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Hello everybody and welcome to the max frequency podcast. I am your host max Roberts  
00:00:00,000 --> 00:00:05,120

And I have the pleasure of being joined by my friend and game developer and video essay,  
man  
00:00:05,120 --> 00:00:12,120

Brian Hankin. Hello Brian. How are you? Oh, thank you. Thank you. Hello. I I didn't realize that  
00:00:12,120 --> 00:00:19,440

Sometimes I don't realize all the hats that I'm wearing you wear a lot of hats  
00:00:19,440 --> 00:00:25,460

But well, I guess you wear a beanie. It's like your hat. Yeah, I didn't realize  
00:00:25,880 --> 00:00:31,840

That's become kind of like a thing. But yeah, it's a beanie with a lot of like little secrets hidden  
underneath it  
00:00:31,840 --> 00:00:37,540

Oh, is it called dandruff or little hairs? What's underneath that Oh under that your brain  
00:00:37,540 --> 00:00:44,360

Yeah, I it's like a it's a cap that covers my like it's Mike my skull is out and my brain is exposed  
00:00:44,360 --> 00:00:52,380

You're it's your cabbie you throw it  
00:00:52,380 --> 00:00:55,260

And you become that's that's I become that's how I take over  
00:00:55,740 --> 00:00:59,660

everyday objects  
00:00:59,660 --> 00:01:02,340

I wanted to open the show with a little anecdote about us, you know, we've been friends for  
00:01:02,340 --> 00:01:11,780

Far too long because sometimes I forget that it's been a very long time. Yeah, I don't I mean it  
had to be early  
00:01:11,780 --> 00:01:19,700

High-school at least 10th grade for me. You're a year. I'm behind me, right? Yes. Yeah, I graduated in 2014  
00:01:20,220 --> 00:01:28,040

Yeah, and I was 13. So at the very least I  
00:01:28,040 --> 00:01:30,900

Was a 10th grade and you were in ninth. I don't even remember how we met but  
00:01:30,900 --> 00:01:35,000

It's been a very long. I remember vaguely like I think I remember being was it Kyle a sophomore when I made you  
00:01:35,000 --> 00:01:42,580

Yeah, I think it was I think it was Kyle or or maybe Angelo. I don't know if you remember him  
00:01:42,580 --> 00:01:47,300

Man, I don't know who it was, but I want to say it was I think I was a sophomore and  
00:01:49,340 --> 00:01:53,780

Someone was just like hey, my friend really likes Kingdom Hearts. I think you guys would get along  
00:01:53,780 --> 00:02:00,780

That's how so many of my friendships have started it to speak the hey this person likes Kingdom Hearts talk to this person's crazy  
00:02:00,780 --> 00:02:08,260

Like you what?  
00:02:08,260 --> 00:02:10,260

It really takes someone who like you especially now you have to be at least a little insane  
00:02:10,260 --> 00:02:16,340

To like Kingdom Hearts at the level that we do. It's a little absurd  
00:02:16,620 --> 00:02:20,780

But that's kind of one of the things is you know, you have been on a millennial gaming speak six times  
00:02:20,780 --> 00:02:27,580

That was the show that yeah  
00:02:27,580 --> 00:02:28,780

I used to do and the second episode that you were on in that show episode 23. It was just you and me  
00:02:28,780 --> 00:02:34,540

Keys to the kingdom parentheses hearts. We just talked about Kingdom Hearts. We remember that we talked about  
00:02:34,540 --> 00:02:41,620

a little bit of news, but then we we ranked at the Kingdom Hearts series, so I  
00:02:42,300 --> 00:02:46,860

And that would have been in that was in 2015. So that would have been  
00:02:46,860 --> 00:02:51,300

Was three out by that when did three come out three came out in 2019  
00:02:51,300 --> 00:02:57,740

I would love to know what that ranking was because I I'd love to see how much it differs to  
now  
00:02:57,740 --> 00:03:04,260

Yes, if it's if it's any different at all if if Kingdom Hearts 2 was anywhere but number one, I think  
00:03:04,260 --> 00:03:11,180

I have to go back in time and slap myself. I feel like it probably  
00:03:11,940 --> 00:03:16,140

Probably was I would have been patient for her  
00:03:16,140 --> 00:03:21,100

I would have been pushing for birth by sleep then for sure and still would oh, yeah  
00:03:21,100 --> 00:03:25,340

I mean, you're a big birth by sleep head. I am it probably was like two in birth by sleep  
00:03:25,340 --> 00:03:30,980

We're one and two. I just don't know what the order was. Yeah, I think we made separate lists  
00:03:30,980 --> 00:03:36,220

I think we didn't make me together on one list. I don't  
00:03:36,220 --> 00:03:39,340

That's the thing. I don't have like the show. I  
00:03:40,180 --> 00:03:43,920

Don't have the note notes anymore. I don't think anyway, oh, I'm sure they're lost the time  
00:03:43,920 --> 00:03:50,700

Well, I actually I just was going back and archiving everything  
00:03:50,700 --> 00:03:54,420

So really? Yeah, so that I actually have like links to everything and I can read all the show notes  
and things  
00:03:54,420 --> 00:04:01,260

So, but I don't know if I had that specific episodes because some episodes I still had notes  
some I didn't because they were in Google Docs  
00:04:01,260 --> 00:04:08,220

but  
00:04:09,060 --> 00:04:10,140

You know one of the things that you've done for me as a very good friend and I thanked you for  
this at the time

00:04:10,140 --> 00:04:16,860

This is not me like making up for a lost time, but I wanted to thank you again  
00:04:16,860 --> 00:04:19,940

You bought me a ps3 after I sold my ps3  
00:04:19,940 --> 00:04:24,060

You were such a nice boy. You came over one day. You're like hello  
00:04:24,060 --> 00:04:28,440

Here's a ps3 you were so sad that you sold it and I just wanted you to have one back and  
00:04:28,440 --> 00:04:34,860

That's the nicest thing someone's ever done for me  
00:04:34,860 --> 00:04:38,500

Yeah, I remember like I had like a bunch of stuff. I was like getting rid of and so I brought it to  
like  
00:04:39,380 --> 00:04:44,820

A local like retro game shop. I think was gamers Inc  
00:04:44,820 --> 00:04:49,580

I was just about to say the name was escaping me but you know shout out Gabriel gamers Inc.  
Yes, and that they were like  
00:04:49,580 --> 00:04:55,460

Something was going on with like we can't do cash right now  
00:04:55,460 --> 00:04:58,800

like we don't have checks like we can only do store credit and I was like  
00:04:58,800 --> 00:05:02,300

I don't really want to get anything and then I was like, but I want to like, you know  
00:05:02,300 --> 00:05:07,080

like I was thinking I was like maybe I'll get something and then I saw the ps3 and I was like, oh  
00:05:07,300 --> 00:05:12,020

I have an idea and I was just like hey, do you have like this model specifically and they were  
like, yeah  
00:05:12,020 --> 00:05:18,460

we got one in the back and I was able to get it like essentially like  
00:05:18,460 --> 00:05:22,460

Like ten bucks would take with all the stuff I was trading in and I was like, this is gonna go  
crazy  
00:05:22,460 --> 00:05:28,340

This is gonna go hard. I remember you apologizing you're like, I'm sorry. It's not the back  
compat model  
00:05:28,340 --> 00:05:33,760

I'm like, what are you talking about? Do you know? Okay?  
00:05:33,760 --> 00:05:35,760

I  
00:05:35,760 --> 00:05:37,760

Asked for the the back and back model first and they didn't have it. Yes, so this would have been around  
00:05:37,760 --> 00:05:44,120

Gosh Instagram doesn't tell you days. Oh, yes, it does November 5th  
00:05:44,120 --> 00:05:49,820

2015 was when I got my Xbox one and so I traded my ps3 collection for my Xbox  
00:05:49,820 --> 00:05:56,140

So sad, which is a big mistake probably in hindsight. Oh, yeah, there's no problem about it. It was a mistake  
00:05:56,140 --> 00:06:02,840

For an Xbox one. Yeah, so this is 2015. So this is two years into the gen. What did we have by then? I  
00:06:03,680 --> 00:06:11,360

Don't know if we had Sea of Thieves yet. I don't think so. So I got I'm looking at the picture  
00:06:11,360 --> 00:06:18,720

I got the Xbox one one terabyte with Gears of War ultimate  
00:06:18,720 --> 00:06:22,840

rare replay  
00:06:22,840 --> 00:06:24,960

Ori and the Blind Forest I  
00:06:24,960 --> 00:06:28,320

Think that's that game right or in the blind forest. Yeah, or in the blind forest was the first one. Yeah  
00:06:29,200 --> 00:06:34,440

So I got that it came with a controller and a free game like an extra game  
00:06:34,440 --> 00:06:40,080

So those three games were in the box and then I got halo 5  
00:06:40,080 --> 00:06:43,020

Guardians is that what halo 5 subtitle is guardians? Yeah. Sorry you had to play that  
00:06:43,020 --> 00:06:49,520

Well, I like the multiplayer the campaign multiplayer was fun. I'll give you that the campaign I gosh I  
00:06:49,520 --> 00:06:56,460

Remember the ad campaign more than the actual campaign  
00:06:57,640 --> 00:07:01,440

Yes, the the whole the whole like is chief of villain or like a war criminal type thing in this  
00:07:01,440 --> 00:07:09,080

This come remember the the podcast they made. Yes. Yes  
00:07:09,080 --> 00:07:13,680

Good. Oh  
00:07:13,680 --> 00:07:16,400

My gosh, it was great. It was the best it made me way more excited for that game than  
00:07:16,400 --> 00:07:22,140

Anything else for the game? Oh my gosh, I was fiending for that game after that  
00:07:22,920 --> 00:07:28,160

I had like I remember Keegan Michael Key was in it  
00:07:28,160 --> 00:07:31,320

Jerry trainer was in it probably some other people that I can't remember but yeah, so good  
00:07:31,320 --> 00:07:37,480

incredible  
00:07:37,480 --> 00:07:40,000

But yes, oh good. The game was not and that's what I sold my entire ps3 collection for was that  
00:07:40,000 --> 00:07:46,380

Well, most of it I kept sly for I kept Metal Gear Solid 4  
00:07:46,380 --> 00:07:51,000

And a couple other sly 4 was actually the first game that you got out to test that it was working  
00:07:52,120 --> 00:07:58,400

Was it I remember like we we went there you really like how you were like I have to plug this in  
00:07:58,400 --> 00:08:03,560

Well, this is true. I want to play only that's one of the only games I would have had out and access to  
00:08:03,560 --> 00:08:07,920

Yeah, I remember it I can still remember because I've never played it but I can remember the title screen which was some like  
00:08:07,920 --> 00:08:14,740

Warping light tunnel. There's a lot of time travel in that game. There's a lot of time you why that's it  
00:08:14,740 --> 00:08:21,800

of  
00:08:21,800 --> 00:08:23,200

So yeah, and then I so thank you. It's still sitting out. It's plugged in right now  
00:08:23,200 --> 00:08:28,780

You're welcome. I've upgraded the hard drive to my ps4 launch hard drive  
00:08:28,780 --> 00:08:35,480

500 gigabytes, so I just took the ps4 hard drive  
00:08:35,480 --> 00:08:38,840

plop that sucker inside  
00:08:38,840 --> 00:08:41,420

Yeah, I had no idea that even be compact  
00:08:41,420 --> 00:08:45,200

I mean, I guess you know hard drives hard hard drives really be like it's a hard drive  
00:08:45,200 --> 00:08:48,800

Yep, and it's super easy to do on a ps3 like the side panels just pop off and you just like slide it in  
00:08:48,960 --> 00:08:54,440

So the thing that sucks is downloading everything to it because the PSN on ps3 is so slow  
00:08:54,440 --> 00:09:00,180

It's a rough ride  
00:09:00,180 --> 00:09:04,360

but  
00:09:04,360 --> 00:09:05,380

You know  
00:09:05,380 --> 00:09:06,600

Thank you. I have a shiny fat. You're awesome because of you. You're you're a good boy. You're a good lad. You know, I do my best  
00:09:06,600 --> 00:09:12,320

Sometimes yeah, I sometimes forget like just how long we've known each other how many like  
00:09:12,320 --> 00:09:18,080

Like chapters we've been through. I mean you've you've been like  
00:09:18,600 --> 00:09:22,520

For better or worse, I guess supporting the stuff that I make whether it's really cringy  
00:09:22,520 --> 00:09:29,240

unfunny video game reviews or  
00:09:29,240 --> 00:09:32,080

You know  
00:09:32,080 --> 00:09:35,000

a barely functioning

00:09:35,000 --> 00:09:37,040

first video game like you you're you're always there like rooting for me and that's

00:09:37,040 --> 00:09:42,080

I very much appreciate that of course and millennial gaming speak episode 125 how to make a video game. Oh

00:09:42,600 --> 00:09:49,640

My gosh, I love to go back and listen to that now

00:09:49,640 --> 00:09:52,760

Developing his game light of the mountain. Oh my gosh

00:09:52,760 --> 00:09:56,960

I'm sure I had I'm sure I was talking about stuff that I had no idea I was talking about

