita both teeter on the edge of being declared flops. Nintendo

has had a hard time explaining to tablet owners why they need a game machine with a tablet like controller. Why pay three hundred to three hundred and fifty dollars for a Wii U when you already have an iPad? Sony is having a similar problem with the PS Vita. Compared to an iPod Touch/iPhone the PS Vita is clunky. It's huge! It's chunky! It may be light weight, but it does not exactly fit into a pants pocket easily. Both systems have little for families to do on them. So they sit on store shelves collecting dust. Neither company seems to have an answer for this problem.

Microsoft continues to sit pretty at the top thanks to Kinect. They need to learn from the mis-

takes Nintendo made with the Wii. Something will come along at some point and eclipse the Kinect. Microsoft needs to make sure they are the ones releasing that product. They can not sit on their winning behinds forever. Every single wave eventually dissipates.

The insanely powerful public backlash against the free apps has started to settle down. Many companies have learned from this and are going back to the ninety-nine cent apps, or tweaking the free apps. Lord willing we will not have to experience another insanely powerful public backlash in the near future.

## James 5:4-6

Look! The wages you failed to pay the workers who mowed your fields are crying out against you. The cries of the harvesters have reached the ears of the Lord Almighty. 5 You have lived on earth in luxury and self-indulgence. You have fattened yourselves in the day of slaughter. 6 You have condemned and murdered the innocent one, who was not opposing you.



# 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](mailto:Gamereviews@familyfriendlygaming.com).

## PS Vita

Chronovolt

Score Page

55 38

## NES

Balloon Fight

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## DVD

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## Wii U

Balloon Fight

Score Page

69 37





# Mahjong Cub3d

SCORE: 71



Family Friendly Gaming has reviewed a couple of different downloadable Mahjong games on the Nintendo 3DS. One of them actually tried to claim in their press release that they were releasing the first 3D Mahjong game on the Nintendo 3DS. My hubby corrected them, and we talked about this game. We had not yet covered Mahjong Cub3d, even though we had purchased it. To our knowledge this game is the first 3D Mahjong game on this hand held.

Mahjong Cub3d also shows all of us something very important. Atlus is capable of publishing 'E' for Everyone rated video games. I know that may come as a shock to some in the video game community. I know I was shocked to see Atlus actually made a clean video game for families.

I wish Atlus could make a good clean game for families that is actually good. Mahjong Cub3d is one of the worst Mahjong games I have ever played. The 3D effects in Mahjong Cub3d are a focal point for this rotational game. We have to constantly rotate the cubical object around to find a match.



Do you know how annoying that gets after ten minutes?

That is not even the worst part about Mahjong Cub3d. If you run out of opportunities there is no auto shuffle. So its game over, or use a special power up to go back one move. Odds are your mistake was many moves back. However it is difficult for me to call it a mistake since we can not see down the line to know which other tile we should have matched it to.

The saving grace of Mahjong Cub3d is there are three modes and two hundred puzzles. You will get your mon-

eyes worth out of this bargain priced game if you can handle the flimsy game play elements. The classic Mahjong look is so much better than the cubical one.

Mahjong Cub3d has a clinical look and feel to it. There are some interesting visual special effects, as well as some interesting musical elements. Sometimes being first is not all it is cracked up to be. I really wish Sunsoft had taken their time developing Mahjong Cub3d. Atlus did little to push this game, which is probably one of the reasons it floundered so bad. The laundry list of problems is going to be the other one.

Mahjong Cub3d is safe for most family members. Remember the age restriction on using the Nintendo 3DS. Do not give one to a child under the age of seven. Which I still feel was a bone headed move by Nintendo. Excluding the younger members of the family does not help a product in the eyes of families. If you do not mind irritation, frustration and confusion, then you won't mind Mahjong Cub3d on the Nintendo 3DS. - Yolanda



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

Graphics: 78%  
Sounds: 81%  
Replay/Extras: 86%  
Gameplay: 30%  
Family Friendly Factor: 80%







# WWE All-Stars

SCORE: 59

I bought WWE All-Stars last year on the Nintendo 3DS. I knew things were bad at THQ, but as I write this they are filing for bankruptcy. So playing WWE All-Stars went from playing a game for a review, to playing a game to see if there are hints as to why THQ fell apart. I can see why this company went under with games like this one.

THQ had so much going for it with WWE All-Stars. They have a huge audience that watches professional wrestling. They have a 3D hand held video game without any 3D glasses. They took the most popular wrestlers from a variety of different eras. With all of that going for them WWE All-Stars falls flat on its face like Ric Flair.

Violence and little clothing a major part of professional wrestling. Those aspects are brought across to WWE All-Stars as well. Players have to seriously pummel their opponents before they can pin them, or escape a cage. Different match types require different ways to win.

The 3D effects in WWE All-Stars are neat. But not as good as I hoped for. The ring entrances are horrible in WWE

All-Stars. The bulked up visuals for the characters is neat to see, even if it is not very realistic.

The worst part about WWE All-Stars is the controls. I can forgive a lot of things in a video game. But



Cheered by millions throughout the WWE Universe, who is the greatest Superstar in WWE History?

ACCEPT BACK

the poor controls will kill any game. I found WWE All-Stars nearly unplayable due to poor controls. Players have to repeat many of the same moves. The boredom of this wears down the players at a near immediate level.

The flow in WWE All-Stars is off as well. Players can do reversals to moves if they hit the right key at the right time. This rarely worked for me. The computer however does not have that problem. Imagine spending ten minutes working over an enemy only to wind up losing. All of that work has been done yet again for things like championship runs.

The language issues is one of the disappointing aspects in WWE All-Stars. I wish the game had been more thoughtful of families. Which is probably what helped earn it that Teen rating. Pass on WWE All-Stars.

- Working Man Gamer



Publisher: THQ

System: Nintendo 3DS

Rating: 'T' for Teen {Alcohol Reference, Mild Language, Violence}

Graphics: 50%

Sounds: 60%

Replay/Extras: 79%

Gameplay: 47%

Family Friendly Factor: 58%





# Paper Mario Sticker Star



SCORE: 68

I was so excited when Nintendo announced Paper Mario Sticker Star on the Nintendo 3DS. We blanketed the game with excessive amounts of coverage. I had one mild concern about the game, but reserved



judgement until I got to play it. I scraped up enough money to finally purchase this hand held title. WOW, Paper Mario Sticker Star is a huge disappointment.

We have to collect stickers in Paper Mario Sticker Star. They are all over levels, inside question mark boxes, and there are shops for them. Sometimes an enemy will leave one behind. Stickers are used as tools for get through certain areas. Stickers are used as the attacks in Paper Mario Sticker Star. There is no basic attack in this game. If you run out of stickers you will die or try to run away.

The major design flaws in Paper Mario Sticker Star are amazingly aggravating. Breaking the camels back is the straw that makes many of the

puzzles insanely confusing. A few make sense like using a bowling ball on bowling pins. Others are less obvious and it can take hours to figure them out. Or you can give up and quit the game. I chose a third option - find a game guide to explain to me the odd ways of getting through.

