

Mario Kart 8, Tales of Xillia, Rise of Venice, Hoppe-tee ,and more!

Wii Party U  
wants to bring  
families together

Did you see what Nyko  
had at E3 this year?

# Family Friendly Gaming

The VOICE of  
the FAMILY in  
GAMING



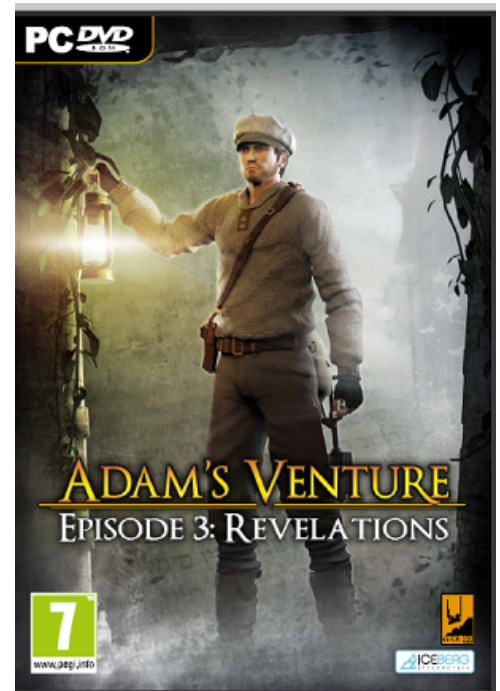
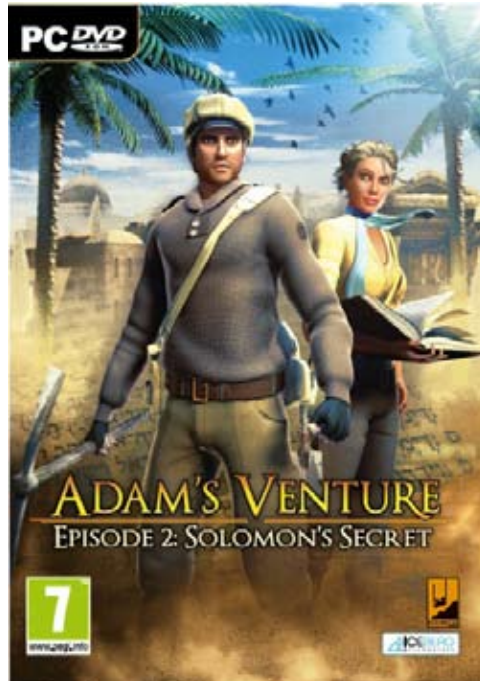
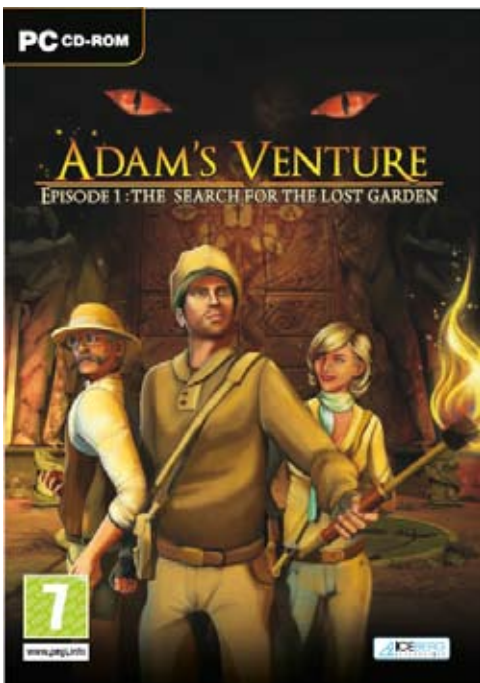
Issue #73

August 2013

# ADAM'S VENTURE

## Three Episodes

Adventure Fun for ages 7 and up on Windows PCs



All Three Episodes available separately or together  
for only \$50 shipped within US at Christian  
GamesNOW.com





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Issue Number 73

August 2013

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**State of Gaming**  
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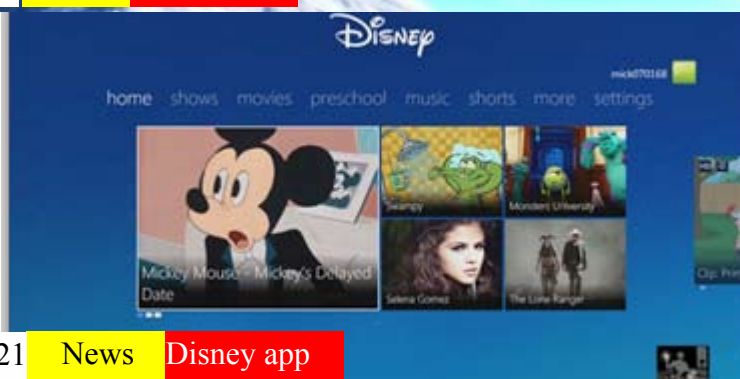
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## Recent Releases

Anno Online, Hoppetee, Dessert Storm, Urban Trial Freestyle, and Class of Heroes II are featured this issue.

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Editorial in Chief:	Paul Bury
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Inspiration:	Peter Bury
Inspiration:	Noah Bury
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Game Journalist:	Roger
Game Journalist:	Luke
Game Journalist:	Shirley
Game Journalist:	Sam
Working Man Gamer:	???
Kid Gamer:	???

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# Editor's Desk

## Rolling, Rolling, Rolling

The years just keep rolling on. I am honestly baffled as to how so many thousands of reviews, news stories, screenshots, videos, previews, updated news stories, columns, and articles have been accomplished. This is issue #73. The longevity of Family Friendly Gaming speaks for itself. The encyclopedia of content published speaks for itself. The over THREE MILLION readers speaks for itself.

We have made mistakes along the way. No one here at Family Friendly Gaming is perfect. Myself included. I know few others in the industry would discuss their faults and failings during a time of celebration and record breaking. This is who I am though. I get tired, irritated, frustrated, angry, and more. Maybe that is one of the reasons Family Friendly Gaming has done so well over the years. We are willing to be open, honest, transparent, and real. We are just like you. We are not better. We may struggle with different things. But we all have issues. We all have struggles. With the help of God we can overcome them, survive them, and press on.

I had someone ask me recently: "if you are just like

me, then how come you created a gaming empire?" God called me something. I heard and I obeyed. So if there is a difference, that difference would be I listened to God and obeyed. God has blessed this in so many wonderful ways.

I do not know the future. I will continue to do God's will for my life as long as He allows it. That does not mean we have no plans for the future. In fact we are constantly adjusting, and modifying plans we have. We are looking at a couple of things for the rest of this year. We are looking at upgrading the software we use to create this e-magazine. We are looking at video capturing devices and software. We are also looking at purchasing a better camera. It is my hope and prayer we can get to all of these this year. If not they will carry over to the future.

Speaking of plans and the future. There were two major items we hinted at last year. One of them happened - Family Friendly Gaming Hall of Fame. We plan on inducting new members every single year. So expect to hear about additional entries in 2014. The second item we hinted at fell through. We contacted a variety of companies and individuals. Either they wanted us to completely redesign our website (again), or they want-

ed too much money. At least it was too much money for us. So that has been shelved for now. Due to the sensitive nature of what it is, I can still not divulge what it was.

I am very curious to hear from our readers concerning the Family Friendly Gaming originals. These are news and updated news stories that are done by us. They are red on the News and Updated News pages. So you can easily identify our home grown stories. There have been a wide variety of topics that have been written about. Some of them are us exploring ideas, concepts, and topics rarely talked about inside the video game industry. So please send in your comments.

God bless you, and yours,  
Paul Bury





# Female Side

## Back to School

As I write this column I am immersed in preparations for back to school. Purchasing school uniforms, supplies, going over schedules, and having my boys start to focus their brains on learning again. Any other parents out there realize schools have become BIG BUSINESS? They force parents to buy certain clothing, and other materials. Well at least the parents who care about their children. I know there are parents who do no preparation and expect everything to be handed to them on a silver platter. I have even seen some hauled away from the schools by the police.

The summer was a wonderful time of getting to sleep in, take trips, and do a variety of different things as a family. We even helped out with coverage of E3 2013. Our eldest son was absolutely exhausted and repelled by most of the content in the various press conferences. He is in awe of his father for tirelessly covering event after event. For publishing all of that content. Most of all he loves spending time with his dad. Whether it is playing tennis, bike riding, walking, throwing the football, throwing the baseball, playing in our little pool, kicking the soccer ball, shooting the basketball, cleaning, or listening

to music. Our youngest also enjoys all of those things and more.

Want to know my proudest moment all summer long? After my hubby and first born son took a walk, they had a topic to discuss with me. Our eldest son wanted more responsibilities. He wanted to help mow the lawn, and tutor his brother in school work. He is showing maturity well beyond his years. Which makes me so proud. It shows he has been listening.

Back to school is bitter sweet. I enjoy additional free time to take care of chores without assistance, interruptions, refereeing fights, cleaning up messes, fussing at their messes. At the same time I miss our boys. I question if the public educational system is the appropriate way of educating our children. Kids do not embrace going into that system. They dread going back, and they despise it while it is going on. But many have been institutionalized into it. It is BIG MONEY for the BIG GOVERNMENT that likes its control over us.

I have hope that there can be change. We can move away from an over-reaching and oppressive government. We can hope for change towards more freedoms, and free thinking. The one size

fits all public educational system fails so many. President Bush had a good idea of holding teachers accountable. Sadly it has been turned into spending months prepping for the tests, and little on actual learning. Politics come into play as bad teachers with friends get to stay, and good teachers who buck the system are shown the door. It is very sad to see, especially when I know good people who are trying really hard.

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

## Violent Video Games Warp Minds

Recently there was yet another study that linked higher levels of aggression to playing violent video games. Not only that but increases in hostile urges. What do you think our industry did? Did they embrace this and decide they need to pick another path? No. Instead they proved the study by aggressively attacking it. They were hostile towards it. They did not embrace the science of these studies with an open mind. Instead they lashed out as aggressively as they could. Does their irresponsible and irrational response actually surprise anyone here at Family Friendly Gaming? Nope. In fact the WMG expected it the minute new studies brought up the issue. Sure enough it did not take them long to spew out their propaganda and lies.

When will our industry accept reality? When will they embrace the truth? Maybe never if these games are warping their minds. It also seems to be the only logical deduction any intelligent person can make. What should we do? Continue to speak the truth in love. Continue to show them reality. Continue to make them face the truth. We all know their highly aggressive and hostile reactions are because of these violent games. They are slaves to the training they have subjected themselves to. The video game industry, and many of these companies have lied to them. They are the ones who need to start accepting responsibility for the damage they have caused.

What the WMG is most interested by is how the link between the highly aggressive and hostile reactions have gotten worse as the games have gotten worse. Games get more violent, and their reaction becomes even more over the top. Oh look the WMG is performing scientific analysis for all of our readers.

Do you know someone who is enslaved to violent video games? You have a voice. You can plead with them to free themselves or seek assistance from this damaging life style choice. The life you save may be your own.



# 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!

## Three Million

Congrats on reaching three million.

- Charles

WAY TO GO! Keep on keeping on.

- Becky

THREE MILLION in Family Friendly Gaming? That is AWESOME!

- Bob

Family Friendly Gaming is the biggest dog in family friendly video game yard.

- John

Jolly Good Show! Families in UK support Family Friendly Gaming.

- Donald

Congratulation to Family Friendly Gaming. All those years of hard work are paying off.

- Ethan

{PB}: This was a small sampling of the well wishes Family Friendly Gaming has received for reaching over three million unique IPs. If each IP has a family of four, then we have reached twelve million. I know that may be a stretch, but it is definitely possible.

There have been so many who have worked tirelessly to make, and keep Family Friendly Gaming such a success. I am so very thankful to each and every one. I am also thankful to all of our wonderful readers. There have been so many wonderful PR agencies, developers, publishers, and more who have partnered with Family Friendly Gaming.