00:09:56,960 --> 00:10:00,700

I I wish I had realized because I remember you coming on to talk about it

00:10:00,700 --> 00:10:05,440

But I wish I had listened to that before um

00:10:05,440 --> 00:10:07,840

You know before tonight just so I could remember, you know what we talked about but that episodes out there so we could

00:10:08,840 --> 00:10:14,400

I could listen to it. Oh, it's up. You can go find it somewhere. I

00:10:14,400 --> 00:10:18,520

Can't wait. I'm actually very cuz I

00:10:18,520 --> 00:10:21,280

Like looking back now to like 20. Oh, man, like seven 2017 was when I was like really deep into development on light of the mountain

00:10:21,280 --> 00:10:29,320

Yeah, this was I

00:10:29,320 --> 00:10:31,880

Had no clue what I was doing this episode came out like a week before the game

00:10:31,880 --> 00:10:38,280

launched on Steam

00:10:39,080 --> 00:10:41,080

My gosh January January 24th of 2018 and I think it was February 2nd for light of the mountain

00:10:41,080 --> 00:10:48,080

It was yeah, it was right at the start of the month. So I mean the game was done

00:10:48,080 --> 00:10:53,580



Yeah games the game was done by that point. I think oh  
00:10:53,580 --> 00:10:56,960

Man, I still don't think it's done  
00:10:56,960 --> 00:10:59,720

Nothing has ever truly done nothing. No, especially not light of the mountain. Oh my goodness  
00:10:59,720 --> 00:11:06,840

We're gonna we're gonna talk about that a little bit later. Oh, I have so much to say on it  
00:11:07,600 --> 00:11:12,720

Another thing though, I kind of just wanted to ask, you know, happy new year listeners. Happy  
new year Brian  
00:11:12,720 --> 00:11:19,800

Happy new year. Look at us in 2024 still doing it  
00:11:19,800 --> 00:11:24,000

Yep in the middle of the month, but do you you have any goals some gaming goals for the  
year?  
00:11:24,000 --> 00:11:30,400

Because I do and one of them isn't directly inspired by  
00:11:30,400 --> 00:11:34,840

one of your video essays and  
00:11:35,680 --> 00:11:37,680

The ps3 and I want to play mirrors edge again. I haven't played mirrors edge  
00:11:37,680 --> 00:11:43,640

since  
00:11:43,640 --> 00:11:46,320

I'm played mirrors edge in probably a decade  
00:11:46,320 --> 00:11:48,320

It is really I play it like pretty frequently  
00:11:48,320 --> 00:11:52,600

I do like a playthrough a year it holds up and it's it's not a very long game. It doesn't overstay  
its welcome  
00:11:52,600 --> 00:11:59,600

It's it does what it does really well. Ah  
00:11:59,600 --> 00:12:01,680

What a game so yeah, and I I want to replay it  
00:12:02,840 --> 00:12:06,080

I haven't played it in so long and I've got this, you know, I just got it back physically on ps3  
00:12:06,080 --> 00:12:11,560

I've been like rebuilding that ps3 collection. So I just got it back physically and then  
00:12:11,560 --> 00:12:16,040

You know, I'm gonna be trying to get a retro tank 4k and was kind of like, ah  
00:12:16,040 --> 00:12:20,480

This is a good marriage here good excuse to replay this game. So that's one of the six games  
00:12:20,480 --> 00:12:25,640

I kind of like want to beat this year is mirrors edge. I may  
00:12:25,640 --> 00:12:29,400

Pivot over to the Xbox one version just or the Xbox series X version because as a FPS boost  
up to 60 frames  
00:12:30,080 --> 00:12:37,000

but yeah, and I think that's if it's the series X I want to say that the  
00:12:37,000 --> 00:12:42,640

Back compat emulation that they use actually  
00:12:42,640 --> 00:12:47,240

Scales it up to just a native 4k  
00:12:47,240 --> 00:12:50,140

Yeah, see that it may that may be what sways me because it's not a stable frame rate on 360  
or ps3  
00:12:50,140 --> 00:12:57,480

so but anyway  
00:12:57,480 --> 00:12:59,520

It's one of the things it's a very clean looking game. I have it on PC and like  
00:13:00,120 --> 00:13:05,720

But boosting night that came up to like ultra HD resolutions. It looks  
00:13:05,720 --> 00:13:11,400

So it looks like a game that came out like maybe like four years ago. It's the that's the power of  
00:13:11,400 --> 00:13:17,440

Clear and beautiful art direction. Yeah, that's that is the power of clear solid art direction and  
00:13:17,440 --> 00:13:26,120

Very close attention to materials and baked lighting man like they  
00:13:27,640 --> 00:13:32,840

Killed it. They just killed it. They did so that's but that's one of my goals. I just didn't know if  
you had any goals  
00:13:32,840 --> 00:13:40,120

Anything's you were trying to beat or do video game related this year  
00:13:40,120 --> 00:13:44,700

Man, I don't know  
00:13:44,700 --> 00:13:47,720

One thing I really did want to do which I mean we're gonna talk about it was I wanted to take  
00:13:47,720 --> 00:13:53,720

the  
00:13:53,720 --> 00:13:56,680

The videos that I make a little more seriously  
00:13:56,680 --> 00:13:58,800

Mmm, like before  
00:13:58,800 --> 00:14:01,720

You know this year, I think the last video I had made was was virtual sadness. I just released  
00:14:01,720 --> 00:14:09,160

The illusion like yeah a week ago  
00:14:09,160 --> 00:14:12,360

But it took I I developed that game in like a month  
00:14:12,360 --> 00:14:16,640

Of that game I developed that video in like a month and I didn't  
00:14:16,640 --> 00:14:21,560

You know before then it had been a while since I released virtual sadness  
00:14:22,040 --> 00:14:27,200

Mm-hmm, and I was just like, I don't know like this is kind of just a hobby. I  
00:14:27,200 --> 00:14:31,520

Enjoy it a lot. But you know, I don't know how far  
00:14:31,520 --> 00:14:34,760

It will go. It's just something that like is clearly very personal and is not going to resonate with  
everybody  
00:14:34,760 --> 00:14:42,080

But the more I do it the more I'm like, wow, I really do enjoy this  
00:14:42,080 --> 00:14:46,840

like it feels good to get those thoughts out and present them in like a really  
00:14:47,600 --> 00:14:53,620

Or what?  
00:14:53,620 --> 00:14:54,620

I think is a very artistic way and to have people resonate with it the way that they do  
00:14:54,620 --> 00:14:59,900

I'm like, you know, maybe it's maybe it's time to give this a little more care and attention  
00:14:59,900 --> 00:15:05,560

and so that's the main thing that I wanted to like dedicate my 2024 to is to  
00:15:05,560 --> 00:15:10,740

Give this stuff the the time. I think it deserves. I mean you've done  
00:15:10,740 --> 00:15:16,680

Four videos in the last eight months. We were talking about this before the show and  
00:15:17,680 --> 00:15:21,560

I mean, these are all I'd say average time is I'm not doing real math here  
00:15:21,560 --> 00:15:27,560

But they're all like 25 minute half-hour videos, you know  
00:15:27,560 --> 00:15:30,640

Yeah  
00:15:30,640 --> 00:15:32,800

three of them are half three of them are over a half hour and then  
00:15:32,800 --> 00:15:37,000

Donkey Kong the Donkey Kong 64 one is about a little over 20 minutes. Yep. So I mean you're making TV episodes here and  
00:15:37,000 --> 00:15:44,840

Yeah  
00:15:45,600 --> 00:15:47,040

so  
00:15:47,040 --> 00:15:48,120

You're doing a way more video work than  
00:15:48,120 --> 00:15:50,680

Than I do that's for sure. And I mean you put a lot of work in detail. I think into them you impress me at least  
00:15:50,680 --> 00:15:58,880

You're impressed. I I do my best. I I really try to like pull out all the stops for these I think just because  
00:15:58,880 --> 00:16:06,280

the types of videos that I make  
00:16:06,280 --> 00:16:09,080

Are the types of videos that get recommended to me all the time and typically it's just someone with like  
00:16:09,840 --> 00:16:15,780

and I don't really mean I don't mean this in like a  
00:16:15,780 --> 00:16:18,360

Like a mean way and I'm not even really critiquing them. They're making the stuff that they want to make  
00:16:18,360 --> 00:16:23,680

But it to me it comes off as like someone with kind of uncollected thoughts  
00:16:23,680 --> 00:16:30,080

Talking over gameplay footage that isn't really pertinent to the things that they're saying which is totally fine. Like they're they're obviously not  
00:16:30,080 --> 00:16:38,760

You know sending out to make some  
00:16:39,480 --> 00:16:41,480

artistic magnum opus  
00:16:41,480 --> 00:16:44,360

Masterpiece but I I would look at that stuff and be like I have similar thoughts  
00:16:44,360 --> 00:16:49,360

Or maybe at least more  
00:16:49,360 --> 00:16:53,080

Personal thoughts on on video games and like I I feel like I really have like  
00:16:53,080 --> 00:17:01,360

an opportunity to present those thoughts in  
00:17:01,360 --> 00:17:05,000

an impactful way  
00:17:05,000 --> 00:17:08,440

That's at least where it came from  
00:17:08,640 --> 00:17:10,640

Mm-hmm, and I hope I'm doing a good job you you are and I want to dig into it and we're let's jump into it  
00:17:10,640 --> 00:17:17,900

But I have to start the video essay section  
00:17:17,900 --> 00:17:20,800

With a question, you know  
00:17:20,800 --> 00:17:23,320

This is what the people want to know Brian. Oh boy. All right, where is the original Donkey Kong video?  
00:17:23,320 --> 00:17:31,560

Why are you not crawling out of a sewer?  
00:17:31,560 --> 00:17:34,560

shaking a yellow banana cartridge and shooting it into the sky I  
00:17:35,200 --> 00:17:39,280

Forgot about that, but I mean it funny and I have it right if you have it put it up on the channel  
00:17:39,280 --> 00:17:45,360

So I guess you would just have another Donkey Kong video I  
00:17:45,360 --> 00:17:51,000

guess for those who aren't  
00:17:51,000 --> 00:17:54,000

It for I'm addressing the the listeners directly now if you are unaware which I would hope most  
of you are God  
00:17:54,000 --> 00:18:02,040

I hope you are I  
00:18:02,040 --> 00:18:04,040

Used to make these like probably 10 minute long  
00:18:04,520 --> 00:18:07,200

Video game reviews like when I was in high school, but they were more like comedically  
focused and I used the term  
00:18:07,200 --> 00:18:14,400

comedically  
00:18:14,400 --> 00:18:16,600

Super loose. I mean, um, I  
00:18:16,600 --> 00:18:18,600

The thing is like I didn't even think they were funny. I just posted them  
00:18:18,600 --> 00:18:24,000

But I remember looking back at them one day and and being like man like not only is this not  
funny to me  
00:18:24,000 --> 00:18:31,840

It's not entertaining to me. But it's also like  
00:18:31,840 --> 00:18:34,760

Not who I am. I was very clearly just  
00:18:34,760 --> 00:18:37,940

Chasing a trend. Yeah  
00:18:37,940 --> 00:18:41,080

Like this isn't this isn't me like this isn't the stuff that I want to be making so I have all those  
videos and  
00:18:41,080 --> 00:18:47,800

That Donkey Kong 64 one is kind of a mix of me getting a little personal about something that I  
really love  
00:18:47,800 --> 00:18:55,520

but also trying to make a joke of it and  
00:18:55,520 --> 00:18:59,240

At the end I used but we in the industry call special effects  
00:18:59,680 --> 00:19:05,340

To basically shoot a beam of light out of my hand which launched a cartridge of  
00:19:05,340 --> 00:19:15,080

A Donkey Kong 64 and Nintendo 64 cartridge into space  
00:19:15,080 --> 00:19:21,400

I  
00:19:21,400 --> 00:19:24,680

Can't remember if it blew up the moon or not. That may have been another one. I just  
remember  
00:19:24,680 --> 00:19:29,720

You clearly buy a retention pond  
00:19:29,720 --> 00:19:32,960

yes, basically crawling out of this sewer and  
00:19:32,960 --> 00:19:37,000

shaking the cartridge violently to shoot it into space like that is  
00:19:37,000 --> 00:19:43,000

That is what's stuck in my brain and I can't get it out and it needs to come back if I I know for  
sure  
00:19:43,000 --> 00:19:49,880

I can find that clip. I'm almost positive. I can find the entire video if I find it  
00:19:49,880 --> 00:19:54,540

I'll send it to you. Thank you. That's all I want in life. You know, that's all I need to come back  
00:19:54,540 --> 00:19:58,860

But like, you know, like I have a bunch of very cringy things still up on the internet that I'll I'll  
never take it  
00:19:58,860 --> 00:20:05,040

Oh, we all do I'm I'm such like a weird  
00:20:05,040 --> 00:20:08,640

Preservationist when it comes to my own stuff that like I cannot bring myself to take these  
things down, but I have videos like I  
00:20:08,640 --> 00:20:15,480

Have like Windows Movie Maker videos that are just slide shows with comic sans text over  
them  
00:20:15,480 --> 00:20:23,640

You know once like a mudkips army episode one where I probably make terrible

00:20:24,080 --> 00:20:29,220

middle school

00:20:29,220 --> 00:20:31,860

Like level jokes and I don't know mudkip. I think I have a mudkip become a Nazi

00:20:31,860 --> 00:20:37,040

Is one of them that yeah, that sounds about like middle school me. Yeah. Yeah. So, you know, I have that