Paper Mario Sticker

Star is not really a role playing game, and not really an action adventure game. It is sort of half of each, but really neither of either one. We gain no experience from battles - just coins (and sometimes stickers). I found myself avoiding battles as much as possible. They drained me of stickers that were needed to beat the bosses. Speaking of bosses - you need to bring the right stickers to beat them. There is no clue as to what that is until you fight them. Nice manufactured replay value there Nintendo.

The 3D effects in Paper Mario Sticker Star are okay. There are some cool effects in terms of knocking enemies into the screen or way off the background. The sound effects in



Paper Mario Sticker Star are classic Mario sounds we have come to expect. They are in so many games that they are common place now. Paper Mario Sticker Star is overpriced, too hard, and too short. - Paul

Publisher: Nintendo  
System: Nintendo 3DS  
Rating: 'E' - Everyone  
{Mild Cartoon Violence}

Graphics: 80%  
Sounds: 79%  
Replay/Extras: 65%  
Gameplay: 40%  
Family Friendly Factor: 77%





Disney • PIXAR  
**BRAVE**

# Family Dinner

Practical tips on shopping preparing and planning a family dinner.



**MARK THE CALENDAR** » Invite family well in advance for your gathering.

**THE MENU** » Divide preparing traditional holiday dishes with family members. Establish a headcount and plan for lucky last-minute guests.

**PLANNING** » Ongoing lists for shopping, duties and decorating save time and keep things running smoothly.

**INCLUDE THE KIDS** » Stir up a signature drink for both adults and children to enjoy. Fun and simple recipes can be found easily online.

**SHOPPING** » Shop early with a list you stick to. Ask an experienced host to review your list to insure you have everything you need.

**PUT THE CHILDREN IN CHARGE** » Print the attached place cards and napkin ring holders and let the children experience the joy of decorating with their own crafts.

**CLEAN UP** » An ice chest filled with warm soapy water is ideal for large dishes to soak in for an easy clean up later on.

**CONNECTING** » Accessible photo albums make for great fun and storytelling.

**SHARING THANKS** » Create the opportunity for all at the table to share what they are thankful for during this season of bounty and harvest.

**ENJOY YOURSELF** » The beauty of your loved ones and this shared celebration is meant to be cherished. Remember to mingle.



Go to the next page for printable files and learn how to make your own place cards and napkin holders »

ON BLU-RAY™ COMBO PACK AND  
HD DIGITAL NOVEMBER 13<sup>TH</sup>

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# Magical Bookmarks



Disney  
**PETER PAN**  
DIAMOND EDITION

Blu-ray™ Combo Pack  
and HD Digital on  
**FEBRUARY 5TH**



Have an adult help you cut out  
these Magical Peter Pan Diamond  
Edition bookmarks to mark your  
spot in your favorite books!



Disney  
**PETER PAN**  
DIAMOND EDITION

Blu-ray™ Combo Pack  
and HD Digital on  
**FEBRUARY 5TH**

**BLU-RAY™ COMBO PACK AND HD DIGITAL ON FEBRUARY 5TH**





# LittleBIGPlanet Karting



SCORE: 64

I had such high hopes for LittleBIGPlanet Karting. On paper it had everything going for it. It had the potential to be a wonderful game for families. Unfortunately LittleBIGPlanet Karting turned into the biggest disappointment game from Christmas 2012. To be blunt, LittleBIGPlanet Karting was a flop. Sadly for Sony it was not the only flop they had trying to reach families during the Christmas season.

LittleBIGPlanet Karting tries to merge the LittleBIGPlanet concept with the kart racing genre. We can modify our vehicles, drives, tracks, etc. ModNation Racers did a better job of this in all regards. Which is really sad since they both come from Sony. Racers pick up weapons in LittleBIGPlanet Karting and shoot their opponents with them. Or at least they try to. This is the majority of the violence in this PS3 game.

Getting hit by something

in LittleBIGPlanet Karting can ruin your race. The poor balance can easily move you from first place to last place.

The reverse does not happen. I had to constantly fight and work my way from last into first. Depending on where you get hit, you could lose a race that was in the bag. The computer is vicious in pulling this strategy on the player.

There is a story line in LittleBIGPlanet Karting about stopping these other characters.

It barely seemed to apply except right before a race when someone would waste our time asking us to defeat them. I got it the first time, I did not need to keep hearing it every single race. Some of the voices and sounds in LittleBIGPlanet Karting just grated me



the wrong way.

The controls in LittleBIGPlanet Karting are really loose. Many of the tracks are challenging based on the poor controls. I did not have fun playing LittleBIGPlanet Karting. I have played numerous kart racing games and LittleBIGPlanet Karting is one of the worst.

One family member can play LittleBIGPlanet Karting locally. They can go online to play against others if you allow that in your family. LittleBIGPlanet Karting is compatible with the regular normal PS3 controllers, and with the PS Move/PS Eye combination. Even with the disc you will need to clear 2.2 gigs in space on your PS3 hard drive to be able to play LittleBIGPlanet Karting. Then there are updates, and your saves which add to the memory usage.

- Paul



Publisher: Sony

System: PS3

Rating: 'E' for Everyone  
{Cartoon Violence, Comic Mischievous}

Graphics: 61%

Sounds: 64%

Replay/Extras: 63%

Gameplay: 59%

Family Friendly Factor: 70%



# Wario Land Shake It

SCORE: 59

Wario has his own odd twist to the Mario games. In Wario Land Shake It we are off to save a princess. Sound familiar? Well

Wario could care less about the damsel in distress. Instead he cares more about an endless bag of gold. Shake the bag and gold comes flying out. Shake the bag again, and more comes out. It is a bottomless pit of cash for those with endless greed in their hearts. We have to play this greedy character.

Wario Land Shake It starts with a really neat anime like movie. Sadly there is enticement to lust issues in this game. I have to ask why? We also deal with the violent content in Wario Land Shake It. Wario destroys these creatures in a variety of different ways.

The screen on Wario Land Shake It is a square inside a rectangle. This hurts this

Wii game in a couple of ways. It does not look right, and feels small. Refresh is another way to describe many of the graphics in Wario Land Shake It.

Speaking of that refresh - the special effect sounds. First off they get annoying. Second off they have been used in previous Wario Land games. Nintendo re-uses existing content, and then tacks a

fifty dollar price tag on it. Why not just expect gamers to send you so much money every single month for little to nothing new? Wario is not the only one with a greed problem in this situation.

Wario Land Shake It is extremely short. It can be beaten in under six hours. Again the price and the content are not matching up. Nintendo threw together rehash and expected gamers to pay their high price tag. The graphics are meh, and the sounds are recycled.

The level design in Wario Land Shake It is boring. Shaking the Wii Remote for a variety of reasons becomes trite very quickly. We go to the end of a level to free some flying creature. We then have to go all the way back to the beginning of the level.