My wonderful wife Yolanda has been amazingly supportive over the years. Our children have opened my eyes to perspectives I should have realized long ago. God has been a constant positive influence. He has taught me, and showed me so many wonders that I can barely describe the thankfulness in my heart. It is a daily walk

for me, doing God's will for my life.

What amazes me the most is with so little we have been able to reach so many. That is a testament to God's power. I am certainly not intelligent enough to achieve these numbers. Nor am I trained to make accomplishments like this. I give all the glory, honor, and power to God.

## Walking Away from Video Games

I read your article on walking away from video games and I was so angry with you. I could not believe anyone in the gaming media would even say that. It is shooting yourself in the foot. If gamers stop buying, then games stop being developed, and the entire enchilada comes crashing down. I like video games, why would I want to stop? One of my professors talks about seeing the other persons perspective. So I tried, and could not understand. I then decided to stop playing for one day. I got bored, found nothing else to do, and started playing again. I could not even stop one day. I am addicted to video games and did not know it. I have sought counseling to help me

# OFF

with video game addiction. I would have never known if it were not for your article. Thank you for having the courage to publish an unpopular idea.

- David

{PB}: I want to thank you for facing this issue head on. I also want to thank you for having the intelligence to look at it with an open mind. I feel honored that my little article has reached your heart and mind. I care about my fellow gamers as people first.

Not everyone has an addiction problem with video games. Many of the video game addicts say the same things drug addicts say: "I could quit if I wanted to," and "I don't have a problem." You saw when you tried to quit for a measly day that it had a hold on your life. You faced a difficult decision right there. I applaud you for the courage to seek help. I would also like to encourage you to seek a relationship with Jesus Christ. The strength that comes from that relationship helps us through all kinds of difficult times.

## Too much Coverage

I need to confess something to you guys. I almost did not buy NCAA Football 14. Why



was I wavering on such a wonderful football game? All of the coverage. I am sick and tired of seeing screenshots, videos, and news stories on this game. Its not just Family Friendly Gaming. It is all over all these gaming sites, and its all the time. Every single week for months there was something about this game. I wanted EA Sports to learn that we do not need to hear about their game every single week for months. Give a little build up before it comes out and we are good. I read your review and you actually mentioned this. I was so happy that someone understood that I supported Family Friendly Gaming by purchasing this game from their site

- Brian

{Frank}: Thank you. I ap-

preciate your email. It always warms my heart to hear I reached someone, and they understood what I was talking about. Just so you know it is not just EA Sports. There are other companies using this piecemeal PR marketing strategy. I feel your frustration because I see all of these stories too. Myself and others here at Family Friendly Gaming screen out many stories from many companies. There are some sending out the same thing every couple of days expecting us to plug them over and over again.

What you have to say is so powerful that we are publishing it. We want these game companies to hear from you. We want your voice to make it up to their ears.



## Broadcast Yourself

Your Youtube Channel ROCKS! How many videos do you have?

- Tammy

{PB}: Thank you so much for



your kind words. Right now we have over six hundred videos on our Youtube channel. Lord willing we will continue to grow this area. We have plans to invest financially in video in the upcoming future to include even more, bigger, and better videos on Youtube. So stay tuned, and thank you so much for becoming a subscriber.

### Hold in my Hand

Can I have a physical copy of this magazine mailed to my 11 year old son? He would love that! Thank you for your good work.

- *Dormice*

{YB}: The only way at this time is to order one from the issue website. They are pricey though.

### Pokemon Problems

My son is 12 years old and he started to like Pokemon games, my husband and I don't like it at all but we don't have answers about it in a spiritual effects we are new Christian, can you help me giving me Christian and scientific fact answers for him? Thank you and blessings in Jesus name.

- *Gaby*

{YB}: The first piece of advice we always give is to pray about it. If you are unsettled in the spirit that is a good indicator to not do something, to avoid something, or re-

strain/fast from something. Then the logic becomes very simple - doing what God wants over what man wants. Why? God is greater than mere mortals. Over the years Family Friendly Gaming has looked at Pokemon from a variety of different angles. The big issue most have with Pokemon is it teaches evolution. Kids are hammered with it every single time one of their pocket monsters turns into a new one. Other issues are certain types of Pokemon. There are ghost and psychic types. Generally they are among the more powerful as well. Addiction is a major problem with the Pokemon games. It is not uncommon for a player to spend 60 hours or more on a Pokemon game. We have heard of kids playing over 200 hours on one Pokemon game. Gluttony on any game is bad. Nintendo specifically designed Pokemon to take many hours to complete. Players are having to swap around different types - since it is like a giant rock, paper scissors. Water type monsters beat fire type monsters, fire type beats grass, grass beats water. Add in close to twenty more types and it gets extremely deep. Certain Pokemon will have two types making it even more confusion. Recent Pokemon games have put certain Pokemon (legendary) into the realm of where God is. Meaning these Pokemon

(according to the storyline) created those areas. Players use Pokemon to fight other players with Pokemon. Since many of them look like animals this can be equated to dog fights - illegal in the United States. The final thing to consider is GIGO - garbage in garbage out. The more we fill our minds with certain content the more we become like it, weaker to concepts it provides, DE-sensitized to what we see. Think about how many hours of God's word your son receives, and then how many hours of that he will receive. Odds are it will quickly overshadow God's word in terms of hours.

Lego games are generally safer. There is action violence where Lego characters fall apart (four pieces per character). These games have exploration, and building concepts. The only Lego franchise we are not fond of is the Harry Potter ones.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: SoundOff@familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018



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# Talk to Me NOW

Sam DenHartog from Ensenasoft took some time out of his busy schedule to answer some questions for the Family Friendly Gaming Nation.

Q. How are ya'll doing?

A. We have been having a great 2013 so far. At the end of 2012 we moved to Unity3d as a new development platform and it has allowed us to take our game development to the next level. It not only brings the ability to do great things using 3d based vector objects (3d puzzles, 3d worlds, etc.), It allows us to bring everything to all of the platforms we support with so much less effort than in the past. We are literally doing things right now that even one year ago today I did believe we would be doing for several more years.

Q. What does Ensenasoft have coming up for the rest of 2013?

A. We actually have a great lineup. We have 3 more new games coming out in July and August and then probably another 4 in September and October with hopes for 3 more by the end of the year after that.

Q. What are the names of the games coming out?

A. I will mention a few of our favorites: "Dessert Storm", "Fantastic 4 In A Row 2", "Where in the World is Mono Lisa Free" & "Holiday Mahjong Deluxe".

Q. What can you tell us about each of the games?

A. "Dessert Storm" is a match 3 game of which there are many popular games. We took a unique approach to our puzzles and just passing the device around and playing "Rush" mode with a group of friends is also a huge amount of fun. In the puzzle mode, which is great for when you are alone, you are very focused on finding matches at specific spots to clear the board. In "Rush" mode you just find matches anywhere you can as quick as possible. It is really quite surprising how different they feel from each other. We also have a "Relax" mode that lets you just play for as long as like. We have received feedback on many of our earlier games that some of our fans enjoy playing games just to relax and don't like having a timer.

In "Fantastic 4 In A Row 2" we have completely redone our very popular "4 In A Row" game to have much improved graphics and effects. But we didn't stop there! By taking advantage of that we are now working in a vector/"3d" world we have added in a 3 player game with a



# Talk to Me NOW

board that has 3 side of columns each and a player game with a 4 sides board with each side having 4 columns. We wanted to make something a group of friends or family could play at the table or passing around. At Ensenasoft, we still believe a “social game” actually should involve a group of people who are all present in the same place socializing and we have had a lot of fun playing this against each other and at our homes.

“Where in the World is Mono Lisa? Free” has you following clues to chase a criminal around the world. We are creating a lot of 3d models for the most famous buildings or monuments from each country, adding in music and a flag for each country as well. We expect this to be a really fun way to learn about geography. The Free version will have 13 countries and will come out in September or October. Our paid version will still only be Tier 1 (\$0.99 on most platforms) and have 30 countries, but I do not know if it will come out this year or early 2014. It takes awhile to create all of the 3d models even though is it just a few for each country, so it is hard to tell. We are also working on a version based just on USA and states.

Lastly, “Holiday Mahjong Deluxe” will be a new Mahjong game based upon our 3d Mahjong puzzle engine. It will have themes for Christmas, Halloween & Valentine’s Day all in one and have 28 puzzles free in the Free version and 84 in the Paid. We are doing themed tiles, graphics and music for all 3 holidays. Our Mahjong games have been our most popular games so far, but we expect this is the last new one we will make for anytime in the foreseeable future. So we are trying to make it a great one and think it will be enjoyed by many during these times. We hope to release this at beginning of October so it is out well before Halloween and with plenty of time for people to start finding it before Christmas comes.

We actually have many more games in the works and I am excited about all of them and how nice they are turning out. We are doing so many great things in 2013 I am not yet sure what we are going to do in 2014 to top this year. J

Q. What kind of exclusive information can you provide Family Friendly Gaming Nation?

A. We are also planning on bring some of our newest games to the Sony PlayStation 3 & 4 consoles in the fall. This will be the first time Ensenasoft games will be available on any gaming console and we are quite excited about the opportunity. The people at Sony have been great to work with across all platforms and recently they have really opened the PlayStation platform up for independent developers.

Q. Any plans to release on systems other than iOS?

A. Yes.

Q. If yes to previous question then which system(s)?

A. We release almost all of our games to iOS, Android (Amazon App Store, B&N Nook Store, Google Play & Samsung App Store) and Mac. We have many games already on Windows 8 and plan on bringing all of our newest Unity3d games to Windows 8 as well once it has Windows 8 support in general release.



The Ensenasoft team



# SPORTS



**Game:** Motorbike  
**Available:** June 25, 2013  
**Rating:** 'RP' - Rating Pending



# FEATURE



**Company:** baKno  
**System:** Playstation 3



LB RB

HOME

STORE

TEAM

AUCTION

ZD

79  
TEAM SKILL

ZD

## STARTING LINEUP

Choose your starting players and team

49  
/100

CURRENT ROSTER

33  
/1000

RESERVES

0  
PACKS

UNOPENED PACKS



HELP &amp; SETTINGS

COLLECTIONS

(A) SELECT (LT) MESSAGES (2) (B) BACK

fractions of recent years. Drew Brees said "this is the first normal offseas

## ULTIMATE TEAM

MOOOONDA

15705 MB

LB RB

HOME

STORE

TEAM

AUCTION

W

W

W

WEEK 16

PLAYOFFS

SUPER BOWL

8-1  
RECORD

## HEAD TO HEAD SEASONS

Next reward: 1000 Coins, 1 Pack

M25

DOWNLOADING  
LIVE CONTENT

WHAT IS MADDEN ULTIMATE TEAM?

■■■

SOLO CHALLENGES

0/8  
ELITE GAMES

PLAY A FRIEND



REFER A FRIEND

(A) SELECT (LT) MESSAGES (4) (B) BACK

s targets are bound to drop this season in Denver, but Broncos quarterba

Game: Madden NFL 25

Available: August 2013

Rating: 'RP' - Rating Pending

LB RB

RUN OFFENSE

PASS OFFENSE

DEFENSIVE FRONT

DEFENSIVE

TEAM SKILL

79

Lineup 1

ZONE DEFENSE

zD 13

CHEMISTRY



SELECT



BEST LINEUP



DEPTH CHART



HELP



BACK

Want to find out.

NFL.COM

The "Top

## STORE

MOOOONDA

705 MBB

LB RB

PRO

LEGEND

PREMIUM

ALL-PRO

ROOKIE

SINGLE ITEMS

## BUY ITEM PACKS



ALL-PRO PACK

240 c | 15000 MBB

SAVE  
5%

ALL-PRO PACK BUNDL

1600 c | 0 MBB

SAVE  
17%

ALL-PRO PACK BUNDL

4000 c | 0 MBB



## ALL-PRO PACK

team boost: Contains at least 3 legendary players, and a mix of 7 player and team items.