00:20:37,040 --> 00:20:42,920

I have me doing like a fireball. I

00:20:42,920 --> 00:20:45,420

made a I

00:20:45,420 --> 00:20:48,040

apparently remade the end of

00:20:48,040 --> 00:20:50,060

Phoenix Wright justice for all in like a flash, you know, like I'm doing terrible cringy things

00:20:50,620 --> 00:20:55,260

All sorts of oh I did too with my neighbors

00:20:55,260 --> 00:20:58,380

We made like some of the worst videos ever and I don't mean worst as in like horrible to watch but they're just lame

00:20:58,380 --> 00:21:04,380

Yeah, I I'm the opposite like I take that I delete that stuff and like get rid of it

00:21:04,380 --> 00:21:10,060

That I put it on a hard drive and never watch it. Yeah, no one's gonna care like who's watching this channel still

00:21:10,060 --> 00:21:15,720

You know, I think my magic my it's hard to find old stuff on YouTube now anyway

00:21:15,720 --> 00:21:20,340

It gets unless you know unless you know where it is to look. Yeah, like my card

00:21:20,500 --> 00:21:24,860

My like magic card trick web

00:21:24,860 --> 00:21:27,620

YouTube channel is still up, but I'll never see this is the thing. I'll never remember that actually

00:21:27,620 --> 00:21:33,780

Probably see I'll never tell anyone now the channel name and like I'll never point someone to it

00:21:33,780 --> 00:21:39,960

but



00:21:39,960 --> 00:21:41,660

But I know it and I'll never delete it  
00:21:41,660 --> 00:21:44,340

like that's the difference is I won't go look at my cool cool magic tricks when I was 12 years old  
and had the voice of  
00:21:44,340 --> 00:21:50,180

a  
00:21:50,180 --> 00:21:51,260

12-year-old boy. I  
00:21:51,260 --> 00:21:53,260

Think you told me about that in high school and showed me something of it. It sounds so  
familiar  
00:21:53,260 --> 00:21:57,940

Well, the thing is I don't I have channels like that that and I don't even remember what they are  
00:21:57,940 --> 00:22:02,500

they're they're stuck up there forever. Well, that's the I  
00:22:02,500 --> 00:22:05,420

Guess it's easy because that's all I have but like the funny thing is some of these magic  
tutorials have  
00:22:05,420 --> 00:22:11,700

tens of thousands of views like the the biggest one is  
00:22:11,700 --> 00:22:15,100

15,000 views. Oh my god for this tutorial for this 20,000 18,000 15,000  
00:22:16,900 --> 00:22:24,380

15,000 like I have this  
00:22:24,380 --> 00:22:27,420

semi ish successful  
00:22:27,420 --> 00:22:29,860

You were doing numbers at 12 years old. Yeah, I don't know the sad thing is is I don't have I  
00:22:29,860 --> 00:22:36,100

Don't know the login for this. Maybe I could figure it out if I really tried  
00:22:36,100 --> 00:22:40,620

So like I can't see the actual analytics or statistics of it  
00:22:40,620 --> 00:22:44,300

At one point I did go in and shut off the comments because they were getting a little  
00:22:44,860 --> 00:22:48,420

Creepy as the internet does yeah, I remember one time

00:22:48,420 --> 00:22:54,660

back before twitch I

00:22:54,660 --> 00:22:57,460

Was streaming on

00:22:57,460 --> 00:22:59,980

Stickam do you did you ever use stick? Yes. I do remember stick. Yeah, so I was streaming like a

00:22:59,980 --> 00:23:05,760

Gameboy Advance emulation

00:23:05,760 --> 00:23:08,820

Off this laptop that had no business recording the screen running an emulator and streaming to the internet

00:23:09,020 --> 00:23:15,500

but I was doing it anyway, and I remember someone like

00:23:15,500 --> 00:23:19,100

It's like it's funny, but it's not funny it's terrible it's not funny at all someone was getting very like child molester

00:23:19,100 --> 00:23:28,240

Inappropriate with me on there. I was like, I don't know what to do. How do I get?

00:23:28,240 --> 00:23:33,900

It's like we're just kids

00:23:33,900 --> 00:23:36,020

And I so I remember my buddy was in the stream with me and he was like he reported them and then and

00:23:36,180 --> 00:23:41,740

Then I like to shut it down and like how to tell my dad was like, I don't know what to do and it just gets

00:23:41,740 --> 00:23:47,540

It's terrible. I can only imagine what that actually I remember I wrote about it because people there were predators using twitch that way to like

00:23:47,540 --> 00:23:55,780

get into

00:23:55,780 --> 00:23:57,380

Children's lives in horrible ways and I remember writing about that on the site

00:23:57,380 --> 00:24:01,000

It's bad

00:24:01,000 --> 00:24:01,460

I remember that like the the internet back then and even a little bit now it was kind of like the Wild West

00:24:01,460 --> 00:24:07,400

yes, it was anything could happen and

00:24:07,400 --> 00:24:10,180

We were just on there as teenagers. Yeah, I was just a 12 year old who wanted to make videos about video games, you know

00:24:10,180 --> 00:24:17,940

And then I think I'm I think we're both still kind of 12 year olds who want to make videos about video. Okay. Yes. Yes we are and

00:24:17,940 --> 00:24:25,740

It's interesting because at least what's on your channel now, you know is

00:24:28,380 --> 00:24:32,540

What do you have you have a total of eight videos on here and then three of them are songs and

00:24:32,540 --> 00:24:39,340

Then yes, but you had this one from four years ago and I kind of call this your first video essay

00:24:39,340 --> 00:24:45,420

I I do too at this point. Yeah, it's the river where time stops and I know the river

00:24:45,420 --> 00:24:50,500

I know I was like I've been where you've shot some of this, you know, yes. Yeah you cuz you live here

00:24:50,500 --> 00:24:55,700

I forget that like me we've been yes, I used to swim in there

00:24:55,700 --> 00:24:59,300

I remember one time one quote in the video specifically you were like, you know

00:24:59,300 --> 00:25:04,320

Like what's in the water like what's under the water or something in my brain went to amoebas that are gonna eat my bird

00:25:04,320 --> 00:25:09,560

Yes. Oh my god

00:25:09,560 --> 00:25:12,140

Don't don't don't don't look your head in the little econ but you swim in it, you know flipping

00:25:12,140 --> 00:25:17,920

I sent it a couple of times. I've been in it a few times but

00:25:17,920 --> 00:25:20,820

Today I would not put my head underwater. Let's just put it that way. I don't think I would do it now. No, I

00:25:21,700 --> 00:25:28,740

might put my feet in I  
00:25:28,740 --> 00:25:31,620

Think I could I think I could put a foot in but that's about as far as it I'm gonna go. Mm-hmm  
00:25:31,620 --> 00:25:36,980

And at least in that river. Yes. Yes, I agree  
00:25:36,980 --> 00:25:40,560

But I loved what I loved about it was because I knew the place  
00:25:40,560 --> 00:25:45,380

but not just the person but I knew the place and I could relate to it, but  
00:25:45,380 --> 00:25:49,240

You kind of have this theme  
00:25:49,580 --> 00:25:51,660

That I've noticed in most of your videos and it really starts here, which is I forget the author you  
quote  
00:25:51,660 --> 00:25:59,800

but basically your  
00:25:59,800 --> 00:26:01,540

It's like memory leave. It was ransom rigs. Yeah memories trapped in a physical space or  
something along those lines and like yes  
00:26:01,540 --> 00:26:08,780

things trapped in all them like  
00:26:08,780 --> 00:26:11,820

the way he referred to them was like physical objects being  
00:26:11,820 --> 00:26:15,920

Time trapping machines. Yeah, I wrote it. I wrote it down here. There it is  
00:26:16,900 --> 00:26:20,500

And I find that interesting because the other your other videos are similar in that way, but  
instead of a physical space  
00:26:20,500 --> 00:26:28,540

they're virtual spaces and  
00:26:28,540 --> 00:26:31,140

how those signifying mean things to you and so  
00:26:31,140 --> 00:26:34,900

That's just one thing I guess I've noticed about it and I'm curious  
00:26:34,900 --> 00:26:40,780

your approach to  
00:26:40,780 --> 00:26:43,780

These essays now and you like the idea comes in your head. I want to talk about  
00:26:44,780 --> 00:26:51,420

links awakening and  
00:26:51,420 --> 00:26:54,780

then it just morphs into this whole video about  
00:26:54,780 --> 00:26:58,220

honestly that game development and understanding how games are made and then  
00:26:58,220 --> 00:27:04,260

It breaking the way that you enjoy the thing. It's almost like this curse of knowledge to a degree. I don't how  
00:27:04,260 --> 00:27:11,580

How do you approach an essay  
00:27:13,660 --> 00:27:15,660

So  
00:27:15,660 --> 00:27:18,500

For me, it's a little strange and it's it's very disjointed  
00:27:18,500 --> 00:27:21,900

but in the case of links awakening I had this  
00:27:21,900 --> 00:27:26,460

document for the longest time of  
00:27:26,460 --> 00:27:29,580

how I was going to I have a note in my phone that's just called stuff I'm working on and  
00:27:29,580 --> 00:27:35,260

They are loose ideas for videos that I want to make  
00:27:35,260 --> 00:27:39,100

and one of them was  
00:27:39,100 --> 00:27:41,980

about how  
00:27:42,300 --> 00:27:44,300

For the longest time I had this very clear-cut  
00:27:44,300 --> 00:27:46,540

Thing of like just do I what do I value in a game more?  
00:27:46,540 --> 00:27:50,540

How fun it is to play or the story that's being told and I find that in a lot of games  
00:27:50,540 --> 00:27:57,380

It's it's not always

00:27:57,380 --> 00:27:59,660

The it is always one or the other at least for me where the story that I am playing through  
00:27:59,660 --> 00:28:06,740

Isn't really affecting the way that I play the game  
00:28:06,740 --> 00:28:10,680

Like no matter what in Uncharted. I'm gonna keep shooting the bad guys no matter what in  
Zelda. I'm gonna keep like swinging my sword  
00:28:11,340 --> 00:28:18,820

But there are rarely games  
00:28:18,820 --> 00:28:21,340

there are a few games that their stories will actually change the way that I play them and  
00:28:21,340 --> 00:28:26,700

Links awakening was one of them  
00:28:26,700 --> 00:28:29,220

Another one was Red Dead Redemption 2 Oh Lordy without without spoiling anything like, you  
know  
00:28:29,220 --> 00:28:34,940

there is something that happens about halfway through the game where it's like oh  
00:28:34,940 --> 00:28:37,500

man, like I  
00:28:37,500 --> 00:28:40,140

Kind of need to get my act together  
00:28:40,140 --> 00:28:42,140

But links awakening I feel like I yeah, what a game. Oh, I have a million  
00:28:42,140 --> 00:28:47,860

I was just say about that game  
00:28:47,860 --> 00:28:49,300

I was just talking to my friends today about it because I was looking up a quote for it  
00:28:49,300 --> 00:28:53,900

In the third trailer there's this quote from Dutch  
00:28:53,900 --> 00:29:00,700

And he's I wrote it down because I'm I was gonna use it in an article but Dutch says you have  
to love yourself a fire  
00:29:03,460 --> 00:29:10,620

Blessings  
00:29:10,620 --> 00:29:14,380

Sure

00:29:14,380 --> 00:29:18,340

And we could have the knowledge of fire  
00:29:18,340 --> 00:29:21,460

But with that comes the knowledge of  
00:29:21,460 --> 00:29:24,540

And I'm like, oh my god  
00:29:24,540 --> 00:29:28,820

The house that others all hey, how do they do that? I  
00:29:29,220 --> 00:29:33,100

And I watch those trailers every few months and I I it it dawned on me today  
00:29:33,100 --> 00:29:39,480

We're never gonna get a game like that from  
00:29:39,480 --> 00:29:43,260

Rock, we're never gonna get a game like Red Dead Redemption 2 again. I don't think no that's  
a special one. It was it's so  
00:29:43,260 --> 00:29:51,340

It's monumental like more than monumental  
00:29:51,340 --> 00:29:54,740

Like it's one of those things that it feels like that's what gaming is leading to it's absurd that  
that's what Rockstar got to make  
00:29:55,220 --> 00:30:02,840

After G and it's it's because GTA online was so successful link has me. Oh, yeah so much  
money  
00:30:02,840 --> 00:30:10,100

but that they got to make a game like Red Dead Redemption 2  
00:30:10,100 --> 00:30:14,660

Is incredible that's what how many of unlimited money I guess it's just yeah the story in that  
game is immaculate and I can't believe  
00:30:14,660 --> 00:30:24,660

I

00:30:24,660 --> 00:30:26,260

Can't believe it and I that's the game. I look for like when I stop  
00:30:26,260 --> 00:30:30,940

Forcing myself to play other things  
00:30:30,940 --> 00:30:34,500

For like a podcast or whatever when I become truly a an average video game consumer  
00:30:34,500 --> 00:30:41,080

Middle-aged dad, you know, like that's the game. I look forward to going back when I just have time