Be sure to collect all the treasure you can since that is used to open the next world. Pass on Wario Land Shake It.  
- Mark

Publisher: Nintendo

System: Wii

Rating: 'E' for Everyone

{Comic Mischief, Mild Cartoon Violence}

Graphics: 59%

Sounds: 64%

Replay/Extras: 55%

Gameplay: 59%

Family Friendly Factor: 60%

Family Friendly Gaming







# Warcraft III Reign of Chaos

SCORE: 59



Family Friendly Gaming had purchased Warcraft II Reign of Chaos some years ago. But did not have a machine powerful enough to play it. That all changed when a powerful gaming machine was purchased in the middle of 2012. I know about Warcraft III Reign of Chaos but never received the opportunity to play it. I dug it up and have been slowly working on this game for some months now. The big question is - how family friendly is Warcraft III Reign of Chaos?

This PC game is a real time strategy or RTS for short. That means we build buildings, collect resources, build an army, and then set out to conquer the other side. The other side is doing the same thing. Resources can be important, as well as capturing certain strate-

gic positions.

Players take on the role of orcs in some campaigns and humans in the other. If you want to the entire story then you have to play the uglies and the normals. The violence in Warcraft III Reign of Chaos gets old really quickly. It is also boring violence. We watch

after launching our forces into an act of aggression.

The camera in Warcraft III Reign of Chaos is loose, and caused more problems for me while playing. The slow and boring controls nearly put me to sleep. Click your units, then click walk, then click to where they go. Can we then click to the next destination? NO! We have to click walk again, and then where to walk to. Do this a few thousand times and you will tell this game what you think of it. And it won't be positive.

Warcraft III Reign of Chaos has this weird prophet



like character who helps explain the story. Orcs and humans have been in constant conflict until an even worse threat comes their way. I guess they did not learn that revenge is an endless cycle. They kept going after one another until something worse came along.

The ESRB missed the language issues in Warcraft III Reign of Chaos. Which is mainly why the foul mouths shocked me so much. The watch dogs were asleep at the gate again. Warcraft III Reign of Chaos is one of the worst Personal Computer (PC) games I have ever played.  
- Sam



Publisher: Blizzard Entertainment  
System: Personal Computer  
Rating: 'T' for Teen  
{Blood, Violence}

Graphics: 56%  
Sounds: 59%  
Replay/Extras: 78%  
Gameplay: 50%  
Family Friendly Factor: 53%





# Bible Trivia Avatar Edition

SCORE: 90



I am amazed at how God works. In one of the strangest ways possible Bible Trivia Avatar Edition was brought to my attention.

Not only that, but we also had the 80 Microsoft points available to purchase this Indie game. We use our Avatars to play a trivia game based on the Holy Bible.

Bible Trivia Avatar Edition lets family members choose which level of difficulty they want to shoot for on every single question. The easy questions will reward the player one point, the medium level will provide two points, and the hard level grants the player three points. That is if you answer the question correctly. The goal of Bible Trivia Avatar Edition is simple - the first player to fifty points.

The graphics in Bible Trivia Avatar Edition are okay. They do not look that great. The room the Avatars are in is pretty cool. All the visual effects



are okay at best. Bible Trivia Avatar Edition is not one of the most graphically intense games on the Xbox 360.

Bible Trivia Avatar Edition shines brightly in terms of the audio department. There are plenty of wonderful questions in this downloadable home console video games. The music has a party atmosphere to it. Everyone here at

Family Friendly Gaming enjoys the happy sounds in this Xbox 360 game.

Bible Trivia Avatar Edition has numerous questions. Some of them are more difficult than others. If you get a question wrong Bible Trivia Avatar Edition will give you the Bible verse. Hours can easily drain by while playing Bible Trivia Avatar Edition. We found this home console game to be an amazing hit.

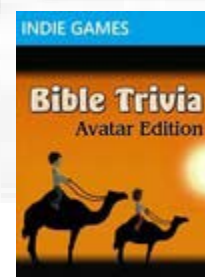
The biggest shock concerning Bible Trivia Avatar Edition is the price. This game is one dollar. Yes one dollar! We received our moneys worth ten times over. I would love to see sequels to this game, especially if the graphics are improved. Bible Trivia Avatar Edition has the potential (in the future) to compete with and against The Bible Game.

I feel so blessed that I had the money to purchase Bible Trivia Avatar Edition. I feel blessed that I had the time to play this game. I feel blessed that I was able to write this review. - Paul



Publisher: Soft Sell Studios  
System: Xbox 360  
Rating: 'NR' for Not Rated

Graphics: 76%  
Sounds: 95%  
Replay/Extras: 100%  
Gameplay: 83%  
Family Friendly Factor: 95%





# Dynamite Heady

SCORE: 70

Dynamite Heady is one of the strangest Genesis titles we have reviewed here at Family Friendly Gaming. This character with attitude throws his head at enemies to destroy them. He gets different power ups by getting different heads. The annoying part about the power ups is they do not last very long. So it is not like a Super Mario Bros game where a new power up is retained until the player is hit.

At first I did not think anything could kill the character in Dynamite Heady. He took hit after hit and I just kept going. That was until I hit a giant dog boss. My character died repeatedly until it is game over. At that point I realized there was some form of mortality in Dynamite Heady.

The colors in Dynamite Heady are very bright. There is a high volume of violence in Dynamite Heady. He whacks enemies, blows them up, and more. It all depends on the head he has on. I still can't get used to having different heads. Such an odd concept.

The music in Dynamite Heady is okay. I am not very pleased with the various glitches. Characters and other graphics will flash in and out from time to time. The whole artsy play background and settings

theme did not resonate with me personally. Dynamite Heady is for oddity collectors only in my book.

- Paul



Publisher: Sega

System: Genesis

Rating: 'E' - Everyone  
{Comic Mischief}

Graphics: 70%

Sounds: 80%

Replay/Extras: 70%

Gameplay: 61%

Family Friendly Factor: 71%

# Balloon Fight

SCORE: 69

You know what I find really sad? When companies keep re-releasing the exact same game on multiple systems. They do this so you can pay them multiple times for the exact same game. Balloon Fight is a perfect example of this. Nintendo released this game on the 8-bit NES, Gameboy Advance, Nintendo 3DS, and now the Wii U. I played Balloon Fight on the 3DS for this review.

The constant re-releasing is not the most egregious issue related to Balloon Fight. This game is a copy cat clone of Joust. The main difference is we float on balloons instead of a flying creature. The game play, game design, and concepts are a complete rip-off. Players are given more than one balloon. Enemies will pump up new balloons after they have been knocked to a platform. So we have to go and finish them off quickly.

The controls in Balloon Fight drove me crazy. They are loose, frustrating, and annoying. I had more issues trying to go to certain spots in a timely manner. So much so that as soon as I am done with this review I am deleting Balloon Fight off of my Nintendo 3DS. I never want to see this game again, but I am sure Nintendo will port it over to something else in the near future.

The music in Balloon Fight is decent. There are a variety of old school things going on graphically as well. The clouds are a nice touch, and add to the game play.

- Paul



Publisher: Nintendo

System: NES/GBA/  
3DS/Wii U

Rating: 'E' - Everyone

Graphics: 72%

Sounds: 78%

Replay/Extras: 68%

Gameplay: 59%

Family Friendly Factor: 70%



# Chronovolt



SCORE: 55

Imagine the most aggravating, frustrating, irritating, unpleasant day you have ever had.