Limit: No Limits

NFL.COM

Some people were surprised when the Miami Dolphins let Reggie Bush walk



# In the

## The First Vertical Launcher Announced

This is no ordinary red panda! SkyJoy Interactive, an emerging Miami-based video game developer focused on casual and social games in the mobile market, announced it will launch its first title, starring the adorable red panda, Super Kid Cannon, this fall on mobile devices. The first game of its kind, a vertical launcher, Super Kid Cannon will feature an incredible adventure with brilliant characters in a “Mario meets iOS” style game with an easy-to-play format that guarantees fun for everyone. The game will be available in the App Store and Google Play this fall.

“We have tried to find an existing genre to fit Super Kid Cannon into but when you are striving to innovate, you just don’t fit into existing categories,” said Alex Portilla, Co-Founder and Vice President at SkyJoy

Interactive. “Nothing available today compares with the gameplay style that we have created. Super Kid Cannon is in a genre of its own, so we’ve dubbed it a ‘vertical launcher’.”

Super Kid Cannon is based on a simple love story in which, Super Kid Cannon, a heroic red panda, journeys through mystical and magical places to save his beloved Justine from the evil clutches of the despicable Kahn. It’s now up to Super Kid Cannon to rescue his love, and the affable red panda will stop at nothing to save her! With beautifully rendered worlds and environments, Super Kid Cannon takes players on an exciting ride through hand-crafted levels featuring a variety of easy-to-play mechanics.

“Our goal was to create a fun and truly engaging mobile game that is a complete experience, not half a console game as many other mobile games have been,” said Miguel Portilla, Co-Founder and Vice President of SkyJoy

Interactive. “Super Kid Cannon was inspired by such classics as Super Mario Bros. and Donkey Kong; the type of games we loved growing up. We have created a game that is fun for the whole family, the way gaming used to be.”

With each level drawn by hand on paper, Skyjoy level designers ensure meticulous attention to detail. Super Kid Cannon features fast-paced vertical-scrolling action along with puzzles and strategic thinking to progress through levels. The game can easily be played by everyone but incorporates features and extras designed to offer a challenge to hardcore gamers. Super Kid Cannon will include a variety of memorable characters, each one with their own unique personality and traits. Social integrations such as comparing ratings, scores and checking a friend’s progress in the game will also be available.



# News

## Play-Doh Goes Digital

The Creatable, Colorful, Makeable fun of the PLAY-DOH brand is coming to life digitally on mobile devices now. Under license from Hasbro, Inc., PlayDate Digital is introducing PLAY-DOH Create ABCs, the first educational app for the PLAY-DOH brand that incorporates PLAY-DOH style fun while nurturing children's pre-reading skills. As young children draw over the letter or number outline, the look of the classic PLAY-DOH compound will appear on the screen. It also features PLAY-DOH creations that help bring learning to life. Designed in collaboration with noted preschool education expert and co-founder of PlayDate Digital, Dr. Michael Cohen, the app is the first learning app from Hasbro and PlayDate Digital.

PLAY-DOH Create ABCs is designed to nurture children's emerging language and pre-reading skills, encourage fine motor skills and coordination, and stimulate their creativity via a series of interactive play modes

that were developed from years of educational research:

**Write & Craft:** every successful letter made transforms into an exciting reward. When a child completes a letter, they get the chance to craft their own reward out of 'virtual' PLAY-DOH and save it in their personal 'Create and Share' Zone. Adding to the fun of the PLAY-DOH brand, should the child decide they do not want to keep their creation, they will have the ability to swipe the screen to "squish" the creation!

**Create & Share:** in this mode, children can enjoy all the colorful, animated objects they've created by building their own custom pictures. Parents can easily share them with family and friends using the 'Send to Camera' function!

**Letter Matching:** the Match button allows kids to enjoy matching the PLAY-DOH letters and pictures. By grouping letters with objects that start with the same sound, the activity reinforces initial letter sounds.

PLAY-DOH Create ABCs is intended to help kids recognize letters, write them in proper stroke order

and associate letters with sounds. Parents will even be able to track each individual child's progress with the 'Parent Reporting' feature.

"Our research shows that over 60% of parents purchase a touch screen device as a tool to assist in their children's learning and education, so it's critical to develop an app that addresses those expectations," says, Dr. Cohen. "The control scheme and activity modes interact in much the same way a child explores and understands the real world, making PLAY-DOH Create ABCs a fun way for them to learn."

Adds Shaan Kandawalla, Co-Founder of PlayDate Digital: "We are excited to team up with Hasbro to bring the PLAY-DOH brand to life as an educational app that enables kids around the world to learn while they play."

"For over 55 years, the PLAY-DOH brand has been a rite of passage for kids. Almost every parent today enjoyed PLAY-DOH compound as a child, and now plays with it with their own children. We're excited



to give kids a new, unique way to engage with the PLAY-DOH brand digitally,” said Greg Lombardo, Senior Marketing Director, Global Brand Team for Hasbro.

PLAY-DOH Create ABCs for iPhone and iPad is available now on the App Store for \$2.99. The Android version is scheduled for release next month.

## Court of Appeals Upholds Nintendo Win in Patent Lawsuit

*Court Says Nintendo Does Not Infringe, Upholds Attorney Fee Award*

The United States Court of Appeals for the Federal Circuit upheld Nintendo’s victory in a patent-infringement case brought against Nintendo by IA Labs CA, LLC. The Court of Appeals agreed with the lower court that Nintendo did not infringe IA Labs’ patent (U.S. Patent No. 7,121,982), and it upheld the lower court’s ruling that IA Labs must pay Nintendo more than \$236,000 in attorneys’ fees.

“We are very pleased with the court’s decision,” said Richard Medway, Nintendo of America’s deputy general counsel. “Nintendo has a long history of developing innovative products while respecting the intellectual property rights of others. We also vigorously defend patent lawsuits, like the IA Labs lawsuit, when we firmly believe that we have not infringed another party’s patent.”

It is unknown at this time if this court case will continue to climb the judicial ladder or not. Family Friendly Gaming expects this case to continue on in higher courts.

## Co-Founder of Ignition Entertainment Ajay Chadha Opens Balloon 27 (B27)

Former Ignition Entertainment Co-Founder, Ajay Chadha, announced the launch of Balloon 27. B27 is an interactive indie developer and publisher of mobile and tablet games. The studio will launch their debut release “Hill Bill”, a motorcycle trick jumping game available on iOS and Android devices in July 2013. B27 has three additional games scheduled for release before the end of 2013.

“We are proud to announce the formation of indie development and publishing outfit, B27”, said Ajay Chadha, Founder of B27. “Our first release, “Hill Bill” is inspired by Evel Knievel and the simple, yet intuitive, principles of game design. I believe users will be quickly captivated by our striking visuals and intuitive gameplay.”

Hill Bill is a combination of Excitebike-meets-Tony Hawk sidescroller, set across six beautiful environments featuring 60 levels. Hillbilly Bill dreams of becoming the next Evel Knievel, and, with his trustworthy garage sale bike, sets up his very own ramps and eclectic hurdles. After mastering jumps and tricks on more demanding ramps, he takes his show on the road performing death defying jumps over greater distances at Mud Rallies, Race Tracks, and even the Circus, before attempting to conquer the greatest stunt of all, the Grand Canyon. The development and publishing studio B27 is led by Founder and CEO, Ajay Chadha, previously the Co-Founder of Ignition Entertainment and Planet Distribution. In 2010, Chadha left Ignition to join Digital Marketing/Technology Agency, TVGla.

## Rick Santorum Named CEO of EchoLight Studios

Rick Santorum, former U.S. senator and GOP presidential candidate, is now CEO of EchoLight Studios, the first movie company to produce, finance, market and distribute faith-based, family films across all releasing platforms. Santorum announced his new venture Saturday, June 22, on FNC's "The Huckabee Show."

EchoLight's upcoming first theatrical, *THE REDEMPTION OF HENRY MYERS*, is slated for a fall 2013 release. Meanwhile, EchoLight's second theatrical is in post-production, a film based on the inspiring story of Illinois basketball player Eric "Hoovey" Elliott, starring Patrick Warburton and Lauren Holly, and directed by *SOUL SURFER*'s Sean McNamara, to release in 2014.

"This is the right place and right time, and I've jumped in with both feet," Santorum said, having spent the past year helping EchoLight develop and grow. "I often say that culture is upstream from politics, and I know entertainment also can be strength and light for people who want to be uplifted and reinforced in their values."

Santorum has high expectations for blowing open a burgeoning entertainment category. "Dallas can become the Hollywood of the faith-and-family movie market. And the keys are great content and economic success," he said, "using money from all over to build out the industry and distribute an authentic product truthful to the faith in people's lives."

EchoLight's commitment to new filmmakers already has impressive numbers:

a \$250,000 commitment to produce and distribute a new work by the winner of the

Short Film category in the 2013 San Antonio Independent Christian Film Festival a multi-year, multi-million agreement to produce films from Liberty University's Cinematic Arts program with production wrapped on the first film from that effort up to \$1 million pledged to produce and distribute a new work from the Best Film winner in this year's 168 Film Project.

EchoLight has a full pipeline of films with established directors and a growing cadre of "faith and family" stars as committed as the directors and producers.

"We're in a position with potential to transform the industry," Santorum said. "EchoLight is a wide door into movie excellence and to more of it--which is why we're also helping to cultivate young filmmakers in the faith community, helping them develop cinema that, in many, many ways, can go further and do more."



## Best of Disney

Disney Interactive launched the new Disney app for Xbox 360\*, delivering new and original digital video to homes in the U.S. Featuring original web series, classic animated shorts, clips from Disney shows and the latest Disney movie trailers, the new app



lets users access the best Disney content from across the web. The Disney app for Xbox 360 furthers Disney Interactive's goal to bring quality Disney videos and experiences across all platforms and devices.

With Disney on Xbox 360, fans can look forward to:

- Episodes of the popular web series, Disney Where's My Water? Presents Swampy's Underground Adventures
- Classic shorts starring Mickey Mouse and friends
- Music videos, clips and trailers from Disney Channel, Disney XD and The Walt Disney Studios
- Future series and programming from Disney Interactive's upcoming slate of original video

Disney for Xbox 360 is now available in the Xbox Live Marketplace.

\*Xbox Live Gold subscription and/or additional subscriptions/fees may be required and sold separately.

## Play N Trade Announces Skullcandy As The Official Headset

Play N Trade spent a significant amount of time researching the best brand of headsets to represent Play N Trade Video Games. Skullcandy rose to the top of the list by their innovative designs, sound quality and overall brand recognition. Jim Habig, Sr. Director of Sales & Marketing for Play N Trade comments on the co-branding initiative, "Skullcandy brings a very appealing design element to the gaming community, coupled with unparalleled audio performance. By partnering with Skullcandy our stores can now offer the best to their customers. The sound quality and comfort of the headsets are outstanding, and with our gaming stations in every store we can offer our customers the opportunity to test out Skullcandy headsets on their favorite games."

Since Skullcandy's introduction of PLYR 1, PLYR 2, and SLYR, they have risen to the top of the headset pyramid and proven to be a "must have" for many gamers. Play N Trade recognized the supply and demand needed to come from Skullcandy because of their global reach. Play N Trade's international market is expanding and the need for Skullcandy's quality headsets are in high demand. Gernard Feril, Global Category Man-

ager-Gaming from Skullcandy comments on this partnership, "Skullcandy is extremely excited to partner with Play N Trade Video Games. It is an honor to be named the official headset of Play N Trade and who to better partner with than a leader in ultimate gaming tournaments."

Play N Trade and Skullcandy will launch joint promotions, celebrity events, and gaming fan base sweepstakes. Play N Trade Video Games will have designated premier areas in their stores where customers can test out Skullcandy's amazing headsets. Skullcandy's celebrity endorsers include the likes of Stevie Johnson, Jay Z, Kevin Durant, and Kate Upton. These two companies will bring a valuable experience to the franchisee and their customers by elevating both brands through marketing initiatives and co-branding incentives.

Play N Trade is one of the largest video game and consumer electronics retail franchises worldwide. The company specializes in the sale, repair and trade-in of video games and consumer electronics. Play N Trade stores offer a lifestyle experience in its innovative store design that provides an emotional attachment to the consumer's passions. Many customers say simply "This is the best store I have ever been to!"