00:30:41,080 --> 00:30:47,600

right like

00:30:47,600 --> 00:30:49,660

To play whatever and I get a replay Red Dead Redemption 2

00:30:49,660 --> 00:30:52,780

like that

00:30:53,540 --> 00:30:55,540

Yeah, like it really is like one of the best

00:30:55,540 --> 00:30:58,260

stories ever told in a game

00:30:58,260 --> 00:31:01,300

But it's also one of those few times where it like the story is actively changing how I'm playing

00:31:01,300 --> 00:31:07,220

yes, and I find that that's so rare and

00:31:07,220 --> 00:31:09,860

Link's Awakening was the only other time that I had

00:31:09,860 --> 00:31:13,820

Experienced that and so I was like, I'm gonna make a video on that

00:31:13,820 --> 00:31:17,420

eventually, but then I got into this whole thing of

00:31:17,420 --> 00:31:21,820

remembering

00:31:22,620 --> 00:31:23,860

Yeah, there was that time where like I thought that I couldn't enjoy video games anymore. Like I thought that

00:31:23,860 --> 00:31:28,620

That was it for me. I was just gonna make games

00:31:28,620 --> 00:31:31,320

I wasn't really gonna play them as often as I was certainly not triple-a ones

00:31:31,320 --> 00:31:35,220

It was you had the knowledge of fire. I had the knowledge of fire as Dutch would say and

00:31:35,220 --> 00:31:42,060

it really is like

00:31:42,060 --> 00:31:44,740

it is everything because it it tore apart everything that I thought I



00:31:44,740 --> 00:31:49,540

Loved about games and I now obviously I still do but then I made that video and I got to the point of just like I

00:31:50,700 --> 00:31:57,700

Had almost thought of like ending it there because I was like I didn't actually remember when the change came when I started to accept

00:31:57,700 --> 00:32:04,940

When I was able to suspend my disbelief a little bit more again, but then I remembered I was like, oh, yeah

00:32:04,940 --> 00:32:10,940

Like after playing Link's Awakening that kind of like was almost like a wake-up call. I was like, oh wait

00:32:10,940 --> 00:32:15,300

I was gonna make a video on Link's Awakening anyway

00:32:15,300 --> 00:32:17,300

So it kind of like brought itself back together

00:32:18,220 --> 00:32:20,700

The Donkey Kong 64 one was one that I knew I always wanted to make

00:32:20,700 --> 00:32:27,120

Yeah, I was like I have to go all out for that

00:32:27,120 --> 00:32:29,260

But I didn't know it was gonna be the first one I would make I was I was really surprised

00:32:29,260 --> 00:32:34,180

It kind of it was your first one and it makes sense. It's the one of the games you're the most passionate about

00:32:34,180 --> 00:32:39,820

but you also kind of went you like shot for the stars right out of the gate like you went with

00:32:39,820 --> 00:32:45,460

the one you care about the most is

00:32:45,980 --> 00:32:48,220

It's cool and bold very bold. I

00:32:48,220 --> 00:32:52,460

think I just knew I had a lot to say about it and that like if anything I

00:32:52,460 --> 00:32:59,060

I'm saying things that I knew were we're only going to be true from my point of view. I mentioned that like

00:32:59,060 --> 00:33:06,820

you know

00:33:06,820 --> 00:33:09,100

K rules mechanical island reminded me of my grandmother's house  
00:33:09,100 --> 00:33:12,380

Certain caves reminded me of Walmart like who else has that?  
00:33:13,200 --> 00:33:17,400

Experience except for me, but I'm hoping that I can translate it in a way  
00:33:17,400 --> 00:33:23,360

That's going to make sense to people at least why I feel like that  
00:33:23,360 --> 00:33:26,820

But at the same time I  
00:33:26,820 --> 00:33:30,600

Figured I would upload this video and it would be seen by my friends. I really did not  
00:33:30,600 --> 00:33:36,660

expect as many people to see it as  
00:33:36,660 --> 00:33:40,900

As as they did and I certainly didn't expect  
00:33:41,520 --> 00:33:45,260

as many people to really resonate with it as they did and I remember like  
00:33:45,260 --> 00:33:51,620

Just my phone just blowing up constantly with new  
00:33:51,620 --> 00:33:56,540

notifications of comments and people subscribing  
00:33:56,540 --> 00:33:59,660

and likes  
00:33:59,660 --> 00:34:02,060

And some of those comments are really long  
00:34:02,060 --> 00:34:05,620

they're they're people like really watch the whole thing and  
00:34:05,620 --> 00:34:09,620

They like told me about their own experiences with that game their own experiences with other  
games  
00:34:10,660 --> 00:34:15,620

and how they felt similar about like Megaman and and and I  
00:34:15,620 --> 00:34:20,900

Can only remember Megaman some of these comments really had me like  
00:34:20,900 --> 00:34:24,100

Tearing up and I remember one person saying, you know, I can remember  
00:34:24,100 --> 00:34:28,860

snowy days  
00:34:28,860 --> 00:34:31,620

where  
00:34:31,620 --> 00:34:33,300

There was no school, but I would wake up and I would play  
00:34:33,300 --> 00:34:36,380

Some game in bed and he's like my dad would like bring me breakfast in bed and make me hot  
chocolate  
00:34:37,060 --> 00:34:42,740

And he's like, I'll never get to experience that again  
00:34:42,740 --> 00:34:45,580

and I was like dude, we're talking about like monkeys wearing ties and like we're talking about  
Donkey Kong 64, but  
00:34:45,580 --> 00:34:52,980

Like of course that makes sense  
00:34:52,980 --> 00:34:55,820

Like it is a goofy game about monkeys with a wrap at the beginning of it about being monkeys  
with coconut guns  
00:34:55,820 --> 00:35:02,500

but like  
00:35:02,500 --> 00:35:04,700

That's it affects you you spend so much time with it and you learn to love it  
00:35:04,700 --> 00:35:09,620

Even if it's not the best game in the world that of course, it's gonna bring back those those  
memories  
00:35:09,620 --> 00:35:15,380

So I knew I had to start with Donkey Kong 64 because that's how it affected me and I knew it  
was like I have so  
00:35:15,380 --> 00:35:21,460

Much to say about it that why not? Let's just go for it  
00:35:21,460 --> 00:35:25,160

Yeah, I was just I was just scrolling through some of it. It's you're sitting right under 6,000 views  
00:35:25,160 --> 00:35:31,060

You've got I don't know 50 something comments and some of these are very very long  
00:35:31,060 --> 00:35:34,820

Someone's mentioning Spyro. I'm like skimming these it's it's really cool to see it just

00:35:34,820 --> 00:35:41,700

resonate was

00:35:41,700 --> 00:35:44,660

131 comments just resonate with people especially

00:35:44,660 --> 00:35:47,300

For a game that gets raked over the coals quite a bit

00:35:47,300 --> 00:35:51,020

But I also like have fond memories of Donkey Kong 64. I remember

00:35:51,020 --> 00:35:56,300

My dad getting it at a garage sale with a bunch of other n64 games

00:35:57,600 --> 00:36:01,980

but we didn't have the expansion pack and so we bought an expansion pack from

00:36:01,980 --> 00:36:06,860

the video rental store, you know down the street and

00:36:06,860 --> 00:36:11,600

I remember trying to play Donkey Kong Country on my Gameboy Color through the

00:36:11,600 --> 00:36:18,960

N64 transfer pack because I had no idea how the transfer pack worked

00:36:18,960 --> 00:36:23,420

I was like about I have a Gameboy game

00:36:23,420 --> 00:36:24,840

I have the controller and I have the Donkey Kong game shouldn't it work didn't work

00:36:24,840 --> 00:36:28,260

That's that's so funny

00:36:28,260 --> 00:36:29,380

but I you know and I remember having this save file and I still do on the

00:36:29,380 --> 00:36:34,380

Cartridge of theirs and like trying to figure I never would beat the game and like frantic factory scared the crap out of me

00:36:34,380 --> 00:36:40,380

But I really is actually very scary. I remember finding the Donkey Kong or the jetpack

00:36:40,380 --> 00:36:45,600

I think it was both of the arcade machines in there and like spending so much time just playing the arcade game

00:36:45,600 --> 00:36:51,440

Inside frantic factory like this little safe haven to play a game within a game, which I also thought was really neat. It's

00:36:51,720 --> 00:36:58,480

First

00:36:58,480 --> 00:37:01,360

Bad of a game as it is. It's a very special game. I think

00:37:01,360 --> 00:37:04,660

Oh, yeah, very very long time. So I like I like that you started out with that one. Oh

00:37:04,660 --> 00:37:11,360

Yeah, and I even started out with that in the video where I was like, let's just let's get this out of the way

00:37:11,360 --> 00:37:17,180

this game is not like

00:37:17,180 --> 00:37:19,660

quote unquote

00:37:20,340 --> 00:37:22,340

Good, then here's why

00:37:22,340 --> 00:37:24,540

But I think that's something that's like really important is is that you you can love something

00:37:24,540 --> 00:37:32,340

that deeply

00:37:32,340 --> 00:37:35,000

Even though it is like quote unquote bad

00:37:35,000 --> 00:37:37,860

though the one thing that I remember like

00:37:37,860 --> 00:37:40,160

Having to contend with reading those comments of like this person has a similar thing with Spyro

00:37:40,160 --> 00:37:45,160

This person has a similar thing with Megaman and I'm thinking like someone

00:37:45,160 --> 00:37:49,760

Someone out there has this exact same feeling about like League of Legends

00:37:50,360 --> 00:37:56,120

Or overwatch or Call of Duty, you know what I mean?

00:37:56,120 --> 00:37:59,780

It's someone feels similar about those games and that's totally valid it is and actually

00:37:59,780 --> 00:38:05,880

Not too it's an interesting. I don't know if problems the right word, but

00:38:05,880 --> 00:38:12,760

people that feel that way I think about this with fortnight and  
00:38:12,760 --> 00:38:16,520

And I think about I thought about this before actually I just started playing for I just played  
fortnight for the first time  
00:38:17,440 --> 00:38:22,300

Last month and now I'm into it. So, you know, it's been I really do like fortnight a lot  
00:38:22,300 --> 00:38:28,060

I hate to admit it, but I do like it. I like it quite a bit  
00:38:28,060 --> 00:38:31,160

I never really thought I just kind of thought it was the silly  
00:38:31,160 --> 00:38:34,520

Crossover game, but it's actually really really quite good  
00:38:34,520 --> 00:38:38,000

But I think about this and I guess it probably extends from something like destiny  
00:38:38,000 --> 00:38:43,920

which I've poured hundreds of hours into back in the day is  
00:38:43,920 --> 00:38:47,600

They'll never  
00:38:47,600 --> 00:38:51,160

people who have a fondness or loved  
00:38:51,160 --> 00:38:53,400

fortnight in the early years or destiny one  
00:38:53,400 --> 00:38:58,040

Will never be able to go back and experience that again  
00:38:58,040 --> 00:39:02,640

Like it's gone because of this service angle to it and it's always evolving always changing  
always being patched and updated  
00:39:02,640 --> 00:39:09,120

But Donkey Kong 64 is forever  
00:39:09,120 --> 00:39:12,380

Yeah, it's not going anywhere and I seen that I hadn't even thought about that  
00:39:13,380 --> 00:39:17,500

Yeah, like if you're trying to play original island fortnight, you can't I mean, I guess you could  
last year for a hot minute  
00:39:17,500 --> 00:39:24,160

But and even that what I don't think was like the original original like before  
00:39:24,160 --> 00:39:29,060

Tilted towers and and all those like giant cities  
00:39:29,060 --> 00:39:33,360

Right, you can't you know go wipe out tomato town or revive your buddy and head  
southbound  
00:39:33,360 --> 00:39:38,680

I  
00:39:38,680 --> 00:39:40,680

Forgot about that  
00:39:40,680 --> 00:39:43,180

That's a great. It's a great song. So I think that's an interesting angle of games today. Don't  
00:39:43,180 --> 00:39:50,460

Especially the multiplayer ones like will not be the same  
00:39:50,460 --> 00:39:55,420

When you want to go back and it'll be interesting to see how these companies then turn  
around and  
00:39:55,420 --> 00:40:02,340

Use that nostalgia to generate more revenue, which is fine and they can leverage that but you  
know  
00:40:03,280 --> 00:40:09,760

Fortnite also has like member they put like Inception. You could watch all of Inception on I do  
remember that. Yeah  
00:40:09,760 --> 00:40:17,100

Yeah, the way Christopher Nolan intended  
00:40:17,100 --> 00:40:20,980

There's concerts it's just an interesting time and you know ten years from now some person's  
gonna be like  
00:40:20,980 --> 00:40:28,260

Fortnite means the world to me and they're gonna want to make a video and they're gonna  
have to use  
00:40:29,860 --> 00:40:36,000

Whatever community tools are out there to like some archival footage. Yeah, they're gonna  
have to dig on  
00:40:36,000 --> 00:40:42,540

2019 for at night. Yeah, it's interesting. But you  
00:40:42,540 --> 00:40:46,100

You just plop a cartridge in and go I yeah, there's something I  
00:40:46,100 --> 00:40:50,740

Like about that the permanence of it in a way. I'm I'm very lucky because I really don't I mean obviously

00:40:50,740 --> 00:40:58,620

That's just the way the industry is going is that you know, it'll be like the mostly digital