Do you have that down and set in your mind? That feeling is how I felt playing Chronovolt on the Playstation

Vita. Part of it is controls, part of it is lack of instructions, and part of it is level design.

Chronovolt puts us into an orb that we roll around in. We have to collect certain items as fast as possible. We are graded on multiple categories in each level of Chronovolt. If we do well enough in a category then we can earn a star. Stars are used to unlock additional levels. This is where Chronovolt falls off the ledge. It is nearly impossible to get all three stars even in early levels.

Chronovolt is one of those games where we have to start all over after one little mistake. I had to keep rotating the camera around trying to find where it was safe to go next. Even after hours on some



levels I could never figure out how to get all the items.

The game starts out showing a young lady and her belly button. Why exactly was that needed? What does it do to enhance this game? Nothing is the only answer I came to. I noticed the ESRB seems to miss that as well as the cartoon violence.

After a few levels we

run into enemies who want to know us off the ledges, or into holes. They want us to fall to our death. So we destroy them. The ESRB could not find one of their descriptors to describe these violent acts.

Certain sounds in Chronovolt annoyed me. It may have more to do with constantly dying, but I connected the sounds to it. At least they annoyed me and my little mind. The storyline is nearly worthless. Two scientists work together on time travel. One is evil and decides to use it for his own selfish purposes. The other uses his skills to stop him. We play the female who is on the quest to roll her ball to stop them.

I feel that Chronovolt is overpriced, especially when we factor in the extremely high difficulty level. I am not one to swear, and Chronovolt brought me very close to it. So this game causes real world problems for people. Skip this game for better ones on the Vita.  
- Luke



Publisher: Playerthree  
System: PS Vita  
Rating: 'E' - Everyone

Graphics: 58%  
Sounds: 65%  
Replay/Extras: 55%  
Gameplay: 30%  
Family Friendly Factor: 67%







# The 4400 The Complete Series

SCORE: 55



I was blessed recently with The 4400 The Complete Series. This CBS show was put onto DVD, and runs for thirty-two hours and eighteen minutes. Yes I sat through all that time. I am not sure if I need to be commended or condemned for it. The premise of this show was fascinating to me. What is it? Forty-four hundred people are abducted over a sixty year period. They are altered and sent back into the timeline all at the same time in our time.

Who would do such a thing? The show quickly explains it was humans from the future. See we destroyed the earth and humanity so they have to change history and fix it. The writers listened to those radicals screaming we destroyed the planet a bit too often. The people returned (Returnees) are given powers. Things like being able to see the future, heal others, and more.

The

absolute worst part about The 4400 The Complete Series is it becomes a soap opera. A very addicting soap opera that can easily get stuck in the brain. Thankfully the show does eventually end and there is no more problems.

The 4400 The Complete Series contains blood, gore, language problems, enticement to lust, poor view of marriage, poor view of marital relations, and violence. Many of the characters exhibit a devout belief in themselves. To the point of selfishness. There are also light preaching in the religious belief of evolution in The 4400 The Complete Series.

The premise in The



4400 The Complete Series is very interesting. Sadly that promise is wasted and lost. The government is shown as bad, and should not be trusted. Rebellious behaviors are shown as acceptable in this show. As is lying and with holding evidence from others. Certain characters anguish over secrets they have for long story arcs. Then they change partners and dance with someone else.

I wish The 4400 The Complete Series had been better. It wound up disappointing me in the end. I like how they took over Seattle, and expect they would have eventually wiped out the human population. Unless the other future group got involved again.

- Paul



Publisher: Paramount  
System: DVD  
Rating: 'NR' for Not Rated

Graphics: 45%  
Sounds: 55%  
Replay/Extras: 82%  
Gameplay: 50%  
Family Friendly Factor: 45%



# DEVELOPING GAMES



**Game:** Lego City Undercover

**Release Date:** March 18, 2013





**Company:** Nintendo  
**System:** Wii U

**Rating:** 'RP' - Rating Pending





**Game:** Lego City Undercover  
**Release Date:** March 18, 2013





**Company:** Nintendo  
**System:** Wii U

**Rating:** 'RP' - Rating Pending









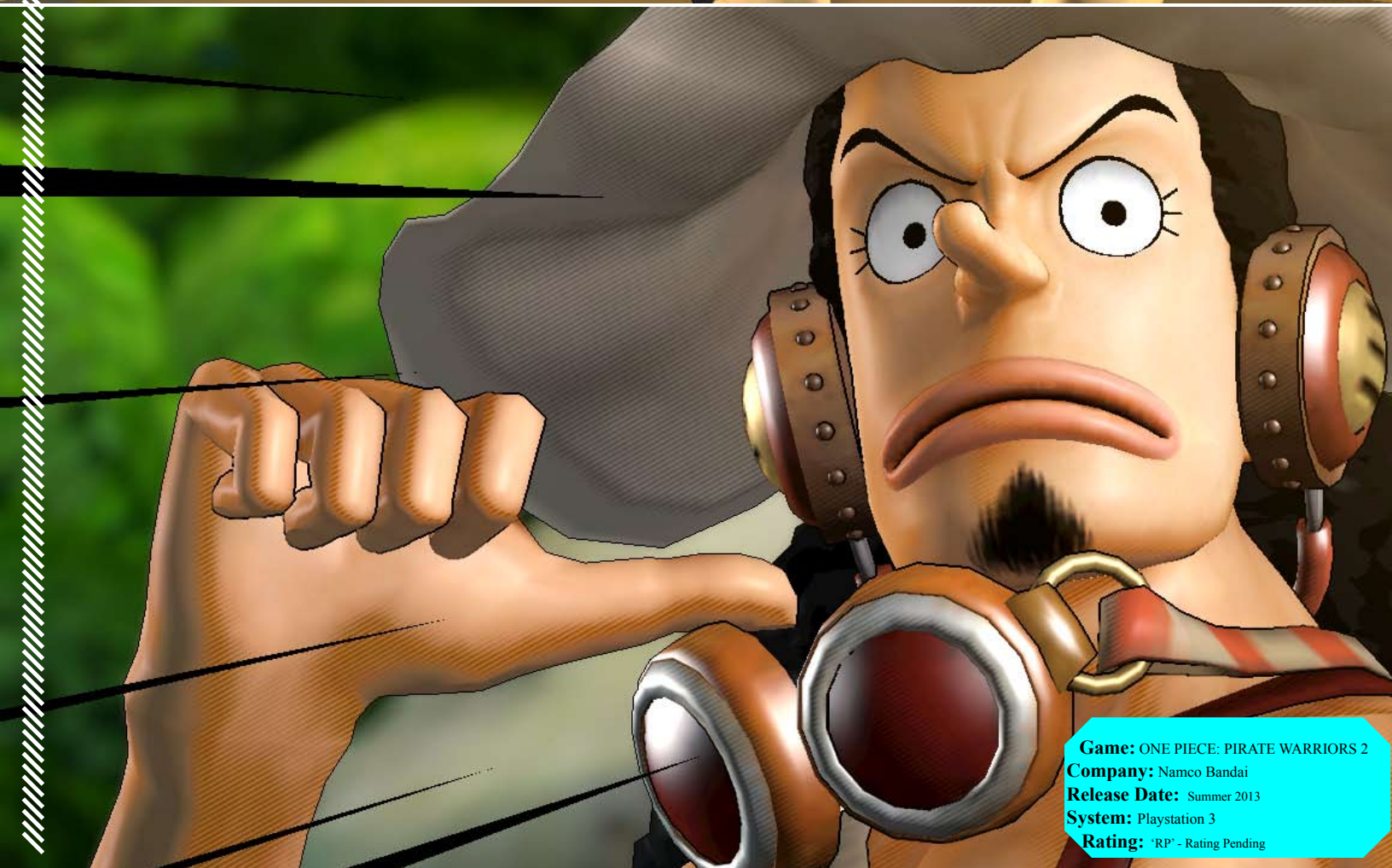
Keep track of how many calories  
you burn every day with the  
all-new Fit Meter!