## Seattle Federal Court Dismisses Wii Patent Lawsuit Filed against Nintendo

### *Triton Tech Suit Dismissed after Transfer*

A patent-infringement lawsuit brought against Nintendo of America was dismissed by a federal judge in Seattle. Triton had alleged that Nintendo's Wii MotionPlus accessory infringed one of Triton's patents (U.S. Patent No. 5,181,181). Judge Richard A. Jones of the U.S. District Court dismissed the lawsuit following a ruling that rejected Triton's legal arguments. Triton had initially filed suit in Texas, but Nintendo won a transfer to Seattle.

"We feel vindicated by the court's ruling," said Richard Medway, Nintendo of America's deputy general counsel. "Nintendo's track record demonstrates that we vigorously defend patent lawsuits, like the Triton lawsuit, when we believe that we have not infringed another party's patent. Consumers respect Nintendo because we develop unique and innovative products, and because we respect the intellectual property rights of others."

## THE SETTLERS FRANCHISE CELEBRATES 20 YEARS

### *Franchise Anniversary Brings Exclusive In-Game Event*

Ubisoft and Blue Byte are proud to celebrate the the 20th anniversary of the renowned strategy franchise, The Settlers. To celebrate this momentous occasion, The Settlers Online: Castle Empire is launching a special in-game event June 27 featuring new adventures, resources, and server-wide objectives and rewards. The Settlers Online: Castle Empire can be played for free in a browser.

The very first The Settlers game was released in 1993 for Amiga-PC and later ported for MS-DOS. The franchise has since grown across seven core titles and multiple adaptations, including the highly successful browser game, The Settlers Online: Castle Empire. To date, more than nine million copies of The Settlers have been sold.

To celebrate the 20th anniversary, Blue Byte will launch an exclusive event in the franchise's latest iteration, The Settlers Online: Castle Empire. This event will introduce new adventures that take their inspira-

tions from Settlers II: the Retro click adventures (playable for all players) and the Semi-retro military adventures (playable for players from level 26).

A new resource has also been introduced – balloons. Users will find many ways to collect balloons, including by completing new quests and adventures, by sending their explorers for treasure searches, or by converting almost any resource into balloons.

Additionally, servers are challenged to reach a certain amount of balloons. When a server completes 100% of its balloon objective, users will be automatically rewarded with the Settlers II original headquarters. Each further objective obtained will grant players additional rewards. The fastest server and the one to gather the most balloons will receive extra bonuses.

Developed by Ubisoft Blue Byte, The Settlers Online: Castle Empire combines the popular gameplay elements of The Settlers franchise with brand new features suited to persistent, web-based browser games. Players are able to settle a new city and join thousands of gamers already online to create or join guilds, trade resources and acquire and exchange bonuses to help each other out along the way to building a mighty kingdom.



## Cloud Strife's Outfit DLC Offered as Preorder Incentive

for *LIGHTNING RETURNS: FINAL FANTASY XIII*

SQUARE ENIX, Inc., the publisher of SQUARE ENIX® interactive entertainment products in the Americas, today announced that Cloud Strife's "SOLDIER 1st Class" uniform from FINAL FANTASY® VII will be available as an outfit DLC in LIGHTNING RETURNS™: FINAL FANTASY® XIII for those who preorder the game.

The outfit DLC will also include Cloud Strife's legendary weapon, the Buster Sword, Soldier's Band, the victory fanfare and finishing animation from FINAL FANTASY VII. Specific abilities that come with the Cloud outfit and weapon will be announced at a later time. The DLC will be available at launch from the Games Store on the Xbox Live® online entertainment network for the Xbox 360® games and entertainment system from Microsoft and via PlayStation®Network for the PlayStation®3 system.

\*Note final product may vary from the below picture.



## Zynga Names Don Mattrick Chief Executive Officer

Zynga Inc. announced that the Company has appointed Don Mattrick as Chief Executive Officer and a member of the Board of Directors, effective July 8, 2013. Mattrick has been at the forefront of the industry and brings more than 30 years of executive experience developing, building and managing profitable entertainment businesses. Mark Pincus, Zynga's founding chief executive officer, remains Chairman of the Board of Directors and Chief Product Officer of the Company.

"Don is unique in the game business," said Mark Pincus, Founder, Chairman and Chief Product Officer. "He can execute in multiple domains -- hardware, software and network, and he's been the person responsible for game franchises like 'Need for Speed,' 'FIFA' and 'The Sims.' He's one of the top executives in the overall entertainment business and he's a great coach who has inspired people to do their best work and build strong, productive teams. He deeply understands the value of a network and the importance of creating lifelong consumer relationships. He turned Xbox into the world's largest console-gaming network, growing its installed base from 10 to 80 million and transformed that business from deep losses to substantial profits. And he has grown the Xbox Live player network from 6 to 50 million active members in 41 countries. Going forward, I'll continue in my role as Chairman and Chief Product Officer. I'm excited to partner with Don and the rest of our team to return Zynga to its leadership role in inventing and growing Play as a core human experience."

"In its short history, Zynga has redefined entertainment and brought social gaming to the mainstream. More than 1 billion

people across web and mobile have installed Zynga games, and franchises like FarmVille and Words With Friends have become a part of people's daily lives," said Mattrick. "I joined Zynga because I believe that Mark's pioneering vision and mission to connect the world through games is just getting started. Zynga is a great business that has yet to realize its full potential. I'm proud to partner with Mark to deliver high-quality, fun, social games wherever people want to play."

Mattrick, 49, spent six years at Microsoft -- the last three as president of the Interactive Entertainment Business. In that role, he was responsible for the team that grew Microsoft's Xbox 360 global installed base by 700 percent to more than 75 million consoles. During his six-year tenure at Microsoft, Mattrick also oversaw businesses and services focused on consumer products that included the groundbreaking Kinect entertainment products and PC and mobile interactive entertainment.

Mattrick served as the president of Worldwide Studios at Electronic Arts. During his 15-year career at Electronic Arts, Mattrick helped develop and scale the company's leading global game franchises and brands including "Need for Speed," "FIFA" and "The Sims." At age 17, Mattrick founded his first company, Distinctive Software, which was acquired by Electronic Arts in 1991.

"Mark took the lead in working with the entire board to recruit Don to Zynga," said John Doerr, Member of the Zynga Board of Directors and General Partner at Kleiner Perkins Caufield & Byers. "All of us at Zynga -- and no one more than Mark -- are thrilled Don is joining our mission to connect the world through games. This is a win for the people who play our games, the talented employees who make them and the investors who believe in our long-term value. This also is a win for Mark, who can

devote his full attention to conceiving and building the best social games in the world."

Mattrick will report directly to the Board and was unanimously appointed CEO. Mattrick will join Pincus in a newly formed Executive Committee to manage the operations and affairs of the Company between Board meetings.

## iDitty And Nu-Blu

iDitty is proud to announce Nu-Blu as their first totally digital client with their new album TEN. "The idea behind iDitty is to offer the touring musician a physical product they can sell at shows, said Dan Huff, CEO of iDitty. "With CD sales continuing to decline, and the number of music downloads continuing to increase, the market requires a product that meets the needs of the musician and the music consumer."

"There is no other product on the market that works the way iDitty does," continued Dan. "My wife Kim deserves credit for the idea to make our product easy to use with a smartphone and tablet and suggested using an app that would support both iPhone and Android operating systems. iDitty allows the musician and record labels to control the content of their card. Its design offers their fans more for their money by way of adding video and pictures that are not generally available on a CD. iDitty is ideal for the musician signed to a label or the independent musician. iDitty offers more content and costs much less to produce than a CD."

"It's really exciting to be the first band to use this new technology. The iDitty card allows us to still offer our fans a memento of the show, and capture the sales on the merchandise, all while using a digital format. The coolest part is that they allow us to go back and add videos and extras to the card at no extra cost to our fans! It's the perfect bridge to the digital word," said Nu-Blu.



# State of Gaming



## THE SAME

This upcoming home console generation war is the least interesting to cover in some time. Why is that? Nintendo, Microsoft and Sony are all doing the same things. It also does not look like there will many differences between the three. There will certainly be few changes from where things sit now.

Do you want touch screen capability on a second screen? All three do that. Do you want to have social interactions on your home consoles with others? All three do that. Would you like to share your game play experiences with

others? Xbox One and PS4 both do that. Want to pay a lot of money for a new home console machine? All three are happy to take huge chunks of money from your for their new machines. Want Indie games on your next home console? They all three do that. Do you want names similar to the last home console generation war? They all three did that. Want consumer rights to be trampled upon? All three are doing that.

The Wii was under powered compared to the PS3 and Xbox 360. It looks like yet again the Wii U will be under powered compared to the PS4 and Xbox One. If Nintendo hopes to compete they need to release an upgraded/

improved home console no later than Christmas 2015. Otherwise the Wii U will suffer the same fate at the Gamecube.

Sony needs to become more open with those of us in the gaming media, and focus on families. They are in last place when it comes to providing for families in the upcoming home console generation war. They are neglecting a huge percentage of the population.

Microsoft needs to make some policy tweaks to ensure consumers they believe in their rights. They need to keep improving Kinect, and keep providing for families. This is still their generation to win or lose.

## Acts 5:28-29

28 “We gave you strict orders not to teach in this name,” he said. “Yet you have filled Jerusalem with your teaching and are determined to make us guilty of this man’s blood.”

29 Peter and the other apostles replied: “We must obey God rather than human beings!

# 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).

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# Kirby Mass Attack

SCORE: 71



Kirby Mass Attack was a little known title on the Nintendo DS from Nintendo. This handheld video game borrows heavily from the Pikmin series. I purchased this DS game for the purpose of writing this review. Kirby titles have been hit and miss. I wondered which column this pink platformer fit into.

The first thing that happens in Kirby Mass Attack is an evil wizard splits Kirby up into ten different little versions of himself. He is worried Kirby will stop his evil schemes. He believes this will de-power Kirby and keep him out of his hair. As Kirby eats fruit he can build up a bar. Once the bar hits 100% then we get another Kirby. This goes all the way up to ten. Meaning we start with



one Kirby, and we can build up to ten.

Kirby Mass Attack is bright and colorful in most of the levels. The ten different Kirby characters animate as expected, even though they are much smaller than a normal Kirby. Certain graphical elements are re-used throughout numerous levels in Kirby Mass Attack. There is

cartoon violence as Kirby will jump on an enemy, attack it, and when there are enough of team Kirby on the enemy - they will slam the enemy on to the ground.

I got tired of all the ground and pound in Kirby Mass Attack. The touch screen only controls are interesting. We tap where we want the team of Kirby char-

acters to go. We can collect them all and float them along to higher areas. We can flick them at enemies. This is where things get chaotic. I am flicking at the bosses with no real clue as to who I am flicking. Just going crazy and throwing everyone I could was usually the way to victory.

A Kirby that takes a hit in Kirby Mass Attack turns light blue. If he takes another hit he is head. There are re-charging stations in most levels to restore all blue Kirby's to the pink Kirby's. If a Kirby dies it is no big deal since collecting fruit to 100% will grant you another one.

There are a few collectibles in Kirby Mass Attack. There are also achievements that can be unlocked, as well as most of the levels. Kirby Mass Attack is a decent little DS game. It tries some new things. Some work and some don't. - Luke



Publisher: Nintendo  
System: Nintendo DS  
Rating: 'E' - Everyone  
{Comic Mischief, Mild Cartoon Violence}

Graphics: 77%  
Sounds: 80%  
Replay/Extras: 70%  
Gameplay: 60%  
Family Friendly Factor: 70%





# Rollercoaster Tycoon 3D

SCORE: 80

Atari went the way of THQ in the year of our Lord 2013. I was curious why since they seemed to be doing well. They were publishing quality titles that all ages could enjoy. Sure most of the hate mongering gaming media did not like Rollercoaster Tycoon 3D. Should we just repeat whatever they have to say? Or should we give this hand held title a chance, and think for ourselves? I think you can tell what my answer is.

Rollercoaster Tycoon 3D looks great in 3D. I love riding the tracks in 3D. The parks look great in 3D as well. There really are two parts to this Nintendo 3DS title. The building of the park, and the enjoyment of it. I enjoyed both aspects of this game. Especially in Sandbox mode.