00:40:59,460 --> 00:41:04,860

model and and and and games as a service, which I I

00:41:04,860 --> 00:41:09,660

There's a lot of talk now for

00:41:09,660 --> 00:41:12,980

There towards how sustainable that is

00:41:12,980 --> 00:41:16,420

yeah, and and if a big shift is coming towards

00:41:16,420 --> 00:41:21,980

Moving away from that because I mean we're seeing a lot of companies suffer

00:41:21,980 --> 00:41:27,740

For kind of like following these

00:41:28,500 --> 00:41:30,500

doomed to fail projects because they're not what people want and I don't know if part of that is

00:41:30,500 --> 00:41:37,380

the lack of permanence or

00:41:37,380 --> 00:41:40,420

just

00:41:40,420 --> 00:41:42,620

the more I don't want to say predatory aspect of it, but I

00:41:42,620 --> 00:41:47,180

Hadn't even thought about that until you mentioned it is that a lot of the live service games

00:41:47,180 --> 00:41:54,060

Because of the way they kind of it's in their nature that they have to change

00:41:55,260 --> 00:41:59,220

you're you're going to lose a lot and

00:41:59,220 --> 00:42:02,500

it's it's weirdly sad like how can you stand to just

00:42:02,500 --> 00:42:06,940

Get rid of something like that. I don't know. It feels very it does feel very strange to think about

00:42:06,940 --> 00:42:13,460

Then you got my brain moving

00:42:13,460 --> 00:42:19,420



I'm sitting here. I'm thinking too because you know, this just happened with Naughty Dog  
00:42:20,580 --> 00:42:25,060

And the last of us online and they basically like we would have had to completely turn the studio around to support this game  
00:42:25,060 --> 00:42:32,180

for years and years and years to come and  
00:42:32,180 --> 00:42:34,820

Writing about it and thinking about it. I you know  
00:42:34,820 --> 00:42:38,780

the last of us part 2 started development in 2016 right after Uncharted 4 and  
00:42:38,780 --> 00:42:43,580

Honestly, that was what Neil and Bruce probably were gonna make before they had to go in and save Uncharted 4 to begin with  
00:42:43,580 --> 00:42:49,940

so that multiplayer  
00:42:50,700 --> 00:42:52,700

was originally designed as a mode for the game just like the original and that work probably began in in  
00:42:52,700 --> 00:42:58,740

2016 it definitely would started in 2017. There's a hiring video on Naughty Dog's YouTube channel in 2017 about  
00:42:58,740 --> 00:43:06,660

Hiring for this multiplayer and like the vision they had for it  
00:43:06,660 --> 00:43:10,360

so like that work has been going on for that game for the last six years or  
00:43:10,360 --> 00:43:13,940

Five years, I suppose since they just can't it but then you have to think  
00:43:13,940 --> 00:43:19,380

During that time during that time developing one of the final ps4 games. That's when Jim Ryan takes over  
00:43:19,780 --> 00:43:25,700

that's when the ps5 is really starting to take shape and the business plan for  
00:43:25,700 --> 00:43:29,100

Sony's console generation  
00:43:29,100 --> 00:43:32,060

Comes in and they're like we want ten or six or whatever. The number was live service games  
00:43:32,060 --> 00:43:37,600

Let's take our last of us multiplayer mode slash now game and let's make it a live  
00:43:37,600 --> 00:43:43,500

like I feel like they were tired trying to take a  
00:43:43,500 --> 00:43:45,580

Was it a square peg and fit it in a round hole like it just  
00:43:46,820 --> 00:43:50,320

The game was never designed from the ground up to be a live service. It was just designed to  
be a multiplayer mode or  
00:43:50,320 --> 00:43:56,300

a multiplayer game  
00:43:56,300 --> 00:43:58,780

Eventually, it's like the ambition group and it just never fit this live service model of having to  
constantly  
00:43:58,780 --> 00:44:04,420

evolve and grow and so I  
00:44:04,420 --> 00:44:08,020

think  
00:44:08,020 --> 00:44:10,980

What I  
00:44:10,980 --> 00:44:13,020

Feel like they it just has to be two separate things  
00:44:13,020 --> 00:44:15,820

We're a multiplayer game  
00:44:16,540 --> 00:44:18,540

If it wants to live on beyond  
00:44:18,540 --> 00:44:22,060

multiplayer modes or whatever of your where  
00:44:22,060 --> 00:44:26,260

It would just be a mode that existed and was supported with some matte packs and the  
servers were kept running, you know  
00:44:26,260 --> 00:44:33,020

what we grew up with to something more like a Call of Duty or a fortnight where it's this  
00:44:33,020 --> 00:44:39,240

platform where you go when you play and  
00:44:39,240 --> 00:44:41,940

It exists in perpetuity essentially  
00:44:41,940 --> 00:44:45,260

It

00:44:45,260 --> 00:44:47,260

Has to be designed it has to be designed into the game from the ground up

00:44:47,260 --> 00:44:50,860

The reason fortnight works is because they pivoted so early

00:44:50,860 --> 00:44:55,760

It was oh, yeah that game was completely different from its reveal in its initial build

00:44:55,760 --> 00:45:02,820

Then we saw like save the world thing. Yeah

00:45:02,820 --> 00:45:06,180

and everything and

00:45:06,180 --> 00:45:08,820

you do then look at how pub G was popping off at the time and they were like we can do that and

00:45:09,220 --> 00:45:15,300

that completely shifted and turned the game into the tour de force it is and

00:45:15,300 --> 00:45:21,140

Now fortnight is has rock band in it

00:45:21,140 --> 00:45:25,800

Like the revival of the rock band franchise is inside fortnight now like that's that was never something I expected

00:45:25,800 --> 00:45:33,180

I I love that. I love guitar here. I love rock band

00:45:33,180 --> 00:45:36,580

I've always thought that it needs to stick around and like here we are. Thanks to fortnight

00:45:36,660 --> 00:45:41,740

Yeah, and the guitar controller will work with fortnight at some point this year

00:45:41,740 --> 00:45:47,220

Like I think they said they're making new ones too. Yeah, like think thank God for fortnight, you know

00:45:47,220 --> 00:45:53,340

yeah, and I think part of it is

00:45:53,340 --> 00:45:56,020

You know that you can tell when you're playing for at night

00:45:56,020 --> 00:45:59,960

Like the people who make fortnight really want to make it they like there is

00:45:59,960 --> 00:46:05,980

Very clearly passion behind it  
00:46:06,980 --> 00:46:09,580

Going back to the last of us online the multiple  
00:46:09,580 --> 00:46:12,760

I don't think it would have been there like you could tell that like them having to restructure their whole studio  
00:46:12,760 --> 00:46:18,760

it's not something they wanted to commit to because  
00:46:18,760 --> 00:46:21,580

Possibly, it's just not something that they were completely behind. Well, I don't know  
00:46:21,580 --> 00:46:26,520

I don't think clearly the team on some level wasn't behind the live service angle of it. I do think the team was behind  
00:46:26,520 --> 00:46:33,640

Whatever their multiplayer vision was which was  
00:46:34,740 --> 00:46:37,340

Just based off what I've observed and understand from it is it was a battle royale essentially of  
00:46:37,340 --> 00:46:45,500

surviving in a space and it's not I don't think that's  
00:46:45,500 --> 00:46:49,940

You're not you know, it's not like a Pepe Silvia board of string and pictures here. It's like  
00:46:49,940 --> 00:46:55,260

When was the game being developed?  
00:46:55,260 --> 00:46:57,940

2016 2017 2018  
00:46:57,940 --> 00:47:00,280

When we're battle royales popping off 2016 2017 2018 and then you look at  
00:47:00,460 --> 00:47:06,940

Factions from the original last of us game, which is especially the survivor mode, which is last man standing  
00:47:06,940 --> 00:47:14,340

two teams of four no revives  
00:47:14,340 --> 00:47:17,220

So you're scavenging and surviving like it's not a big leap to take  
00:47:17,220 --> 00:47:21,180

factions  
00:47:21,180 --> 00:47:23,000

adapted into a battle royale type game mode and  
00:47:23,000 --> 00:47:25,860

Implement store, you know, and then the creativity is you know, Naughty Dog story and things like that. How are they gonna incorporate that?  
00:47:26,820 --> 00:47:32,860

I think that is still very well keep it in line with the world of the last of us, too  
00:47:32,860 --> 00:47:37,300

Right. It's not like it would stick out like a sore thumb exactly and until you know, you give your character  
00:47:37,300 --> 00:47:43,460

You know like the floss or whatever and then your flaw like that's where it starts to break a little bit  
00:47:43,460 --> 00:47:48,540

I would think and that would have been interesting to see how they monetize it cosmetically  
00:47:48,540 --> 00:47:52,340

but I  
00:47:52,340 --> 00:47:54,500

Think then you turn that into a live service. It's like well, how do we support that for?  
00:47:54,500 --> 00:47:58,340

You know the next seven years to meet Sony's expected revenue goals or whatever, I don't know but the thing is is  
00:47:58,340 --> 00:48:06,880

Developers that go work at Naughty Dog go to work at Naughty Dog because they want to make Naughty Dog games  
00:48:06,880 --> 00:48:12,180

The people that go work at epic  
00:48:12,180 --> 00:48:15,260

specifically on the fortnight side of things epic obviously has other companies they go  
00:48:15,260 --> 00:48:20,060

To work on fortnight the people that work for harmonix  
00:48:20,060 --> 00:48:23,900

Which is owned by epic but go work for harmonix go to harmonix to make music and rhythm games, you know, like  
00:48:24,260 --> 00:48:31,220

You want those people working on those things who are passionate about making that type of game, but you're not gonna take  
00:48:31,220 --> 00:48:37,500

people who make  
00:48:37,500 --> 00:48:40,880

Ghost of Tsushima, you know sucker bunch. You're not gonna take them and go. All right now make a

00:48:40,880 --> 00:48:47,180

First-person shooter live service blah blah blah like you need to hire people and teams to make those types of games

00:48:48,220 --> 00:48:54,420

I think when you muddy the waters with well, we need this type of game. Please go and make it

00:48:54,420 --> 00:49:00,140

I think you end up with a

00:49:00,140 --> 00:49:02,140

lesser product and

00:49:02,140 --> 00:49:04,380

Gorilla gorilla would be a great example of this gorilla was the first-person shooter Sony team right making killzone

00:49:04,380 --> 00:49:12,100

But the team at one point was like it was after shadow fall are going into shadow father like we don't want to do this anymore

00:49:12,700 --> 00:49:19,400

what does everyone at the studio want to work on and

00:49:19,400 --> 00:49:22,820

it turned out to be a

00:49:22,820 --> 00:49:25,820

prehistoric

00:49:25,820 --> 00:49:27,700

futuristic

00:49:27,700 --> 00:49:28,800

robot dinosaur archer game and now

00:49:28,800 --> 00:49:31,980

gorilla just makes

00:49:31,980 --> 00:49:34,380

Horizon games and so, you know, it's working out pretty well for him to working out very good for them

00:49:34,380 --> 00:49:39,780

But you as long as they can iron out that whole release time thing, you know, like releasing against and masterpiece video

00:49:39,820 --> 00:49:46,660

Yes, they need to fix that

00:49:46,660 --> 00:49:50,500

But now you want to go work for gorilla to make a killzone game  
00:49:50,500 --> 00:49:54,460

That's not what they do anymore  
00:49:54,460 --> 00:49:56,980

You know, they make open-world  
00:49:56,980 --> 00:49:58,980

RPGs action RPGs, so it's  
00:49:58,980 --> 00:50:02,300

That's all interesting and then the permanence of games and and things like that and you know  
00:50:02,300 --> 00:50:08,740

Look at Activision turn toys for Bob into a support studio for Call of Duty, you know, like yeah  
00:50:09,100 --> 00:50:14,900

Which is so sad like especially after their work on Spyro it  
00:50:14,900 --> 00:50:18,900

It's so sad like because you can tell like man the people who've made this really cared about  
Spyro  
00:50:18,900 --> 00:50:26,020

Like they they there is heart and soul and those remasters and for them to just be support on  
Call of Duty  
00:50:26,020 --> 00:50:33,180

But I mean, which is fine like sure  
00:50:33,180 --> 00:50:34,820

But I just I don't know if their hearts are gonna be in it. Like it definitely doesn't seem that way  
00:50:34,820 --> 00:50:40,100

At least from the outside looking in maybe they're super pumped about it. I don't I don't know I  
don't work there  
00:50:40,100 --> 00:50:46,020

But yeah, just seems like a strange shift  
00:50:46,020 --> 00:50:49,420

It does it does seem like a strange shift  
00:50:49,420 --> 00:50:52,820

So, how do you capture your gameplay footage for your  
00:50:52,820 --> 00:50:56,820

It's like how is he gonna bring it back? How is it gonna come back? Well, what did you say?  
00:50:56,820 --> 00:51:02,760

You said in the illusion you're like get ready for this

00:51:02,760 --> 00:51:04,880

Worst transition of your life segue or whatever. Oh, yeah, get ready for the worst segue you've ever seen

00:51:04,880 --> 00:51:10,740

It's funny because that is not in the original

00:51:10,740 --> 00:51:16,560

I don't want to call it a script because I'm not really writing scripts, but that's not in the original document. I