Avec le tout nouveau Fit Meter, surveillez le  
nombre de calories que vous brûlez!  
¡Lleva el registro de cuántas calorías  
quemamos diariamente con el nuevo Fit Meter!

# Wii Fit™

**Game:** Wii Fit U  
**Company:** Nintendo  
**Release Date:** 2013  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending





**Game:** ONE PIECE: PIRATE WARRIORS 2  
**Company:** Namco Bandai  
**Release Date:** Summer 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending













Game: Pikmin 3  
Company: Nintendo  
Release Date: 2013  
System: Wii U

Rating: "RP" - Rating Pending





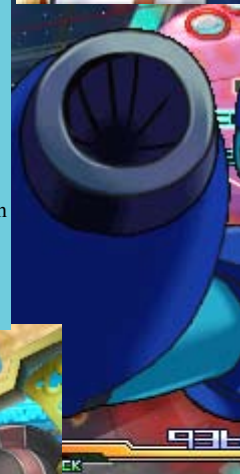
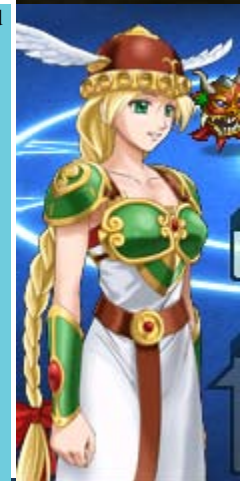








Project X Zone takes place in a world surrounded by a hidden chaos with shadows and evil lurking beneath the peaceful cover of everyday life. When a rift in time and space suddenly appears, a doorway to various universes is opened allowing both heroes and villains from different worlds to cross paths. Players will be able to take control of a huge selection of paired heroes including favorites such as Jin and Xiaoyu (TEKKEN), Toma and Cyrille (Shining Force™ EXA), to X and Zero (Mega Man® X) and discover the cause of the rift and stop evil from coming through and spreading into their world.



“Project X Zone is the first title to ever combine such a large cast of characters from a varied list of game franchises into one grand adventure,” said Carlson Choi, Vice President of Marketing NAMCO BANDAI Games America Inc. “Developing a cohesive game and storyline to encompass all of these great characters and their battle-styles was a huge challenge that has paid off greatly with the creation of a truly unique and groundbreaking gaming experience.”





Game: Project X Zone

Release Date: Summer 2013

Rating: 'RP' - Rating Pending

Company: Namco Bandai

System: Nintendo 3DS





**Game:** Rocket Slime Dragon Quest Heroes 3

**Company:** Square Enix

**System:** Nintendo 3DS

All images are of Japanese version of this game

**Release Date:** TBA

**Rating:** 'RP' - Rating Pending





# **POKÉMON** **MYSTERY DUNGEON** **GATES TO INFINITY**

**Game:** Pokémon Mystery Dungeon: Gate to Infinity  
**Company:** Nintendo 3DS  
**Release Date:** March 24, 2013  
**Rating:** 'E' - Everyone  
**System:** Nintendo 3DS  
 {Mild Cartoon Violence}







**Game:** Yarn Yoshi  
**Company:** Nintendo  
**Release Date:** To Be Announced  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending







Developing Games







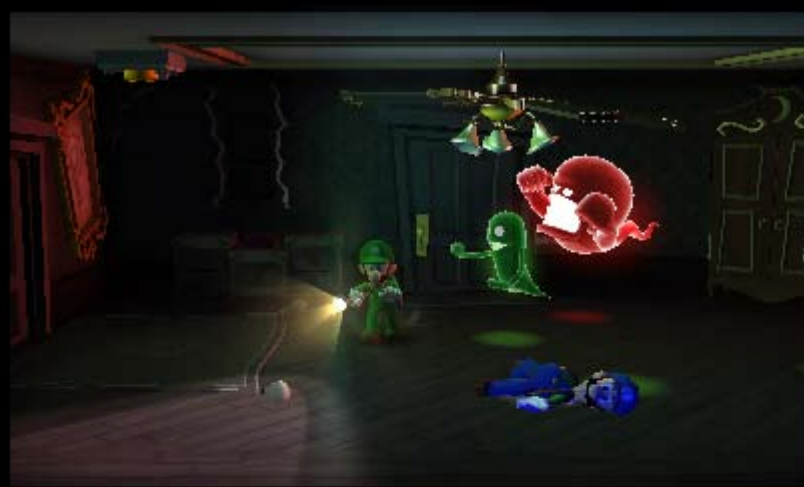
**Product:** Luigi's Mansion Dark Moon

**Company:** Nintendo

**Release Date:** March 24, 2013

**System:** Nintendo 3DS

**Rating:** 'E' - Everyone  
{Crude Humor, Mild  
Cartoon Violence}







**F3**  
02:17

**Floor 3 Totals**

	Lyla	57w	36
	Jason	73w	59
	Kelly	29w	24
	Ben	3w	72

**1** **78**

Capture all the ghosts! 3:24

3w 78  
26w 84  
57w 100  
11w 100

A B C  
D  
F

**F1**

**Red Coin Bonus!**



**78** **63**

Capture all the ghosts! 3:44

31w 63  
7w 60  
3w 95  
0w 100

A B C D E F

**F2**

Product: Luigi's Mansion Dark Moon  
Company: Nintendo  
Release Date: March 24, 2013  
System: Nintendo 3DS  
Rating: 'E' - Everyone  
{Crude Humor, Mild Cartoon Violence}