I suggest families start playing Rollercoaster Tycoon 3D in the tutorial. Some

of the menu screens are a bit clunky and confusing to use. Once you get used to where each menu screen appears, and how to do things, then you can really get into Rollercoaster Tycoon 3D. I sure did.

There are a variety of different things the player needs to pay attention to. You will need janitors, mechanics, guards, and more to make sure your park continues to run smoothly. Placement of rides, concession stands, and more will also occupy some of your time. Real world physics will limit some of what you can do with Rollercoaster Tycoon 3D. To me this is part of the learning curve. Rollercoaster Tycoon

3D sounds good, and contains a helper for the player. He will mention things the player needs to do to keep things running properly. He is also the nice elderly man who trained us in the beginning. His wisdom and guidance

are greatly appreciated here at Family Friendly Gaming.

Rollercoaster Tycoon 3D is a great game for helping kids see if engineering and design is something they enjoy doing. I can see this hand held game being used in that regard. There is at least one other similar game on the Nintendo 3DS that I believe is better than Rollercoaster Tycoon 3D. That game is Coaster Creator 3D from Big John Games. Plus it costs less than Rollercoaster Tycoon 3D. - Paul

Publisher: Atari  
System: Nintendo 3DS  
Rating: 'E' for Everyone

Graphics: 90%  
Sounds: 82%  
Replay/Extras: 77%  
Gameplay: 70%  
Family Friendly Factor: 80%







# Major League Baseball 2K12

SCORE: 71



I am getting concerned for 2K Sports. They have a rash of problems with their baseball games now. After reviewing MLB 2K13 I thought it might be cool to go back a year and see if this was

a pattern. Major League Baseball 2K12 is a mess. The same nasty control scheme plagues it. The same ultra high difficulty sends players packing. The same ugly looking graphics are found.

To be fair there was a definite effort put into how the people in the stands look. To bad we spend more time trying to understand why every baseball player has an angry face. The faces do not even come close to looking like the real players in Major League Baseball 2K12. There are graphical glitches, and other issues.

Don't get me started on Wild Pitches in Major League Baseball 2K12. I threw sixteen straight in a row to walk in a run. Nothing I did fixed the



problem. Once the pitcher is rattled he will keep throwing wild pitches. I quit the game and found the options menu. There I was able to adjust the settings and lower the frequency of the wild pitches.

The announcers seem to enjoy repeating themselves and insulting the players. The fields look too small, and the menu screens are ultra confusing. Music in Major League

Baseball 2K12 is an all or nothing proposition. Either its on and you listen to their choice in music, or you turn it off entirely. There is no picking and choosing of the songs.

We pick a pitch with a button. Then we use the left control stick to place the ball. We hold that stick there while we move the left stick in the motion for that pitch. Once we start the motion a circle starts to enlarge. It is encased within a circular guide. The goal is to finish the motion when the two circles meet. Too early and you get a weak pitch. Too late and you overthrow or do a wild pitch. Batting is a little simpler thankfully. Pull the right stick back and forward for a power swing, just flick it forward for a contact swing, and there is also a defensive swing that I never

used. Moving runners up bases also uses the right stick - which is extremely spotty.

Pass on Major League Baseball 2K12. MLB the Show is a much better franchise. - Mark



Publisher: 2K Sports

System: Wii/Xbox 360/PS3(tested)

Rating: 'E' - Everyone

Graphics: 78%

Sounds: 76%

Replay/Extras: 79%

Gameplay: 45%

Family Friendly Factor: 77%





**MASK**



Disney  
**Oz**  
THE  
GREAT  
POWERFUL

Have an adult cut out the mask on the dotted lines. Use string to hold it in place or attach it to a popsicle stick.

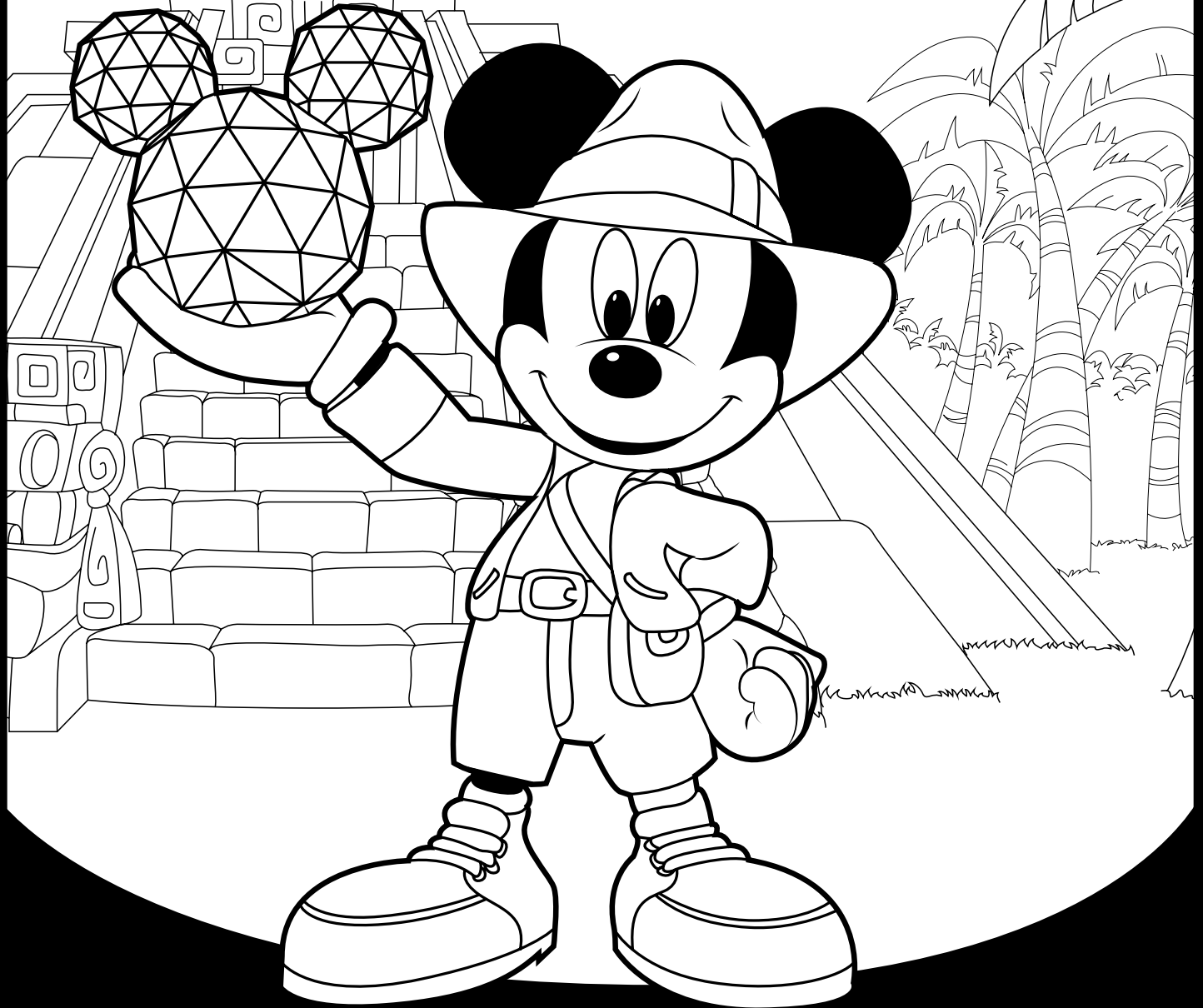
DISNEY

**ON BLU-RAY™ COMBO PACK AND HD DIGITAL » JUNE 11<sup>TH</sup>**



**MICKEY MOUSE  
CLUBHOUSE**

**QUEST** for the  
**CRYSTAL  
& MICKEY**



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# Super Monkey Ball Banana Splitz

SCORE: 85



Super Monkey Ball Banana Splitz is a sleeper hit on the Playstation Vita. While not the best Super Monkey Ball game in the franchise, it is a solid title that represents the brand. I saw this hand held game on clearance and decided to pick it up. Super Monkey Ball games have a good image with Family Friendly Gaming Nation.

Super Monkey Ball Banana Splitz looks fantastic. The graphics are bright, colorful, fun, fresh, smooth, and exceptional. The details are great. The monkeys look great. The levels, and bananas also look great. There is some mild violence in some of the mini games.

The monkeys in Super Monkey Ball Banana Splitz are so happy. It reminds me

of being a kid and not having to deal with overtaxation, government oppression, radicals trying to push messed up agendas in regards to the environment, and more. There are so many problems we face on a daily basis, it is nice to relax for a few minutes in a fantasy world where monkeys roll around inside balls.

Super Monkey Ball Banana Splitz is sort of like hamsters and how they roll around in their balls. Except they would not collect bananas, or play mini games like bowl-

ing. On the topic of mini games, Super Monkey Ball Banana Splitz does not contain many. The ones that are here are generally lame too. Bowling is one of the few that stand out.

The main puzzle



levels is where families will get their moneys worth out of Super Monkey Ball Banana Splitz. One hundred different levels that will challenge your skills. I wish there is a way to skip a level here or there when I got stuck. I could retry until I beat it, or just give up. That is the one major flaw with this franchise.

There is very little about Super Monkey Ball Banana Splitz that feels original or new. Many of the levels have that feeling like we have been there before. The same goes for the few mini games. There is an Ad Hoc mode for up to four players. The gyro controls work great. Or you can use the joystick if that is your preference.

- Sam



Publisher: Sega  
System: Playstation Vita  
Rating: 'E' for Everyone  
{Comic Mischief}

Graphics: 90%  
Sounds: 90%  
Replay/Extras: 90%  
Gameplay: 80%  
Family Friendly Factor: 75%







# Football Hero

SCORE: 53



It may cost more money, but purchasing a football and throwing it up into the air to yourself will give you more enjoyment than Football Hero. I apologize if that sounds mean. Football Hero has to be one

of the worst apps I have ever played on the iPhone. There is a quarterback and a receiver only. The quarterback throws it and we then control the receiver.

What does the receiver do in Football Hero? He avoids all these tacklers in this 2D side scrolling game. How far he runs is determined by how far the quarterback throws it. Which sometimes can be six to ten meters only. Magic Cube could not even get that accurate. Its yards in football, not meters.

I played Football Hero fifty times. I had earned enough gold to completely max out the receiver and the



quarterback in their skills. Now I could save up eight thousand gold to purchase a better receiver but I saw no point. I could also continue to complete the goals set before me. Again what was the point? They

would just replace them with new ones.

The blocky look in Football Hero does it no favors. Nor does it help to have repeating characters in the stands. The prostitute looking cheerleaders should have been left on the design table. The sounds in Football Hero range from the special effects to the tackling sounds. Football Hero tries to have an epic feel to it, but that's hard to do with such little content.

I heard about this app called Football Heroes coming soon back in May in the year of our Lord 2013. I thought Football Hero might be that game. Unfortunately I was wrong. Full disclosure time - part of my

irritation with Football Hero is I thought it was going to be a team football game, not a throw and catch little app. Pass on Football Hero, you can spend your ninety-nine cents on something better.

- Luke



Publisher: Magic Cube  
System: iPhone/iPod Touch  
Rating: '4+' for 4+

Graphics: 60%  
Sounds: 70%  
Replay/Extras: 20%  
Gameplay: 55%  
Family Friendly Factor: 60%







# I Spy Spooky Mansion



SCORE: 60

Hey everybody its Kid Gamer. I am back in the saddle helping out the most amazing personality in all of the video game industry. I am going to write an amazing review on I Spy Spooky Mansion. Do you know who else writes amazing reviews? MY DAD!!! I Spy Spooky Mansion is a Wii game where we get locked in a haunted house with a female skeleton character.

With the horror theme, and all the scary images guess which descriptors the ESRB used to describe I Spy Spooky Mansion? None. They could not find a way to educate the public to the scary images, creepy sounds, and horror filled theme found within I Spy Spooky

Mansion on the Wii. Well I did - I just did.