00:51:16,560 --> 00:51:22,560

Thought about it in my in my mind while I was saying that and I was like, oh my god, this is

00:51:22,560 --> 00:51:29,000

I'm really just kind of like taking a huge leap here talking about Mars and then

00:51:29,720 --> 00:51:34,620

You can see me kind of look off camera for a brief second

00:51:34,620 --> 00:51:38,500

because my girlfriend was helping me film that and I was just like

00:51:38,500 --> 00:51:43,100

Get ready for the worst segue you've ever seen like just it came out but I was like man it really adds to it

00:51:43,100 --> 00:51:49,700

I think that it was a great that's like that's a spontaneous creative moment and that I think really lands. That's good

00:51:49,700 --> 00:51:56,840

I think I actually got a comment about that. I think like today

00:51:56,840 --> 00:52:02,800

Specifically about that moment and it made me kind of smile because if I could go back and read it really quick

00:52:02,800 --> 00:52:10,740

I have the video pulled up

00:52:10,740 --> 00:52:12,740

They said

00:52:12,740 --> 00:52:14,920

one thing

00:52:14,920 --> 00:52:16,920

Oh, no this

00:52:16,920 --> 00:52:19,160

I'm not making fun of this person. I really do love this comment

00:52:19,160 --> 00:52:22,360



This was great, but you got to have more confidence in your opening the whole intro was so strong

00:52:22,480 --> 00:52:26,960

And I feel like you sold yourself short with the comment about the bad segue again, though great work

00:52:26,960 --> 00:52:32,120

Like it's I wasn't selling myself short. It's kind of like it's a joke

00:52:32,120 --> 00:52:36,640

Yeah, that's it, but like I love that. He was like don't sell yourself short like this really good that I really love that comment

00:52:36,640 --> 00:52:44,280

That's very good. But yeah anyways recording game footage. So a lot of the games that I talk about

00:52:44,280 --> 00:52:51,680

Well, I guess not a lot of them but uh

00:52:51,680 --> 00:52:55,360

There is some that I used

00:52:55,360 --> 00:52:59,560

Like I would capture straight from my TV like switch games

00:52:59,560 --> 00:53:03,560

Or basically a lot of like modern Nintendo games

00:53:03,560 --> 00:53:07,000

But then there are some like what I say in the

00:53:07,000 --> 00:53:11,280

In what's the video call? I can't remember the names of my own videos. Where is everyone I talked about

00:53:11,280 --> 00:53:17,680

the vanishing of Ethan Carter outer wilds

00:53:17,680 --> 00:53:20,800

Trenoble light and there's some footage of I think Gary's mod all of that. I recorded on on my PC

00:53:21,440 --> 00:53:30,080

Big shout out in video. They have a really cool

00:53:30,080 --> 00:53:35,120

Tool for recording your screen that is much better than any other screen recorder that I've ever found

00:53:35,120 --> 00:53:41,320

So recorded footage from those games and then it hurts to say but a lot of the footage I use

00:53:41,320 --> 00:53:48,680

for for older games like probably  
00:53:49,560 --> 00:53:52,400

You know GameCube and back are  
00:53:52,400 --> 00:53:54,920

emulated just because I really do like for the presentation of the video to have like a  
00:53:54,920 --> 00:54:00,440

Very clean picture even though yeah, of course, that's not the way those games were ever  
presented  
00:54:00,440 --> 00:54:05,960

like I think  
00:54:05,960 --> 00:54:08,360

in the Donkey Kong 64  
00:54:08,360 --> 00:54:10,600

video I talked about Donkey Kong Country 2 like pretty briefly in the beginning and  
00:54:10,600 --> 00:54:15,280

the way I recorded that was with my camera up against the screen so you can see like the scan  
lines of  
00:54:16,320 --> 00:54:23,160

of Donkey Kong Country 2 being displayed but  
00:54:23,160 --> 00:54:27,360

Unfortunately, that is an emulator with a CRT filter that just happened to look pretty dang good  
after I touched it up in post  
00:54:27,360 --> 00:54:36,800

I don't I don't think you need to apologize because that's one of the things that I've I've really  
learned talking to some other people  
00:54:36,800 --> 00:54:43,760

on the show like  
00:54:43,760 --> 00:54:44,920

Javed Starryat with his stuff for the Hyrule journals and then I  
00:54:44,920 --> 00:54:49,880

Finished a video game Matt, you know, he was he plays on emulators because some of this  
stuff is just expensive  
00:54:49,880 --> 00:54:55,920

not just the games themselves and the hardware but then also capture equipment and  
00:54:55,920 --> 00:55:00,680

Sometimes doing stuff on your computers  
00:55:00,680 --> 00:55:04,160

I'm you load you load Super Mario Galaxy up into dolphin and crank up the  
00:55:04,160 --> 00:55:08,560

Internal resolution up to 4k or whatever your computer can handle. It's gonna look stunning  
00:55:08,560 --> 00:55:14,100

Oh, it's great and you can still use a Wii remote in nunchuck if you wanted like you can get a little sensor bar  
00:55:14,100 --> 00:55:20,920

And it works. That's typically how I play that game  
00:55:20,920 --> 00:55:23,600

I I think I love it and I'm curious if you use because some of your shots are  
00:55:23,600 --> 00:55:29,600

Like movie shots the way you're moving the camera in a space in a game that definitely didn't have camera mode  
00:55:29,600 --> 00:55:36,080

You know photo mode back in the day  
00:55:36,080 --> 00:55:38,080

Are you using like mods to remove NPCs and things and just get into still environments are using like the no clip website to explore  
00:55:38,680 --> 00:55:46,140

Game maps like I was gonna talk about that. I I love I was you got it right with no clip  
00:55:46,140 --> 00:55:53,560

It's no clip dot website. It is  
00:55:53,560 --> 00:55:56,200

One of my favorite websites ever created. It's um, it's run by a guy named. What is his name?  
00:55:56,200 --> 00:56:03,700

I think it's like I actually have their  
00:56:03,700 --> 00:56:07,160

Their discord, I think his name is Jasper  
00:56:08,020 --> 00:56:11,040

and he has I actually in my most recent video I show a  
00:56:11,040 --> 00:56:15,900

Screenshot or a screen recording of one of his videos  
00:56:15,900 --> 00:56:19,480

But his name is Jasper  
00:56:19,480 --> 00:56:22,600

he created no clipped out website, which is basically a collection of  
00:56:22,600 --> 00:56:27,360

scenes from video games that you can fly around with a free camera and just  
00:56:27,360 --> 00:56:33,040

Look at them and just exist in those places. You can go out of bounds. You can clip through things. It's  
00:56:33,600 --> 00:56:38,060

Incredible. I mean it is an awesome tool for getting in Rosalina's observatory right now  
00:56:38,060 --> 00:56:43,760

Yeah, it's it's the newest thing  
00:56:43,760 --> 00:56:46,800

It's so so cool. And I and I I dread the day that you know that website ever gets taken down  
00:56:46,800 --> 00:56:54,380

I want to say there is a version of it that you can actually  
00:56:54,380 --> 00:56:59,500

Just download and and have on their discord  
00:57:00,140 --> 00:57:03,600

okay, but I think I don't know for sure but  
00:57:03,600 --> 00:57:07,900

Yeah, like I'm in there now and like they have updates from oh my gosh  
00:57:07,900 --> 00:57:15,100

It has a studio mode where you can like map out a camera shot  
00:57:15,100 --> 00:57:18,240

That's how that's what I do. I use that studio mode and it is it's a godsend for  
00:57:18,240 --> 00:57:24,820

For what I do because it lets me get these extremely like  
00:57:26,800 --> 00:57:31,500

Well shot cinematic camera movements through  
00:57:31,500 --> 00:57:36,820

Different scenes of video games that end up looking great  
00:57:36,820 --> 00:57:40,840

after I'm done recording them I  
00:57:40,840 --> 00:57:43,800

Encourage everybody to go to no clip that website use it mess around with it support its development. It is one of the  
00:57:43,800 --> 00:57:51,640

best tools for someone like me and also a really cool  
00:57:51,640 --> 00:57:56,120

insight into  
00:57:56,800 --> 00:57:58,800

You know how games are made especially more retro games into how they're made  
00:57:58,800 --> 00:58:03,940

and  
00:58:03,940 --> 00:58:06,060

It's a cool way of preserving  
00:58:06,060 --> 00:58:08,060

Older games just from a different viewpoint. I'd like I love it. It's it's so cool. It's so cool. I  
00:58:08,060 --> 00:58:14,800

Think those shots add a lot  
00:58:14,800 --> 00:58:17,860

To your videos. I think in particular  
00:58:17,860 --> 00:58:21,400

I'm thinking like the where is everyone?  
00:58:21,400 --> 00:58:24,560

Just in the sense that  
00:58:25,640 --> 00:58:27,640

Like in the mirrors edge stuff  
00:58:27,640 --> 00:58:30,920

Like you're just looking at these spaces in a way that is not how it is in the game and I think  
that adds to  
00:58:30,920 --> 00:58:39,800

Specifically at least in the beginning of that video the eariness of it. It's like but where is  
everyone?  
00:58:39,800 --> 00:58:45,160

You know this question enough mirrors edge. I that's just the game footage  
00:58:45,160 --> 00:58:50,040

I I used the PC version, but yeah, like there are some  
00:58:50,040 --> 00:58:53,840

places that you can get to in mirrors edge that you know  
00:58:54,480 --> 00:58:57,520

I don't know if the game intends for you to be standing there that  
00:58:57,520 --> 00:59:00,920

offered some pretty  
00:59:00,920 --> 00:59:03,200

some pretty scenic views of

00:59:03,200 --> 00:59:05,920

Games easy to make that city although that's that is true. Oh, yeah, it's like effortless. It's  
00:59:05,920 --> 00:59:12,720

But I like these this cinematic approach to booking at game footage your Donkey Kong 64 stuff  
00:59:12,720 --> 00:59:21,180

There's you know  
00:59:21,180 --> 00:59:22,960

It's like you have these still camera shots in Donkey Kong 64 and there's like a Kremlin just  
walking around  
00:59:22,960 --> 00:59:28,280

You know in the cave there and the lights or the lights bouncing down the hallway and stuff,  
you know  
00:59:28,280 --> 00:59:33,300

Yeah, like that was in game. I didn't use no clip that website for that  
00:59:33,300 --> 00:59:38,280

Yeah, but I'm just the the idea of these shots though  
00:59:38,280 --> 00:59:42,640

I think is so they're so powerful in a way of making me think about a game  
00:59:42,640 --> 00:59:47,880

That I wouldn't normally I think it's part of just like trying to frame it in a way  
00:59:48,960 --> 00:59:54,040

That makes that can convey it to someone the way that I feel about it. So when I when I think  
about  
00:59:54,040 --> 01:00:01,960

Donkey Kong 64 like I really do  
01:00:01,960 --> 01:00:05,320

Hold it in high regard in my mind. And so when I'm thinking about it, I'm I'm picturing it in the  
best light possible  
01:00:05,320 --> 01:00:12,440

so I kind of want to show it that way to everybody else and and  
01:00:12,440 --> 01:00:16,800

Be like hey, you know, I'm framing this in a way that is supposed to look its best  
01:00:17,320 --> 01:00:22,800

because I see it as being the best and also from a standpoint of just I  
01:00:22,800 --> 01:00:27,740

Know that the words that I'm writing and the things that I'm saying  
01:00:27,740 --> 01:00:33,280

That maybe they do have weight to them. Maybe they maybe they don't have a crazy amount of weight to them

01:00:33,280 --> 01:00:38,780

but I

01:00:38,780 --> 01:00:40,680

Know I can amplify what I'm saying with

01:00:40,680 --> 01:00:43,800

Really killer presentation and if I have that opportunity why not take it and run with it and I think that's

01:00:44,320 --> 01:00:51,040

Probably the biggest part of it

01:00:51,040 --> 01:00:53,640

Yeah, I like that. I like the thought it looks way better than

01:00:53,640 --> 01:00:57,000

Throwing up a camera like yourself. I'm next to a CRT and trying to film it that way. I'll tell you that I

01:00:57,000 --> 01:01:03,320

Have some flow that can be hard. I I'm really bad about talking on camera. That's why I do it kind of sparingly

01:01:03,320 --> 01:01:09,340

Smart very smart of you. I want to talk about

01:01:09,340 --> 01:01:13,880

You

01:01:13,880 --> 01:01:15,880

Virtual sadness

01:01:15,880 --> 01:01:20,640

Yes, my least viewed of the of the bunch

01:01:20,640 --> 01:01:24,840

Well, I remember seeing the thumbnail first because you know, you feel like shared, you know new video essay

01:01:24,840 --> 01:01:31,640

Buh-buh-buh-buh-buh, and I see Celeste in the thumbnail and it's like that

01:01:31,640 --> 01:01:36,680

It's like a gif of someone just like rubbing their hands and getting excited. I'm like, oh boy

01:01:36,680 --> 01:01:41,360

My boy is talking about Celeste. Let's go

01:01:41,360 --> 01:01:44,600

I'm so do love Celeste in this house. I'm getting you know, so jazzed. I'm ready to watch it

01:01:44,600 --> 01:01:51,160

And for some reason I don't know why I probably just got distracted but I watched  
01:01:51,160 --> 01:01:58,520

the short hike part and the Celeste part, but I stopped right before rhyme and  
01:01:58,520 --> 01:02:05,320