**14** **100**

Cellar

F3  
F2  
F1  
B1

**B1**





THUNDERSNOW

Powered by: dubit



THUNDERSNOW Powered by: dubit



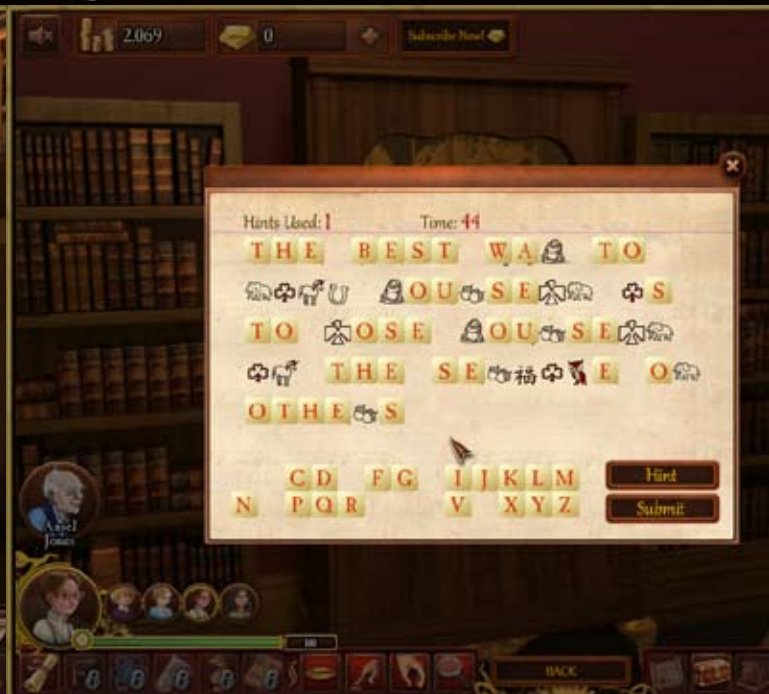
THUNDERSNOW Powered by: dubit

**Product:** The Time Tribe  
**Release Date:** February 2013  
**Rating:** 'E' - Everyone





THUNDERSNOW Powered by: dubit



Company: ThunderSnow Media  
System: Personal Computer









Game: Star Wars Pinball  
Company: Zen Studios  
Release Date: February 2013  
System: PS3/PC/Xbox 360/PS Vita  
Rating: "RP" - Rating Pending



★ ×6



2300



1600



## Horus the Black Flame Dragon LV6

[Dragon/Effect]

This card is unaffected by the effects of Spell Cards. During the End Phase of a turn that this card destroyed

User 1

LP 3100



25

10

DP

## Level Up!

[Spell]

Send 1 face-up "LV" monster on your side of the field to the Graveyard. Special Summon a monster from your hand or Deck that is



Alien Overlord [Reptile/Effect]



★ ×6

2200

1600

### Card Information

You can remove 2 A-Counters from anywhere on the field to Special Summon this card from your hand. Once per turn, you can place 1 A-Counter on each face-up monster your opponent controls. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.) You can only control 1 "Alien Overlord".

**Product:** Yu-Gi-Oh! 5D's Decade Duels Plus  
**Company:** Konami  
**Release Date:** Out Now  
**System:** PS3/Xbox 360  
**Rating:** 'E10+' - Everyone 10+  
(Mild Fantasy Violence, Suggestive Themes)







# FEVER!!!

★ 4,255 ★



# FEVER!!!



**Product:** Final Fantasy All the Bravest  
**Company:** Square Enix  
**Release Date:** Out Now  
**System:** iPhone/iPod Touch  
**Rating:** 9+ - 9+  
 (Infrequent/Mild Cartoon or Fantasy Violence)

Ranking SNS



Map Shop Catalog Ranking SNS

## Cornelia's Tract

Next



Map Shop Catalog Ranking SNS

Characters 52% | Back

No.12 Blue Mage (FFV)  
 Ability: Missile  
 Casting Bad Breath causes prolonged nausea, but such is the blue mage's dedication.

No.1	No.2	No.3	No.4	No.5
No.6	No.7	No.8	No.9	No.10
No.11	No.12	No.13	No.14	No.15
No.16	No.17	No.18	No.19	No.20
No.21	No.22	No.23	No.24	No.25

Characters Gear Enemies













**Product:** Ace Combat Assault Horizon  
**Company:** Namco Bandai  
**Release Date:** Out Now  
**System:** PC/PS3/Xbox 360  
**Rating:** "T" - Teen {Alcohol Reference, Blood, Language, Mild Suggestive Themes, Violence}











# Devotional

## Praying

One of the most important aspects of our relationship with God is spending time with him. Praying is merely talking to God, and listening. Do I always get a response? No I do not. When I do, my course of action is crystal clear. I am one of those that once I hear God I immediately obey. The only reason Family Friendly Gaming is in existence is because God told me to. I would have quit long ago if it was about me. Instead I prefer to stay in God's will for my life.

There are a variety of kinds of prayer. Some are with others, and some are alone. I personally enjoy learning the variety of ways Jesus prayed. **Luke 5:16** *But Jesus often withdrew to lonely places and prayed.* It is interesting to me that Jesus spent so much time alone with God. American culture is not so big on being alone with God. Something that needs to change.

The focus of your praying is very important. **Matthew 6:6-13** *But when you pray, go*

*into your room, close the door and pray to your Father, who is unseen. Then your Father, who sees what is done in secret, will reward you. 7 And when you pray, do not keep on babbling like pagans, for they think they will be heard because of their many words. 8 Do not be like them, for your Father knows what you need before you ask him. 9 "This, then, is how you should pray:*

*"Our Father in heaven, hallowed be your name, 10 your kingdom come, your will be done, on earth as it is in heaven. 11 Give us today our daily bread. 12 And forgive us our debts, as we also have forgiven our debtors. 13 And lead us not into temptation, but deliver us from the evil one.* This is more educational to me than anything taught in any college or university. Jesus was clear to go somewhere alone, and be with God by ourselves. Be pithy, direct, and honest. Acknowledge God's holiness, and His will. Request your daily needs be provided for. Forgive us of our sins, and forgive those who have sinned against us. Keep us safe from Satan, and from

sinning opportunities. Keep us holy and in God's will. That should be the focus of our hearts and souls when we spend time with God through prayer.

Let us be honest with ourselves. How often do we have that prayer? Where is our focus? Is it on material things? Are we focused on ourselves and not God? How often do we include God's will?

God bless you and yours,  
- Paul Bury

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.





# Video Games 101

Conversations we have in the public at a variety of venues shows us one important fact. There are many people who do not understand the phrases used in the video game industry. No one cared enough to teach them what they stand for. Family Friendly Gaming has decided to right that wrong. We refuse to act arrogantly like so many others in the gaming media. Instead we will humble ourselves and go back to basics.

Motion gaming is where the controller must be moved in certain motions. This is how the Wii and Playstation 3 Move controls work.

Move - This is a Sony product for the Playstation 3. This involves three separate devices. Although it is playable with two of them. The first is the Playstation Eye. This is a camera that goes on top of, or below the television

set. It needs to be set to Wide Angle. The Move Controller has an orb at the end of it that will light up in different colors. This is synced with the camera, and how the system can see what movements the Move Controller goes in. The Navigational Controller is a wireless add on that provides players additional controls. Very similar to the Nunchuk on the Wii.

Kinect - This product works for the Xbox 360. A sensor bar is placed on top of the television set. It can move up and down slightly. Players must be around six feet back from their television sets for proper usage. This sensor can scan a human being in a room and find their skeleton. The family member or members (up to two can play at the same time) becomes the controller. The Kinect sensor also recognizes voices. So family members can tell the

Xbox what they want it to do.