The lack of puzzle screens is one the major disappointments with I Spy Spooky Mansion. There is also no hints. If you can't find something, you are stuck. Unless someone comes along to help you. Like MY DAD!!! The skeleton character has lame jokes and rhymes we have to endure while playing this home console game. The controls can be laggy at times too.



extremely boring, and easy to beat.

I am not impressed with the graphics in I Spy Spooky Mansion. Nor am I impressed with items that look like what we are looking for, but not actually the right thing. It can be too easy to leave a room, and have to endure the lengthy sequence of going down stairs, closing the door, etc.

There are a few learning opportunities in I Spy Spooky Mansion. Like picking numbers to put into an addition problem. For example ? + 3 = 5. The kid has to pick the right number, and put it on the question mark. Skip I Spy Spooky Mansion - that is my advice.

- Kid Gamer



The long instructions before playing any mini game are annoying. I wanted to play the mini game, and even if I played it before I Spy Spooky Mansion had to explain all of the instructions. I hit every single button and skipping was not an option. The mini games are also

Publisher: Scholastic  
System: Wii  
Rating: 'E' for Everyone

Graphics: 50%  
Sounds: 55%  
Replay/Extras: 75%  
Gameplay: 60%  
Family Friendly Factor: 60%







# NPPL Championship Paintball 2009



SCORE: 56

Our first born son used his chore money to purchase NPPL Championship Paintball 2009 on the Wii. He asked me to play and review this game because he wants others to

learn from his mistake. This is a paintball game that feels like it was just slapped together at the last minute trying to make some money off of the popularity of the activity.

I played paintball in a variety of different places in my life. I have played in the woods, and in man made structures. The man made structures are okay, but not as good as the woodland courses. NPPL Championship Paintball 2009 is all man made. Which would not be so bad if it were not so limited. Most of the courses in NPPL Championship Paintball 2009 feel the same. There are mild variations here and there, but not enough to warrant the price of admission.

Families will also lose



time on a substandard product with NPPL Championship Paintball 2009. There are better and safer paintball games out there. The lyrics in the songs as well as the bad language are two of the biggest problems in NPPL Championship Paintball 2009. Why was that needed? Why aren't we given an option to listen to safe for the family

music?

The next biggest problem with NPPL Championship Paintball 2009 are the controls. They are loose, way too loose. It is easy to get tagged with paintballs in NPPL Championship Paintball 2009 while trying to figure out how to control. I hit other players only out of luck. I failed at lining up shots over and over again due to the touchy controls. This led to frustration and real world anger.

The lack of diversity in NPPL Championship Paintball 2009 is bad, but having only a few courses to play on is even worse. I could create my own stadiums with the very limited tools this game has. That was actually more fun than actually playing NPPL Championship Paintball 2009.

Only one family member can play on a team in NPPL Championship Paintball 2009 at a time. The game lets you cheat, and rewards it if you are successful.

- Paul



Publisher: Activision  
System: PS3/Xbox 360/Wii (tested)  
Rating: 'E10+' for Everyone 10+ {Lyrics, Mild Violence}

Graphics: 50%  
Sounds: 60%  
Replay/Extras: 65%  
Gameplay: 40%  
Family Friendly Factor: 65%



## Sonic 3D Blast

SCORE: 48

Sonic 3D Blast may very well be the worst Sonic the Hedgehog video game of all time. The feeling of speed is missing, the graphics are horrible, and the isometric view makes playing it extremely confusing. I got a headache playing Sonic 3D Blast on the Genesis. I had to lie down after playing this game because it made me nauseous. I constantly struggled trying to hit things as Sonic due to the visual issues.

Sonic 3D Blast was one of the early attempts at bringing Sonic the Hedgehog into 3D. It was a poor attempt at best. The game play is one of the biggest issues with Sonic 3D Blast. We hit enemies to free the birds trapped inside. We then go to a ring, and release the birds. Once we collect every single enemy in that area the ring opens up and teleports us to the next section.

We do the exact same thing in the next section.

This gets boring in the very first level. Add into the mix the high level of frustration with jumping all around enemies, and objects never hitting them - you have a recipe for disaster. The story is told through CGI created pictures of characters. It is interesting that Sonic stands there like a statue and other characters have slight animations.

- Paul



Publisher: Sega

System: Genesis

Rating: 'E' - Everyone

Graphics: 40%

Sounds: 78%

Replay/Extras: 50%

Gameplay: 10%

Family Friendly Factor: 60%

## NES Open Tournament Golf

SCORE: 69

One of the downloadable titles I got for being an ambassador of the Nintendo 3DS was NES Open Tournament Golf. I had done little with it for many months. Why? I could not figure out how to hit the ball. So I had to research how to actually play this game. I found instructions that allowed to actually make contact with the ball - most of the time. The controls are still difficult to wrangle. Making NES Open Tournament Golf ultimately no fun in my book.

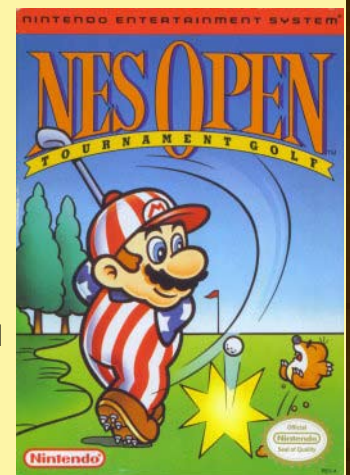
The graphics look decent for a game from this time era. There is not much Mushroom Kingdom content in NES Open Tournament Golf, but this was way before Nintendo focused their titles in that manner. The sounds are also decent. I enjoyed the music while I was trying to hit that ball. They were not good enough to relax me while NES Open Tournament Golf frustrated me to no end.

NES Open Tournament Golf contains a couple of different modes, courses, and characters. There is not much diversity between them though. I am thankful I did not pay any money to purchase NES Open Tournament Golf. Although I did have to pay much more money for my Nintendo 3DS than those who waited a few months.

I would have preferred receiving my money back instead of games like NES Open Tournament Golf.

Not every old school game was a good one. Maybe back then we would have been more forgiving before we played so many games that control so much better.

- Paul



Publisher: Nintendo

System: NES/Nintendo 3DS (tested)

Rating: 'E' - Everyone

Graphics: 79%

Sounds: 79%

Replay/Extras: 81%

Gameplay: 30%

Family Friendly Factor: 77%





# The Office Season Eight



SCORE: 40

The descent into madness for The Office has become a complete free fall. Thankfully The Office Season Eight is the next to last season of this repugnant television show. We were led to believe James Spader was taking over the role and position of Michael Scott. Instead he becomes the new CEO and Andy is made the new manager. James Spader's character (Robert California) is odd. Most of the time he is creepy and disgusting.

To make matters worse there are very few laugh out loud moments in The Office Season Eight. Jim's pranks are funny, and Darryl has a few moments. Creed also has a few high spots like when he hits Meredith, screams, and runs out of the room. The biggest character development in The Office Season Eight is Toby. It's odd most of the time, but at least they gave him a shot



finally. Stanley falls apart this season. Many of the other characters have diminished roles.

Marriage is constantly under attack in The Office Season Eight. They have an

opportunity to show those with sexually deviant tendencies can seek help and overcome it. But The Office Season Eight squanders that opportunity. One bright moment is when Jim avoids an affair with a temp worker. He is a little too worried about hurting her feelings though.

The five DVDs have over one hundred minutes of deleted scenes, extended cut episodes, blooper reel, webisodes, and promos. The level of offensive content is even higher on the extras though. Which is a true shame.

The Office Season Eight seems to have a checklist of the most offensive things it can show, say, and teach. And it pummels the viewer with all of these offensive images, sounds, words, radical opinions and more. What hurts The Office Season Eight even more is the poor writing. Too often the flip flops in this show are trite. Plus many of them have been done before. Like they have no new ideas.



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

Graphics: 50%  
Sound: 30%  
Replay/Extras: 70%  
Gameplay: 40%  
Family Friendly Factor: 10%





# NCIS Season Nine



SCORE: 45

It seems that Hollywood is marching lock, step and barrel off the same cliff with every single show they can. NCIS Season Nine is the latest show to decide to plunge itself off the sexual deviancy cliff. Shoving their radical and extremely twisted viewpoints down our throats. I really do not know why they can not leave things like that alone. Instead they take a side and try and warp the minds of the viewers to agree with them.

Tony is all over the place in NCIS Season Nine. The double standards in this season are out in the open. Christians continue to be attacked, especially when it comes to the Christmas episode. Men, marriage, and the afterlife are also under assault in NCIS Season Nine. Protestors from the past are shown in a good light even though they were terrorists.

Leon has become a more sympathetic character in my mind. I am actually started to enjoy his character - which is a first. I think showing him

as human, wrong, and vulnerable has gone a long way in his likability.

The season cliffhanger is interesting since numerous characters could be dead. Somehow I doubt any of them will be though. The believability of the episodes has dropped in NCIS Season Nine. Especially near the end. The "bad guy" can somehow always be two steps ahead of them. Only because it is a story arc. Any other episode and the team would have somehow at the last minute



solved the case. Which is why the believability is taking such a hit. No one gets away with it - unless they are on the NCIS team. They get away with all kinds of garbage.

NCIS Season Nine likes to beat the corruption in the military, and their contractors drum. As well as how mistreated women are, even though the show is constantly attacking men and marriage. Sex is shown as cheap. The immaturity of NCIS Season Nine in terms of adult concepts continues to disturb me.

It is official NCIS Season Nine is the point when the show has fallen off the cliff. Its time for this show to retire.

- Paul



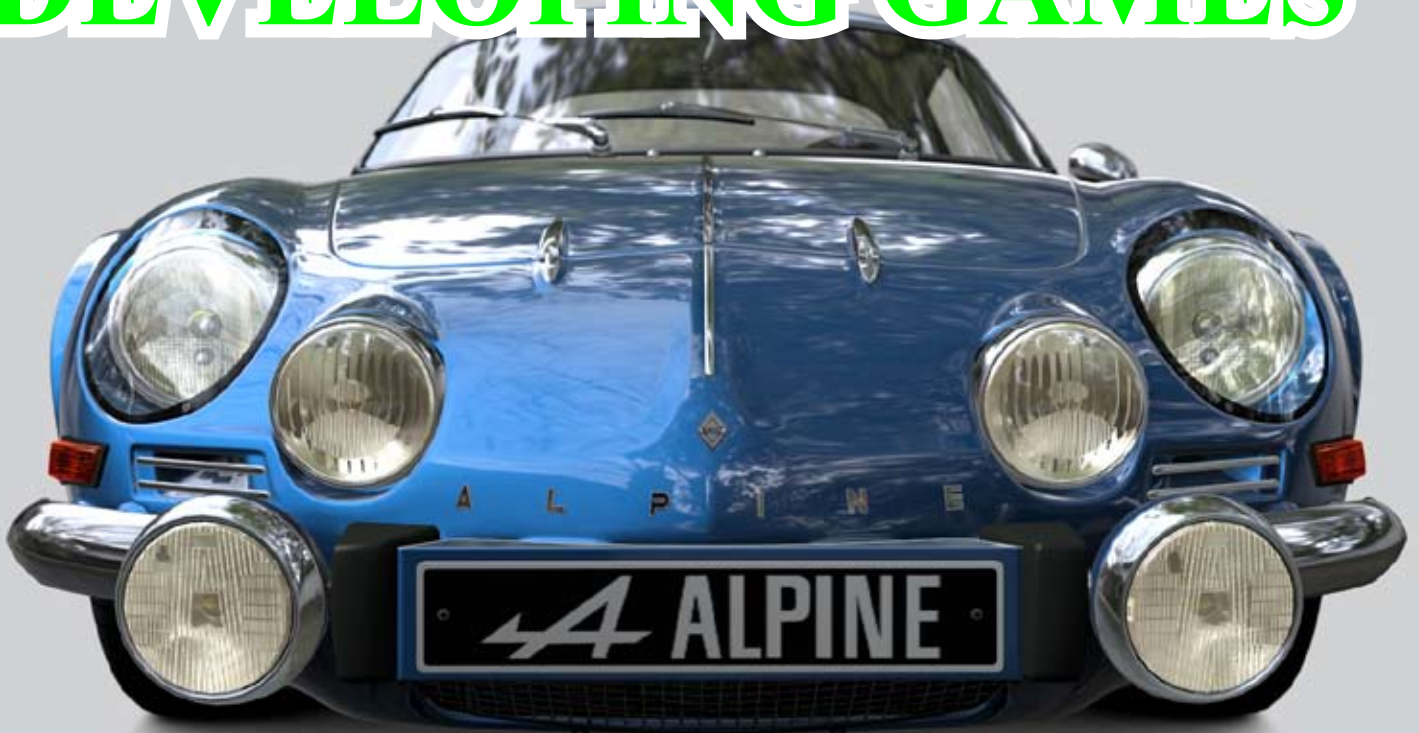
Publisher: Paramount  
System: DVD  
Rating: 'NR' for Not Rated