I didn't watch the rhyme part until preparing for this episode and  
01:02:05,320 --> 01:02:09,720

Now I've watched it twice  
01:02:10,320 --> 01:02:12,240

so  
01:02:12,240 --> 01:02:13,600

I've never played rhyme and  
01:02:13,600 --> 01:02:15,600

I you put these nice spoiler warnings up front and so like I knew what I was signing up for  
01:02:15,600 --> 01:02:21,160

I did not watch the outer wilds one though, because I'm like, oh, yeah some day  
01:02:21,160 --> 01:02:26,260

So I stopped outer wilds is its story  
01:02:26,260 --> 01:02:28,480

So like if you get spoiled on it, like there's almost no point in playing it, even though you should  
play it  
01:02:28,480 --> 01:02:33,720

The game's incredible. Yeah, so I I have stayed away from that but rhyme I was like, yeah,  
that's fine  
01:02:33,720 --> 01:02:39,200

You know, I'm good. I don't need it. You know, whatever if it's spoiled it's spoiled. Let's just see  
where this video goes and  
01:02:39,400 --> 01:02:45,880

rhyme is a game that I looked at and was just like  
01:02:45,880 --> 01:02:50,960

I don't know like it just looked it looked pretty but it didn't  
01:02:50,960 --> 01:02:56,460

Nothing in the trailers that I had seen up to its release or heard about afterward  
01:02:56,460 --> 01:03:02,160

grabbed me and so I just kind of  
01:03:02,160 --> 01:03:04,680

wrote rhyme off



01:03:04,680 --> 01:03:06,920

And I'm watching your video  
01:03:07,640 --> 01:03:09,640

And we're going through rhyme  
01:03:09,640 --> 01:03:12,320

the tower this man in the cloak that you can never reach this Fox and there's a robot this whole  
thing and  
01:03:12,320 --> 01:03:20,080

I guess spoilers for rhyme and  
01:03:20,080 --> 01:03:23,200

You're getting toward the end of the game essentially  
01:03:23,200 --> 01:03:26,940

You're like we're getting closer and closer and you see this flashback of  
01:03:26,940 --> 01:03:31,560

From the perspective of the boy on the boat and there's the old man of the cloak and it's  
raining and he falls  
01:03:31,560 --> 01:03:36,280

I'm like, oh  
01:03:36,280 --> 01:03:37,680

we're gonna get some like weird time travel stuff like  
01:03:37,680 --> 01:03:40,360

The I am the old man and so like, you know, and I built this place or something like that  
01:03:40,360 --> 01:03:46,040

You know  
01:03:46,040 --> 01:03:46,560

Like I built this monument and now my younger self is here and there's something like that's  
what I thought it was going and then no  
01:03:46,560 --> 01:03:54,420

You and the video game pull this total gut punch of no  
01:03:54,420 --> 01:04:01,500

You're the old man in the cloak and you're the dad and your boy is dead and I as a  
01:04:02,240 --> 01:04:09,000

dad now like dad mode engaged and I just like  
01:04:09,000 --> 01:04:13,600

Crumpled in my chair. It's like oh god now I have to play rhyme  
01:04:13,600 --> 01:04:18,020

It's it's brutal. Oh

01:04:18,020 --> 01:04:21,220

And it's it's there in front of your eyes the whole time and they do an incredible job of making sure that you never get

01:04:21,220 --> 01:04:28,380

The full picture so that way when the rug is swept out from under you

01:04:28,380 --> 01:04:31,860

Oh my gosh, it hurts so bad. Oh, I couldn't believe it and I but it was so impactful not just from the oh

01:04:31,980 --> 01:04:39,500

I didn't know about this game or its story and like wow

01:04:39,500 --> 01:04:43,560

what a twist type thing like what a sad twist but also in the context of your video and

01:04:43,560 --> 01:04:50,020

how this character goes through these stages of grief and

01:04:50,020 --> 01:04:54,260

you know accepts what happened and feels what

01:04:54,260 --> 01:04:58,940

they're feeling and like processes all of this and how it ties back into your

01:04:59,220 --> 01:05:03,260

Your narrative and so what I really love besides the fact that you've introduced me to rhyme at the cost of

01:05:03,260 --> 01:05:11,180

The whole story being spoiled, but I think I wouldn't have played rhyme without that is this

01:05:11,180 --> 01:05:16,280

Tying your personal

01:05:16,280 --> 01:05:21,820

experiences and stories and memories and life

01:05:21,820 --> 01:05:25,520

into the medium of

01:05:27,060 --> 01:05:29,060

video games in the interactivity where

01:05:29,060 --> 01:05:33,460

The story of rhyme I imagine

01:05:33,460 --> 01:05:38,020

It's harder when you're playing the game and you're doing all these things

01:05:38,020 --> 01:05:42,980

you're going through these stages of grief through gameplay and

01:05:42,980 --> 01:05:46,380

Seeing all this unfold rather than what I did which was through a video

01:05:46,380 --> 01:05:50,380

but I I

01:05:50,380 --> 01:05:53,620

This is what I love about

01:05:53,620 --> 01:05:55,780

really good video essays is

01:05:56,060 --> 01:05:58,060

That personal experience and tying it in and I so basically I just I don't know how

01:05:58,060 --> 01:06:04,260

You and other people do it because I just I guess I haven't sat down and tried to do it

01:06:04,260 --> 01:06:09,580

But I mean, I think it makes it hit way harder when you have this personal stuff

01:06:09,580 --> 01:06:15,220

tied in when you have the from the ranging from the sports section in Walmart makes me think about Donkey Kong - I

01:06:15,220 --> 01:06:24,100

Was really sad for a long time and I just wanted to be a bird, you know, yeah

01:06:25,260 --> 01:06:31,340

well, I mean at the end of the day, I think I

01:06:31,340 --> 01:06:35,580

Think at the end of the day like what?

01:06:35,580 --> 01:06:39,020

video games are going to be like when you what when you finish a game you walk away from it and

01:06:39,020 --> 01:06:43,860

And you're taking the experience

01:06:43,860 --> 01:06:46,580

with you into your your everyday life is that

01:06:46,580 --> 01:06:50,180

video games

01:06:50,180 --> 01:06:52,780

Because they place you at the center of the story like everything's happened to you. You're experiencing it firsthand. It's always

01:06:52,780 --> 01:07:00,060

going to be a reflection of

01:07:00,060 --> 01:07:02,900

You and how you're feeling at that point in time

01:07:02,900 --> 01:07:06,440

So sometimes the game just comes along at the right point in time and you're able to resonate with it super easily

01:07:06,440 --> 01:07:14,220

because you can either

01:07:14,220 --> 01:07:16,780

empathize with what it's saying or you're going through something similar or

01:07:16,780 --> 01:07:20,540

You know, you're just playing doom and you were really in the mood to just like slam through demons

01:07:21,140 --> 01:07:26,860

It's it's always gonna be like kind of a reflection of yourself back at you

01:07:26,860 --> 01:07:32,000

so that way like you will be walking down the street one day and just get hit with memories of

01:07:32,000 --> 01:07:38,380

croc - on the PlayStation 1

01:07:38,380 --> 01:07:41,000

But I think that also does

01:07:41,000 --> 01:07:46,020

That also does start with

01:07:46,020 --> 01:07:49,580

Opening yourself to it more and this is something that I talk about a

01:07:50,820 --> 01:07:55,580

Good bit in the newest video that I'm working on right now

01:07:55,580 --> 01:07:58,900

But you get a little inside scoop but uh

01:07:58,900 --> 01:08:03,860

it's something that I talked about a good bit in this new video and and it and it's basically that if you're able to

01:08:03,860 --> 01:08:10,460

Open yourself up to

01:08:10,460 --> 01:08:14,260

Like what a game is trying to tell you or what you perceive as the game trying to tell you something

01:08:14,260 --> 01:08:20,420

You're gonna have these  
01:08:20,940 --> 01:08:22,940

sort of like profound  
01:08:22,940 --> 01:08:25,660

Experiences more often because you can play something like I  
01:08:25,660 --> 01:08:31,940

Don't want to spoil the game that I'm talking about the video but  
01:08:31,940 --> 01:08:36,180

you can play something like let's say pick a different game minecraft and  
01:08:36,180 --> 01:08:40,220

it is like  
01:08:40,220 --> 01:08:42,500

You know these  
01:08:42,500 --> 01:08:44,500

blocks made of 16 by 16  
01:08:44,500 --> 01:08:47,000

You know  
01:08:47,000 --> 01:08:49,460

point filtered textures  
01:08:49,460 --> 01:08:51,460

It's a pixelated cube game  
01:08:51,460 --> 01:08:54,500

but  
01:08:54,500 --> 01:08:57,340

You know you can take something from it based on your experience in it what you make of it  
yourself and even just like  
01:08:57,340 --> 01:09:04,580

I've seen these like  
01:09:04,580 --> 01:09:07,580

videos on tick-tock of Minecraft back in like  
01:09:07,580 --> 01:09:11,300

Man, I think like 2010 2011 and it's not anything that anyone's built  
01:09:11,300 --> 01:09:17,620

it's not anything that's any anyone's made or created, but it's just  
01:09:17,620 --> 01:09:21,300

Like these shots of the world that were clearly taken with like the Xbox 360  
01:09:21,300 --> 01:09:27,660

Screenshot feature so they're kind of compressed and I look at them and I'm like, oh my gosh  
01:09:27,660 --> 01:09:33,180

I'm just getting hit with these like waves of emotion that I can't describe  
01:09:33,180 --> 01:09:37,340

But it's because I kind of left myself open for it  
01:09:37,340 --> 01:09:41,500

this is a bit of a meandering explanation and I've kind of lost track of where I was to begin with  
but I  
01:09:41,580 --> 01:09:48,020

think it's  
01:09:48,020 --> 01:09:50,420

You know what? I mean when I say like you can kind of  
01:09:50,420 --> 01:09:52,760

You're able to tie your own personal experience to a game more  
01:09:52,760 --> 01:09:57,780

When you're when you're open to letting it I think that's it at the end of the day and I hate that  
like I  
01:09:57,780 --> 01:10:04,340

Mean if this is what  
01:10:04,340 --> 01:10:08,260

Really like if you find  
01:10:08,260 --> 01:10:11,220

Enjoyment in a game because of this like I am NOT faulting you but I feel like games especially  
now  
01:10:11,900 --> 01:10:18,100

have become a  
01:10:18,100 --> 01:10:20,900

lot more utilitarian than anything and almost like  
01:10:20,900 --> 01:10:24,860

Almost like things to do or chores to do or checklists to mark off. I have so many friends now  
that are like I  
01:10:24,860 --> 01:10:33,100

Have this game and I really need to platinum it like I'm not really in it anymore  
01:10:33,100 --> 01:10:38,000

But I got a platinum it or like this game is really fun and I want to platinum it you always got it  
01:10:38,000 --> 01:10:43,540

And that and and if that is what is

01:10:43,540 --> 01:10:48,100

fun for you, like I

01:10:48,100 --> 01:10:51,060

Like go for it. Like that's that's great

01:10:51,060 --> 01:10:53,700

but I

01:10:53,700 --> 01:10:55,860

Don't want people to like it's not that don't want people to do it. I

01:10:55,860 --> 01:10:59,160

myself can't think of a game as a checklist or as a

01:10:59,160 --> 01:11:04,400

Goal to achieve or an objective to complete I need to think of it as

01:11:05,540 --> 01:11:10,220

Almost like a life experience

01:11:10,220 --> 01:11:12,720

I'm having

01:11:12,720 --> 01:11:13,880

Like as a piece of art that's going to affect me in some way and a lot of the times it doesn't like there are games

01:11:13,880 --> 01:11:20,280

That are just games like sometimes you just need to blow something up. Sometimes you just need to shoot some aliens

01:11:20,280 --> 01:11:25,900

But I will always

01:11:25,900 --> 01:11:28,320

remember

01:11:28,320 --> 01:11:29,980

That that game is what it is. And if it's not

01:11:29,980 --> 01:11:34,020

Trying to say something to me and it's very clear that it's not trying to say something to me

01:11:34,720 --> 01:11:39,080

Is there something that I can take from it?

01:11:39,080 --> 01:11:41,760

Anyway, is there something that I'm trying to say to myself through that game? Mm-hmm, and you know, where can I take that?