Wii - The Wii started this motion gaming trend. A sensor bar is placed on the top of bottom of the television set. The Wii Remote must point towards it to be seen. It can tell how the Wii Remote is being held, and what direction it is pointed. A Nunchuk plugs into the Wii Remote and adds additional controls. The Wii dominated the sales charts until the Kinect was released. Both the Move and the Kinect are seen as improvements upon the innovative concepts the Wii brought to the market place.

Console Wars - Every generation of consoles has a war. One company comes out on top in terms of sales. There have been two and three companies that battled it out with loyal fans praising the positives of each system. Some people take this seriously.



# Last Minute

## Tidbits

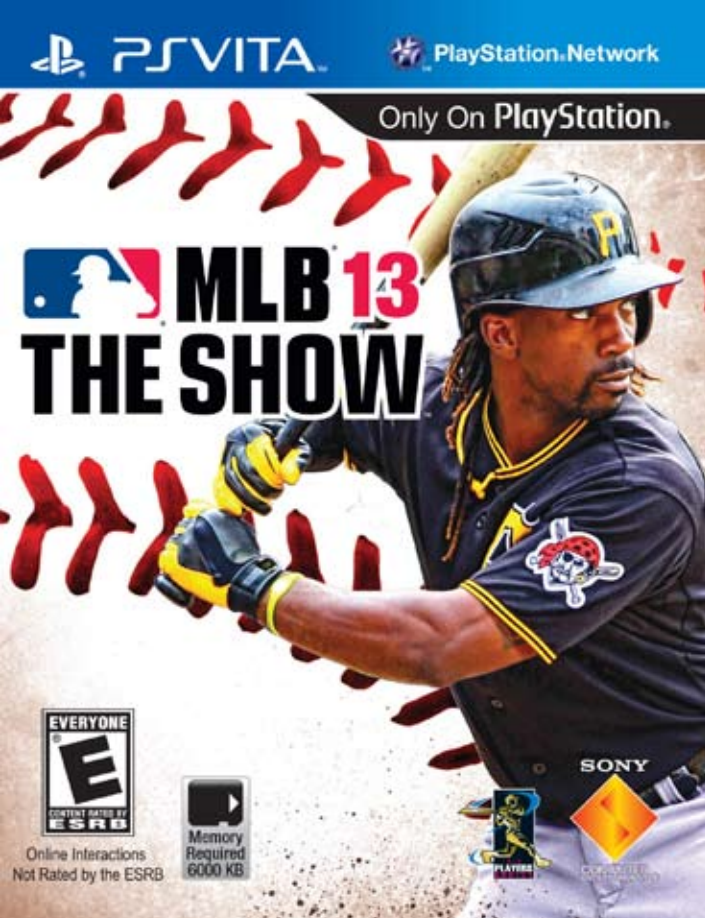






**Product:** MLB 13 The Show  
**Company:** Sony  
**Release Date:** March 5, 2013  
**System:** PS3/PS Vita  
**Rating:** 'E' - Everyone





#### NEW FEATURES IN MLB 13 THE SHOW:

~ The “Post Season” Mode (PS3 & PS Vita) – MLB 13 The Show will introduce users to Post Season Mode this year as it offers quick entrance directly into the Post Season, fast-tracking your run to the World Series. The mode offers you the choice of selecting to play with one team, or all 10. All of the game control options you’ve come to know are available in this mode, including: single player, head-to-head play, co-op play, and PlayStation®Move support.

~ Cross Platform Online Home Run Derby (PS3 & PS Vita) – MLB 12 The Show introduced Online Home Run Derby™ to PS3. MLB 13 The Show brings this experience to PS Vita with the inclusion of cross platform play. Regardless of whether users are logged into a PS3 or PS Vita, selecting an Online Home Run Derby match will gather users into one game experience.

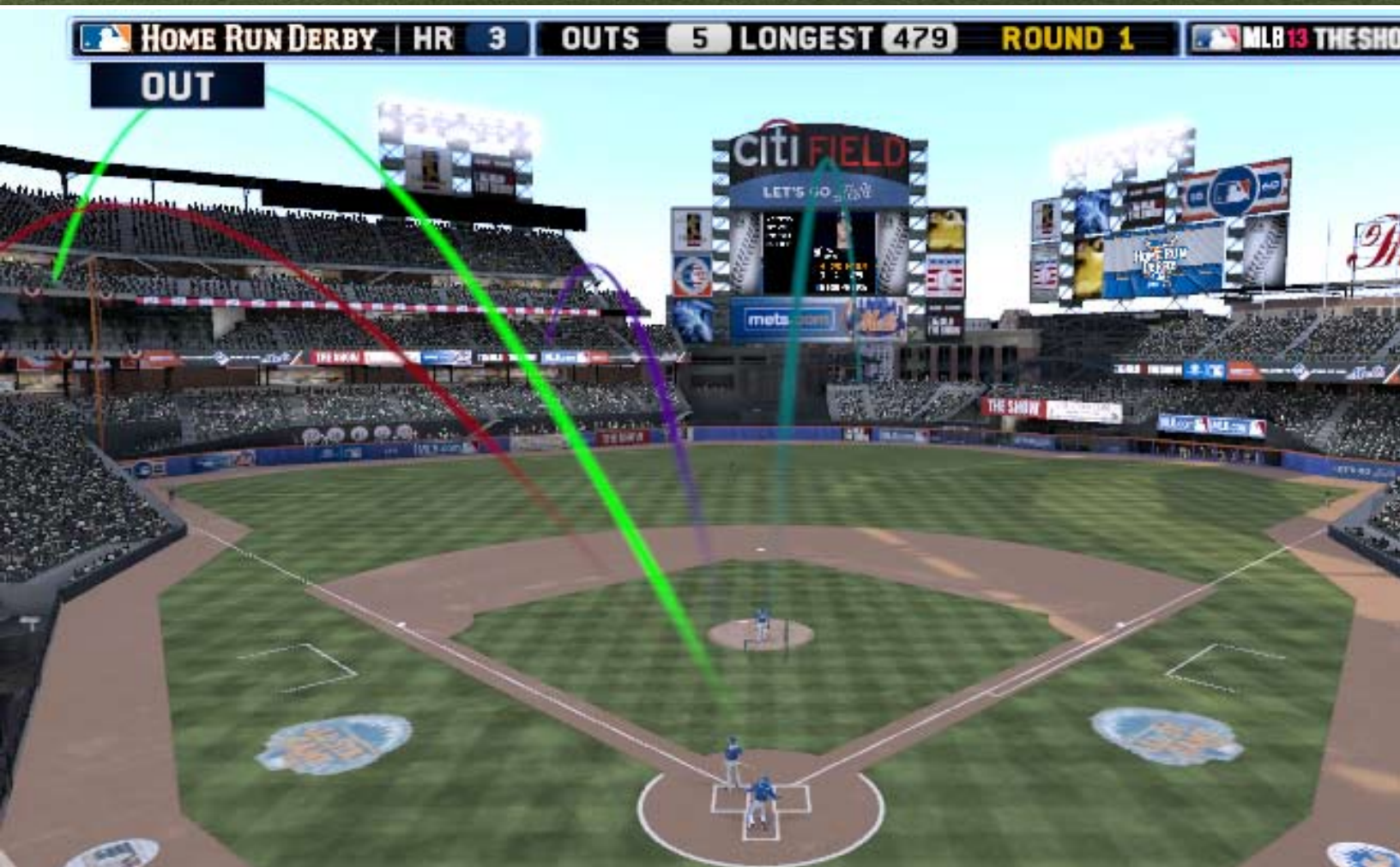
~ Beginner Mode (PS3 & PS Vita) – In an effort to make The Show more accessible and to help users learn the fundamentals of the game, Beginner Mode has been added. Beginner mode uses an advanced, adaptive AI system that dynamically updates your skill level on the fly

~ New Scouting and Training System in Franchise Mode (PS3 & PS Vita) – A “human element” was incorporated into MLB The Show’s Scouting system, which affects the user’s decision making process when dealing with scouting directives, position changes and, ultimately, drafting a player.