Graphics: 45%  
Sounds: 40%  
Replay/Extras: 70%  
Gameplay: 40%  
Family Friendly Factor: 30%





# DEVELOPING GAMES





**Game:** Gran Turismo 6  
**Company:** Sony  
**Release Date:** Christmas 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending





**Game:** Gran Turismo 6  
**Company:** Sony  
**Release Date:** Christmas 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending





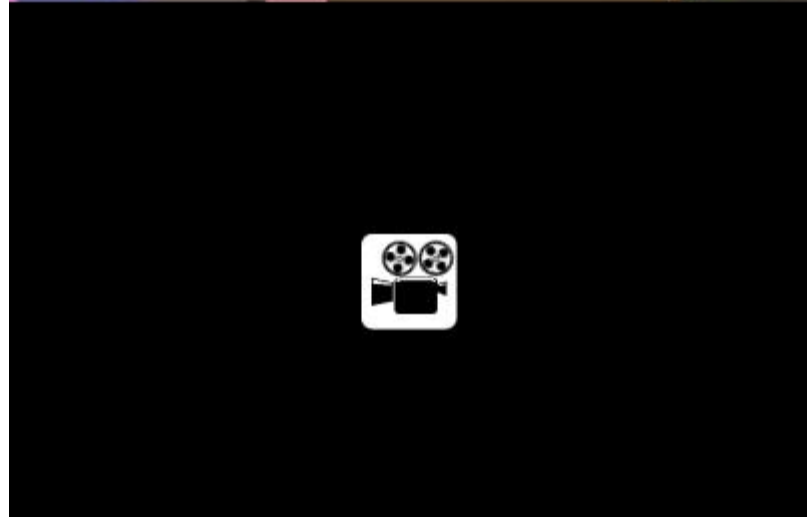






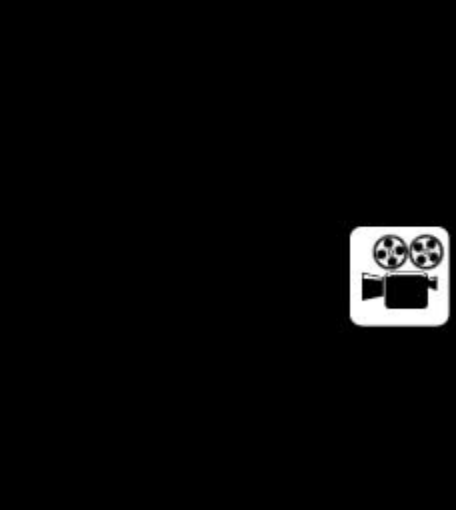
**Game:** Gran Turismo 6  
**Company:** Sony  
**Release Date:** Christmas 2013  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending





Game: Hometown Story  
Company: Natsume  
Release Date: 2013  
System: Nintendo 3DS  
Rating: 'RP' - Rating Pending

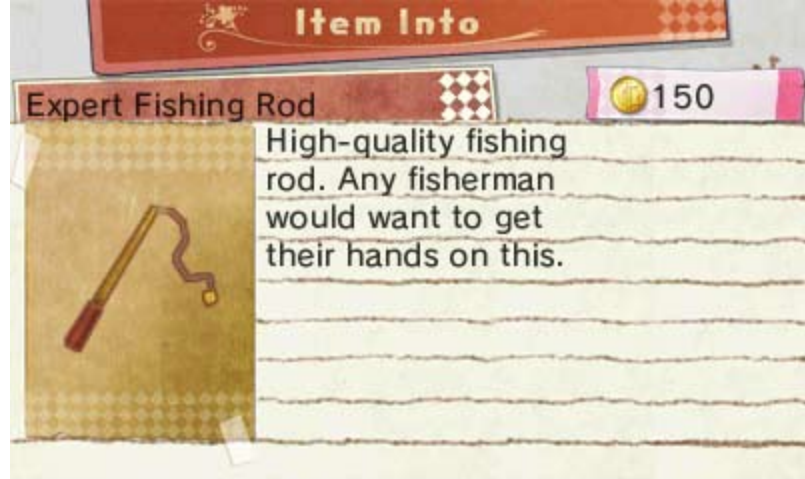


















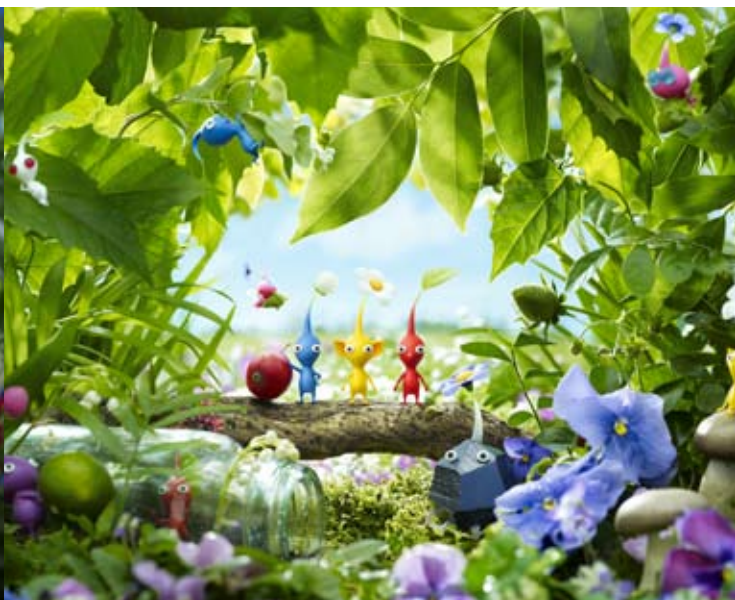
**Game:** Wii Party U  
**Company:** Nintendo  
**Release Date:** October 2013  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending





**Game:** The Wonderful 101  
**Company:** Nintendo  
**Release Date:** September 15, 2013  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending





**Game:** Pikmin 3  
**Company:** Nintendo  
**Release Date:** August 4, 2013  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending





**Game:** Donkey Kong Country  
Tropical Freeze  
**Company:** Nintendo  
**Release Date:** November 2013  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending











**Game:** Rise of Venice  
**Company:** Kalypso Media  
**Release Date:** October 2013  
**System:** Personal Computer  
**Rating:** 'RP' - Rating Pending





**Game:** Super Smash Bros.  
**Release Date:** 2014  
**Rating:** "RP" - Rating Pending

**Company:** Nintendo  
**System:** Nintendo 3DS









**Game:** Super Smash Bros.  
**Company:** Nintendo  
**Release Date:** 2014  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending

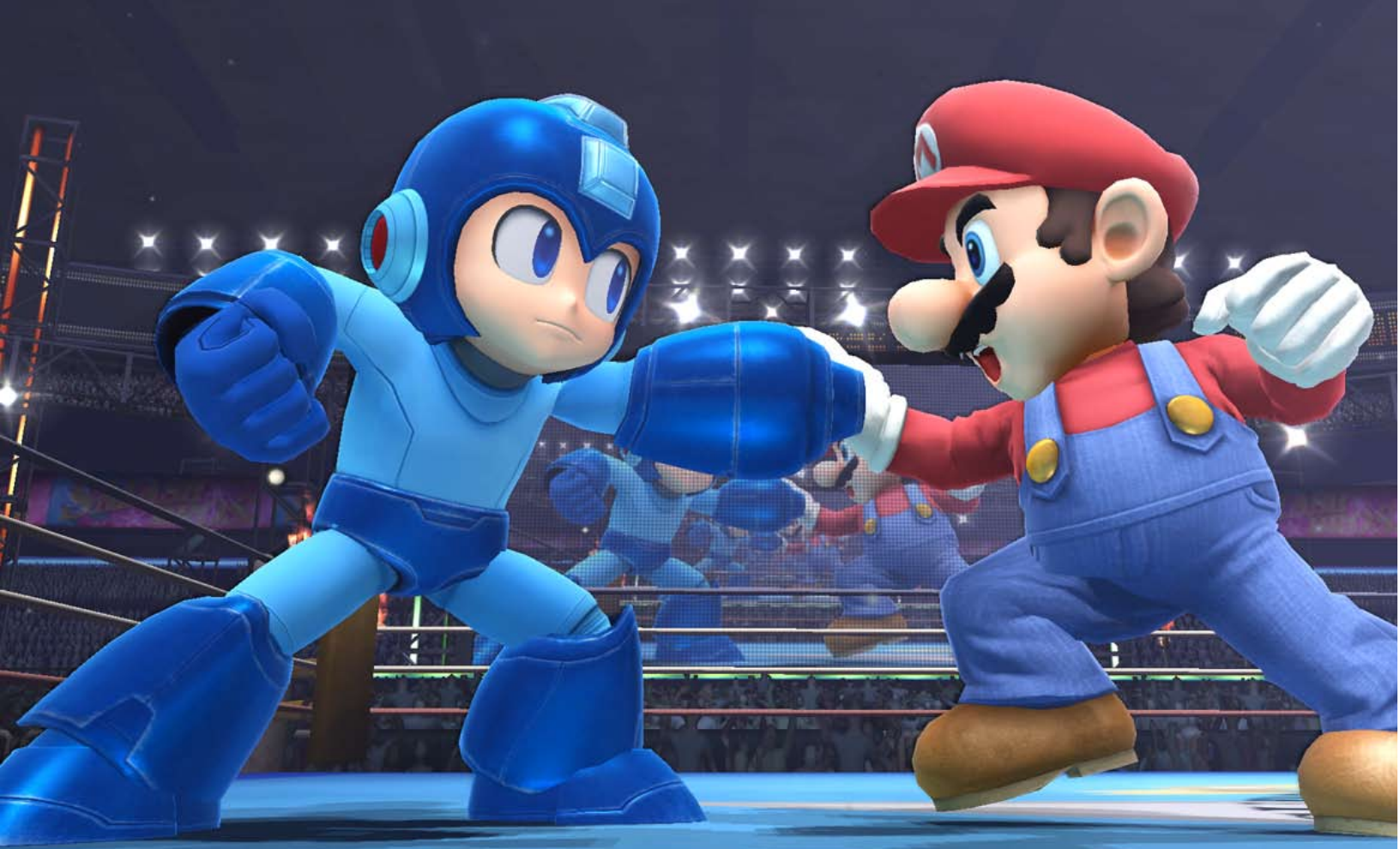












**Game:** Super Smash Bros.  
**Company:** Nintendo  
**Release Date:** 2014  
**System:** Wii U  
**Rating:** 'RP' - Rating Pending



# RECENT RELEASES















RECENT RELEASES







130



3.610

**Product:** Hoppetee  
**Company:** Birgit Stock  
**Release Date:** Out Now  
**System:** iPhone/iPod Touch  
**Rating:** '4+' - 4+





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**Game:** Dessert Storm  
**Company:** Ensensasoft  
**Release Date:** Out Now  
**System:** iPhone/iPod Touch/iPad  
**Rating:** 4+ - 4+





**Game:** Urban Trial Freestyle  
**Release Date:** Out Now  
**Rating:** 'E10+' - Everyone 10+

**Company:** Tate Multimedia  
**System:** Nintendo 3DS  
 (Mild Violence)



Front

Kelji Lv34  
HP 561  
MP 758

Puck Lv34  
HP 817  
MP 159

Gimm Lv36  
HP 759  
MP 222

Back

Nikki Lv37  
HP 642  
MP 740

Anya Lv40  
HP 378  
MP 824

Yachiyo Lv38  
HP 403  
MP 185

Front

Kelji Lv28  
HP 321  
MP 306

Puck Lv28  
HP 552  
MP 223

Gimm Lv30  
HP 583  
MP 44

106.00

Lv27 Giant Millipede 2

Lv?? Testy Turnip 4

All

MP 159 / 338 MP USED 18

Rousing Anthem Power Ballad

Breezy Pop Rousing Rocker

Primal Scream Lullaby

Willbreaker Rebel Yell

Awakening Song

Increase ally attack power.  
Range: All Allies  
(Must have Mic equipped)

**BANG!!**

Gimm connected for 373 damage

Olive

This is Mr. Galenos. He runs the school clinic, keeping us healthy and patching us up after adventures gone awry.

Front

Kelji Lv28  
HP 457  
MP 634

Galam Lv18  
HP 163  
MP 325

Tuzzie Lv35  
HP 921  
MP 229

**THWUUM**

Hermit Crab hit 4 times for a total damage!

Bruschetta School

Warp

Gelato

Yes...a horrible battle must have taken place.

Trading Post

Chuunin Pants	150000 G
Dangerous Pants	3000 G
Leather Cap	2500 G
Panther Cap	46000 G
Magic Helmet	160000 G
Particus Map	150 G
Judero Map	500 G

5915 G

Kelji	28 ~ 163
Type: Hu	30
Puck	12 ~ 56
Type: Ba	22
Gimm	27 ~ 151
Type: Dw	31
Nikki	44 ~ 125
Type: Di	22
Anya	6 ~ 30

Status

Kelji Lv 28

NINJA Evil

HP 465 / 465 KILLS 164

MP 634 / 634 NEXT 88480

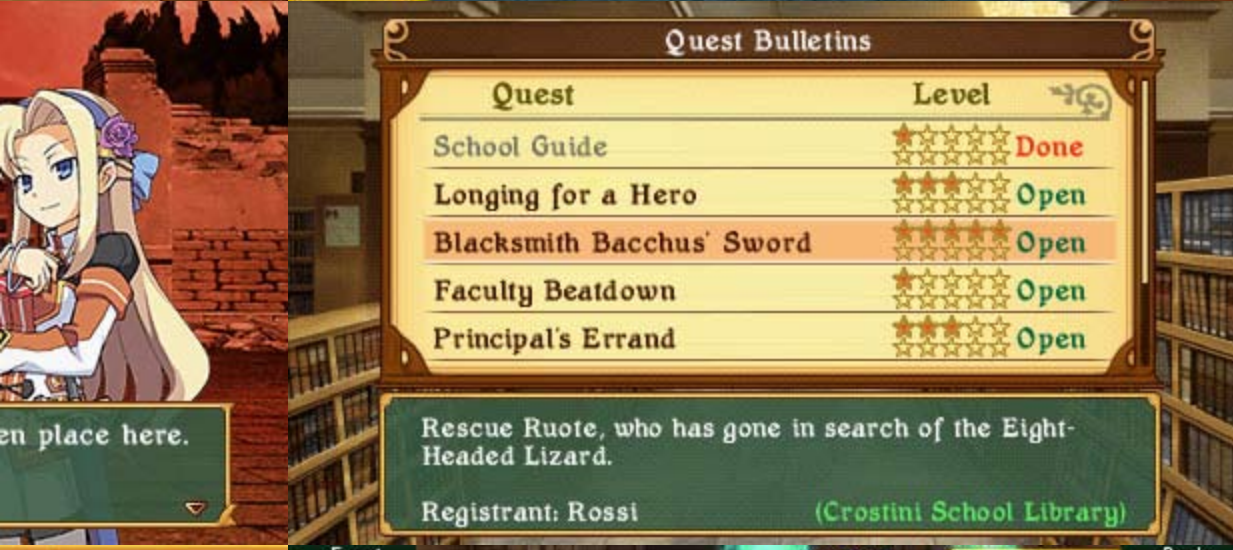
EXP 1519672

POW M 44 ~ 125 DEF 23

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AFFINITY 100% DEATHS 1





**Game:** Class of Heroes II  
**Company:** Monkeypaw Games  
**Release Date:** Out Now  
**System:** PSP/PS Vita  
**Rating:** 'T' - Teen  
 {Alcohol Reference, Mild Fantasy Violence, Mild Language, Mild Suggestive Themes}



# Devotional

## Marriage

There are three major category of people right now in America. Those that support the thousands upon thousands of years definition of marriage. Those who arrogantly think they know better than God, and all of human history; that want to redefine it. And those in the middle trying to comprehend what is going on. Another way of looking at it is there is one group of people pointing others towards God. There is one group trying to shove everyone away from God with intimidation, and terrorist like attacks. There is the group trying to decide if they should go along with the crowd being shoved, or think for themselves and go towards God.

What did Jesus have to say on the topic? **Matthew 19:4-6** *"Haven't you read," he replied, "that at the beginning the Creator 'made them male and female,' 5 and said, 'For this reason a man will leave his father and mother and be united to his wife, and the two will become one flesh'? 6 So they are no longer two, but one*

*flesh. Therefore what God has joined together, let no one separate."* Seems pretty clear. Marriage is important. Marriage is between one man and one woman. Look at all of the men of the Holy Bible who had more than one wife. Every single one of them had problems relating to having more than one wife.

What about same sex? Does the Holy Bible speak on that topic? **Romans 1:24-27** *Therefore God gave them over in the sinful desires of their hearts to sexual impurity for the degrading of their bodies with one another. 25 They exchanged the truth about God for a lie, and worshiped and served created things rather than the Creator—who is forever praised. Amen. 26 Because of this, God gave them over to shameful lusts. Even their women exchanged natural sexual relations for unnatural ones. 27 In the same way the men also abandoned natural relations with women and were inflamed with lust for one another. Men committed shameful acts with other men, and received in themselves the*

*due penalty for their error.* Yes it does, and it shows how wrong it is. So it is blatantly obvious that the Holy Bible is against redefining marriage in the way some are pushing for. Anyone who believes the Holy Bible has to obey God over the whims of man. We have to respect what God says over the twisted attempts of man.

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.

Sniping - This normally happens in first person shooter gamers. This is where a player hides in a secluded spot and shoots other characters from a distance. Usually with some form of a sniper rifle. Some players celebrate sniping, and others despise it.

DLC - Downloadable Content. This is add on materials to existing games. This can be a

new level, new characters, different costumes, and more. Companies normally release DLC at a lower price than the original game. This can extend the length of a game for families. The length of development is shortened for companies since this is smaller, and being added on to an existing product.

Power Slide - This is done in racing games. Certain kart racing franchises are known for their power sliding techniques (or glitches). This is a way to take a corner without losing much speed or momentum. Skilled gamers can pull off power slides to gain an advantage and win races.

Time Management - Time Management games require the player to make effective uses of their time. Normally these games require the player become a multi-tasker within this game. The fe-

male side of the family normally performs better at this style of game than the males.

CGDC - Christian Game Developers Conference is one of the most unique conferences in the entire industry. Christian game developers get together to fellowship, pray for one another, pray for the industry, have work shops, and discuss ways the video game industry can be improved.

Final Fantasy - This franchise was a last ditch effort by Squaresoft to turn a profit. If the game had been a failure it would have been their last video game - since the company would shut down. It was a success and has spawned multiple sequels. Final Fantasy XV is currently in development by Square Enix for the Playstation 4. Final Fantasy never being final has been a long time industry joke.



# Last Minute Tidbits

## Turn Your Racing Experience Upside Down!

For the first time in HD, Nintendo's Mario Kart franchise comes to the Wii U console, introducing new racing circuit designs and antigravity karts that will have players driving upside down. Players will also enjoy a variety of series-favorite features, including the return of 12-player online competitive play, hang-gliders, underwater racing and motorbikes.

### FEATURES:

- The new antigravity feature allows for never-imagined racing circuit designs. Players will speed through courses and find themselves suddenly racing on walls in a haunted mansion or upside-down over Princess Peach's Castle as





their wheels

automatically rotate and shift into antigravity gear.

- Mario Kart TV lets players share highlight videos they submitted to Miiverse.

- Experience a wealth of features that span the series, including 12-player online competitive play. Elements first introduced in Mario Kart 7, such as hang gliders and underwater racing, along with elements introduced in Mario Kart Wii, such as motorbikes and performing tricks in midair, also make their return.

- Fan-favorites Waluigi and

Toadette re-join the cast of familiar characters from the Mushroom Kingdom.

- Crisp HD graphics and a 60-frames-per-second frame rate offer players the most visually stunning entry in the series yet.



**Product:** Mario Kart 8  
**Company:** Nintendo  
**System:** Wii U  
**Release Date:** Spring 2014  
**Rating:** 'RP' - Rating Pending





**Product:** Charge Base/Smart Clip/Headset Adapter/ SHIELD Dock  
**Company:** Nyko  
**System:** PS4/Xbox One  
**Release Date:** Q4 2013  
**Rating:** 'RP' - Rating Pending









**Product:** New Super Luigi U  
**Company:** Nintendo  
**System:** Wii U  
**Release Date:** June 20, 2013  
**Rating:** 'E' - Everyone  
(Comic Mischief)





**Product:** Mario and Sonic at the Sochi 2014 Olympic Winter Games  
**Company:** Nintendo  
**System:** Wii U  
**Release Date:** TBA  
**Rating:** 'RP' - Rating Pending









**Product:** Tales of Xillia  
**Company:** Namco Bandai Games  
**System:** Playstation 3  
**Rating:** 'RP' - Rating Pending

**Release Date:** August 6, 2013





**Product:** Might & Magic X Legacy  
**Company:** Ubisoft  
**System:** PC  
**Release Date:** TBA  
**Rating:** 'RP' - Rating Pending



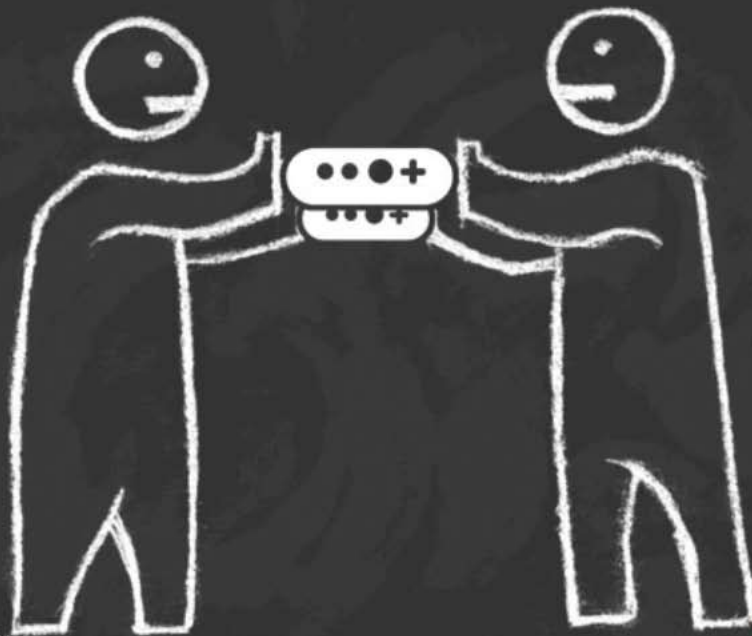






## Balance Challenge

**SIT DOWN FULLY ON THE FLOOR AND GET UP AGAIN WITHOUT DROPPING THE Wii Remotes!**



**Back**

**Next**





**Product:** Spin the Bottle: Bumpie's Party  
**Company:** KnapNok Games  
**Release Date:** July 2013  
**System:** Wii U  
**Rating:** 'E' - Everyone





**Product:** Dragon Ball Z Battle of Z  
**Company:** Namco Bandai Games  
**Release Date:** To Be Announced  
**System:** PS3/PS Vita/Xbox 360  
**Rating:** 'RP' -Rating Pending