**Product:** MLB 13 The Show  
**Release Date:** March 5, 2013  
**Rating:** ‘E’ - Everyone  
**Company:** Sony  
**System:** PS3/PS Vita









**Product:** Ys: Memories of Celceta  
**Company:** XSeed Games  
**System:** PS Vita  
**Release Date:** Fall 2013  
**Rating:** 'RP' - Rating Pending



**Product:** Ys I & II Chronicles+  
**Company:** XSeed Games  
**System:** Personal Computer  
**Release Date:** February 2013  
**Rating:** 'T' - Teen {Alcohol Reference, Blood, Mild Fantasy Violence, Mild Language, Mild Suggestive Themes, Partial Nudity}







VALHALLA KNIGHTS

**Product:** Valhalla Knights 3  
**Company:** XSeed Games  
**System:** PS Vita  
**Release Date:** Fall 2013  
**Rating:** 'RP' - Rating Pending



Rune Factory 4

**Product:** Rune Factory 4  
**Company:** XSeed Games  
**System:** Nintendo 3DS  
**Release Date:** Summer 2013  
**Rating:** 'RP' - Rating Pending







**Product:** Sly Cooper Thieves in Time  
**Company:** Sony  
**System:** PS3/PS Vita  
**Release Date:** Out Now  
**Rating:** 'E10+' - Everyone 10+  
(Alcohol Reference, Cartoon Violence, Suggestive Themes, Use of Tobacco)









**Product:** Tekken Card Battle  
**Company:** Namco Bandai  
**System:** iPhone/iPad  
**Release Date:** TBA  
**Rating:** 'RP' - Rating Pending



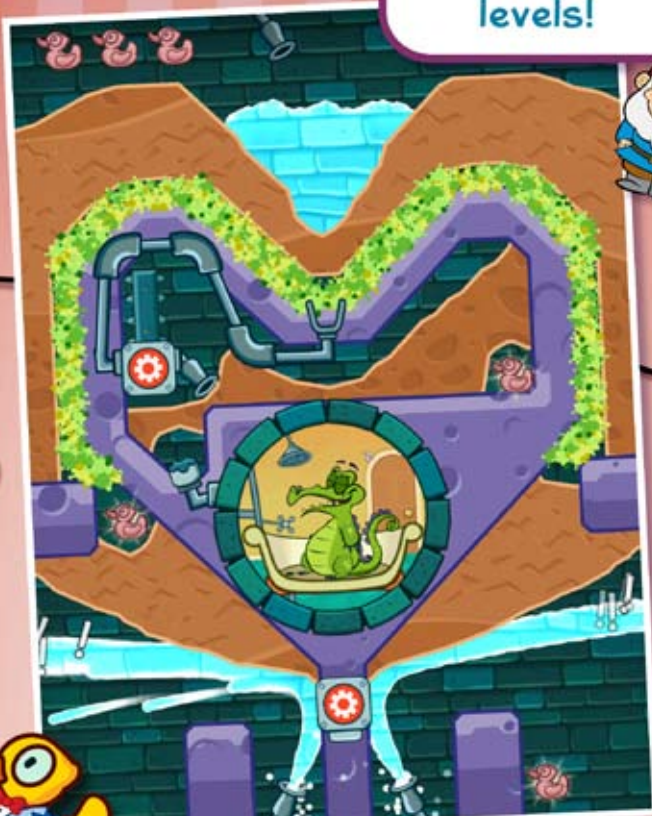
New Valentine's  
Day themes!



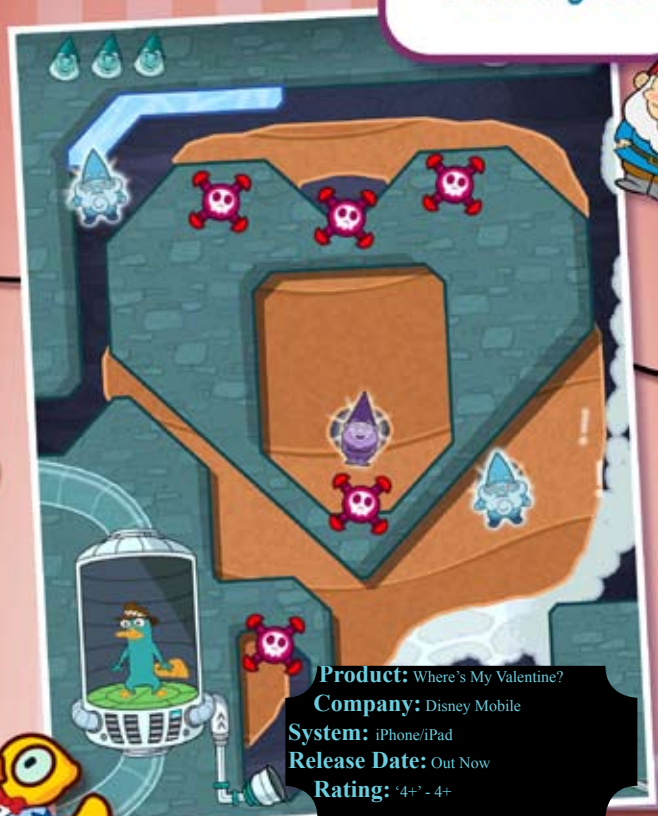
Play for Free!



12 exclusive  
heart-themed  
levels!




Brand-new  
challenges!



**Product:** Where's My Valentine?  
**Company:** Disney Mobile  
**System:** iPhone/iPad  
**Release Date:** Out Now  
**Rating:** 4+ - 4+



A close-up shot of Barret Wallace, a character from Final Fantasy VII Remake. He has long, straight, light pink hair and is looking slightly to the right with a serious expression. He is wearing a black and red outfit with a white collar. A large, red and black mechanical arm is visible on the left side of the frame.

I'm used to fighting my destiny.











**Product:** Lightning Returns Final Fantasy XIII  
**Company:** Square Enix  
**Release Date:** 2013  
**System:** PS3/Xbox 360  
**Rating:** 'RP' - Rating Pending

I just want to save Serah. That's all.