01:11:41,760 --> 01:11:48,320

It's a weird. It's it's very difficult to explain. I'm not even sure I did a great job of it

01:11:48,320 --> 01:11:53,960

But you know what? I mean, I do I think a lot  
01:11:53,960 --> 01:11:57,180

As you're saying that to my time  
01:11:57,180 --> 01:12:01,080

Doing guide work and writing wikis and things like that for IGN and so that took  
01:12:02,060 --> 01:12:10,060

Games that I  
01:12:10,060 --> 01:12:14,080

There's different categories, but that would that would take games that I would have played in  
01:12:14,080 --> 01:12:18,320

Transformed my perception and approach to them in a way  
01:12:18,320 --> 01:12:24,140

Red Dead Redemption 2 I was on the guide team for that and  
01:12:24,140 --> 01:12:28,400

I had no idea. Yeah, but you know what? I primarily worked on  
01:12:29,480 --> 01:12:34,400

hunting legendary animals  
01:12:34,400 --> 01:12:37,440

so like my experience with that game now while I had the  
01:12:37,440 --> 01:12:42,200

Opportunity and fortune of actually being able to play through the story  
01:12:42,200 --> 01:12:46,400

Kind of the way I wanted to because I wasn't on that part of the guide that was already  
handled before launch  
01:12:46,400 --> 01:12:53,280

A lot of my memories of that game are hunting the legendary cougar up in the mountains or  
looking for the white moose  
01:12:55,680 --> 01:13:03,080

and like how to hunt that and present that to potential players I  
01:13:03,080 --> 01:13:08,360

think and that applies to a lot of stuff I  
01:13:08,360 --> 01:13:12,000

dying light was one of my first guides for the site and  
01:13:12,000 --> 01:13:16,360

The I remember that yeah the sheer scope of that game and the collectibles and like it being  
my first and I was the only one



01:13:16,360 --> 01:13:24,180

on that guide

01:13:24,180 --> 01:13:26,180

That

01:13:26,180 --> 01:13:29,080

That game that's extremely daunting. Yeah, I remember it kind of like

01:13:29,080 --> 01:13:33,620

Really breaking me a little bit was like this. You've got to find all these hundred and forty statues or something

01:13:33,620 --> 01:13:39,580

I was like, but there's nothing for them or whatever like it was it was hard

01:13:39,580 --> 01:13:43,420

Especially kind of in the onboarding phase of my guide time Celeste

01:13:43,420 --> 01:13:47,800

Was a game I did and I'd get all the strawberries

01:13:47,800 --> 01:13:51,560

Whoa, I would have I would have like shoved my face through my monitor. No way

01:13:53,560 --> 01:13:59,760

I did every stronger. I remember I did cuphead and

01:13:59,760 --> 01:14:03,320

so my in some of the God of War 2018 and so some of these

01:14:03,320 --> 01:14:09,460

Like the the experience of the game

01:14:09,460 --> 01:14:14,620

Trumps the

01:14:14,620 --> 01:14:18,540

The work angle to it, right and I can go back to the game and I feel good and I'm not

01:14:18,540 --> 01:14:23,640

weighed down by it, but there are some games that I look at and I actually

01:14:23,640 --> 01:14:27,980

Struggle like it's hard for me not to see it as a work list a work checklist and

01:14:27,980 --> 01:14:36,320

to like reclaim the game as as a pastime as a hobby or something to

01:14:36,320 --> 01:14:42,540

Savor and enjoy without this looming cloud of you know search engine optimization crunch and

01:14:43,220 --> 01:14:49,900

Getting things cranked out for 500 bucks  
01:14:49,900 --> 01:14:52,580

Celeste was one that I had to kind of claw back and kind of own it  
01:14:52,580 --> 01:14:57,820

Cuphead I haven't been able to bring myself  
01:14:57,820 --> 01:15:02,500

necessarily back to play it I  
01:15:02,500 --> 01:15:04,860

Did do it one time on on the switch and I guess ps4 will be the next time that I kind of reclaim  
that and own  
01:15:04,860 --> 01:15:12,020

it but all I  
01:15:12,020 --> 01:15:14,020

Don't think I'll ever play dying light or dying light -  
01:15:14,020 --> 01:15:17,940

I've struggled to get back to hit man and things like that. I'll never play Metal Gear survive  
again. That was an absolute abomination  
01:15:17,940 --> 01:15:25,220

Oh, yeah, that's very lots of reasons. That's a lot of reasons, but it is that was a painful time  
01:15:25,220 --> 01:15:31,100

You know God of War is interesting and I'm a little I think that's part of why I haven't gone back  
to Red Dead  
01:15:31,100 --> 01:15:37,920

Is because there's like a little bit of work looming around that game in that game and that job in  
particular. I remember  
01:15:38,540 --> 01:15:46,580

feeling so pressured  
01:15:46,580 --> 01:15:49,220

To get the content out that like we were traveling for I think  
01:15:49,220 --> 01:15:55,660

Thanksgiving and I took the ps4 with me so that I could play  
01:15:55,660 --> 01:15:59,940

on vacation like it's just  
01:15:59,940 --> 01:16:03,540

It's hard  
01:16:03,540 --> 01:16:07,140

Sometimes when you and it's silly like what would my job was to play video games and write about them. That's great  
01:16:07,140 --> 01:16:11,700

but there's this like  
01:16:11,700 --> 01:16:13,540

this mental crutch of taking something that is meant to be fun and turning it into work and  
01:16:13,540 --> 01:16:18,660

It's well any work is always going to be work. Yeah, you know like it's it's it's hard  
01:16:18,660 --> 01:16:24,020

And like not to feel like you're selling yourself short  
01:16:24,020 --> 01:16:26,380

But like it is always going to be right hard when it's hard and then do it and then coming  
01:16:26,380 --> 01:16:31,680

But then you try to go back to it later and it's like, uh, this isn't  
01:16:31,680 --> 01:16:35,260

like I don't know I'm constantly reminded of work in a weird way and  
01:16:36,120 --> 01:16:40,520

There's cool bits and pieces and I take different things and experiences from it. I remember  
01:16:40,520 --> 01:16:45,280

Red Dead was like when I was starting a new  
01:16:45,280 --> 01:16:47,880

Technique for keeping track of notes and stuff and I have centrally journaled I  
01:16:47,880 --> 01:16:53,500

I essentially journaled my own playthrough of the game in a physical journal  
01:16:53,500 --> 01:16:58,360

So I like I have this tangible history of like my pace and feelings roughly through the game  
01:16:58,360 --> 01:17:04,760

and that's in a notebook that I still have and things like that, so it's I  
01:17:05,680 --> 01:17:10,100

Don't know where were we originally we were talking about  
01:17:10,100 --> 01:17:15,220

Talking about like well, I mean you were talking about how it's hard for you to go back to games that you did  
01:17:15,220 --> 01:17:22,160

Kind of view as checklists or work, right? Yes. Okay, and  
01:17:22,160 --> 01:17:26,420

You know you're sitting down to play a game and

01:17:26,420 --> 01:17:30,900

What what are you getting out of it? What can you get out of it? What is it trying to say to you?  
01:17:32,000 --> 01:17:36,240

Or what are you trying to say to it in a way?  
01:17:36,240 --> 01:17:38,620

and I so I get that because I feel that from this work perspective and it's  
01:17:38,620 --> 01:17:43,640

This balance of life. I think I felt that a little bit with the last of us part two because I did all that work  
01:17:43,640 --> 01:17:49,700

for chasing the stick and  
01:17:49,700 --> 01:17:52,160

like I kind of just played the game and  
01:17:52,160 --> 01:17:55,320

Didn't dig in past that to a certain degree. It's  
01:17:55,320 --> 01:18:00,060

It's all very interesting like where you are with a game totally  
01:18:01,400 --> 01:18:05,200

impacts how you feel about it later when you come back to it or when you're out at the grocery store and you see something and  
01:18:05,200 --> 01:18:12,720

it makes you think of  
01:18:12,720 --> 01:18:14,480

That thing it's in its circles all the way back up to the top with a river where time stops  
01:18:14,480 --> 01:18:20,040

It's these time-trapping machines video games are time-trapping machines  
01:18:20,040 --> 01:18:23,460

Yeah easily and and it's I think like the easy  
01:18:23,460 --> 01:18:28,720

like I mean, I just had it last night like I was recording footage for the new video and  
01:18:29,360 --> 01:18:33,400

I remember trying to get I was trying to get something out of a game  
01:18:33,400 --> 01:18:38,640

that I don't think was ever there and I realized that  
01:18:38,640 --> 01:18:42,960

You know, I can't you you can't really go into games  
01:18:42,960 --> 01:18:46,880

Seeing them in that way. Like I'm going  
01:18:46,880 --> 01:18:49,800

I'm doing this for work  
01:18:49,800 --> 01:18:52,480

Like I'm doing this so I can create something from it  
01:18:52,480 --> 01:18:55,760

Like I mean obviously if it's your job and you have to of course, you know do what you got to do  
01:18:56,040 --> 01:19:00,600

but if you if you're able to maintain that sort of like almost childlike  
01:19:00,600 --> 01:19:06,480

You know casual  
01:19:06,480 --> 01:19:09,360

Appreciation for just games as they are  
01:19:09,360 --> 01:19:13,400

You're you're always gonna get more enjoyment and then that's when you start to like feel for it a whole lot more  
01:19:13,400 --> 01:19:20,940

I  
01:19:20,940 --> 01:19:24,000

Don't know like I tried my best to hold on to that  
01:19:24,040 --> 01:19:27,600

so that way I don't fall into the whole pit of just I  
01:19:27,600 --> 01:19:31,320

Can't play this  
01:19:31,320 --> 01:19:33,720

because it feels like  
01:19:33,720 --> 01:19:35,720

Work and I mean there are games that feel like work. Sure like I  
01:19:35,720 --> 01:19:40,680

Ubisoft seems to be pumping out a whole bunch of those lately  
01:19:40,680 --> 01:19:44,680

Not to name one developer specifically, but I never want it to feel like work because that's not the initial  
01:19:44,680 --> 01:19:53,240

It's not what you're sitting down reason necessarily  
01:19:53,720 --> 01:19:56,400

Yeah, but it's not the reason games are created. Yeah, I get it. It. Yeah, we're on the same page. I'm sitting here

01:19:56,400 --> 01:20:04,480

I'm sitting here and just thinking about

01:20:04,480 --> 01:20:07,760

More times with the game. Maybe I should just write these down so that I can talk about them into different contexts

01:20:07,760 --> 01:20:14,000

Because if we go down this rabbit path

01:20:14,000 --> 01:20:16,000

It'll be oh, yeah. There's there's a few I'm sure we could go down

01:20:16,000 --> 01:20:19,680

Yeah

01:20:19,680 --> 01:20:21,720

like part of it, I think at the end of it all is like I

01:20:21,720 --> 01:20:24,960

don't know I feel like

01:20:24,960 --> 01:20:28,200

People are very quick to see games as like I think that's kind of the whole thing

01:20:28,200 --> 01:20:33,480

I'm trying to get across at least in the videos that I make is that

01:20:33,480 --> 01:20:36,920

people are very quick to I

01:20:36,920 --> 01:20:40,680

Don't know if really it's the right word but relegate games to just this

01:20:40,680 --> 01:20:44,880

Like their video games. That's all they are like they're just a distraction

01:20:44,880 --> 01:20:49,640

Like you're just playing them to have fun and yes, you are having fun, but there are games

01:20:50,040 --> 01:20:54,920

Like you know The Last of Us

01:20:54,920 --> 01:20:57,880

Red Dead Redemption 2 Celeste

01:20:57,880 --> 01:21:00,560

The Vanishing of Ethan Carter even games like Super Mario Galaxy. I would argue that are are showing you

01:21:00,560 --> 01:21:07,840

That you're gonna be able to find enjoyment in things that aren't quite  
01:21:07,840 --> 01:21:12,720

Joy that things that aren't aren't quite happiness that feeling strong emotions like that  
01:21:12,720 --> 01:21:19,380

are like  
01:21:19,860 --> 01:21:21,860

Important and you can get those from a video game. You can get them from a video game very  
easily and I  
01:21:21,860 --> 01:21:27,900

Don't know. I feel like a lot of games now  
01:21:27,900 --> 01:21:31,140

like you look at like  
01:21:31,140 --> 01:21:33,660

Open world games with so many things to do the HUD is like cluttered with things like  
notifications  
01:21:33,660 --> 01:21:39,080

To constantly keep you busy like it's like it's a job like it's a chore  
01:21:39,080 --> 01:21:43,140

but if you can like get all that out and really get down to like the meat of what a game is and  
what it's trying to  
01:21:43,420 --> 01:21:49,700

Tell you or what you can tell yourself from it. I think like  
01:21:49,700 --> 01:21:53,080

You know the saddest thing that I ever hear people say is I need to keep myself busy because  
01:21:53,080 --> 01:22:00,820

God to be alone with my own thoughts. What a horrible idea but like that's everything you are  
your own thoughts  
01:22:00,820 --> 01:22:08,060

like  
01:22:08,060 --> 01:22:09,620

hold on to that like let and let those like bleed through into the games you play and soak them  
back in  
01:22:09,620 --> 01:22:16,740

Because you're gonna find yourself enjoying  
01:22:16,740 --> 01:22:19,220

Way more games than you did before and you're gonna in the games that you do really enjoy  
01:22:19,220 --> 01:22:23,740

You're gonna love them instead of just kind of like them  
01:22:23,740 --> 01:22:26,480

Yeah, you're gonna get way more out of it and life and other things other mediums that you're interacting with. Oh  
01:22:26,480 --> 01:22:32,860

Yeah, you're gonna I think movies are like the easy one because they're like  
01:22:32,860 --> 01:22:37,180

Easily crafting like a specific emotion for you to feel  
01:22:37,780 --> 01:22:41,240

But when it's a video game and you're there  
01:22:41,240 --> 01:22:43,860

Whoa, it's different. It's just different. It's different when it's in your hands and you're the one in control. I  
01:22:43,860 --> 01:22:50,620

Think like there was a point that I are a part of  
01:22:50,620 --> 01:22:55,580

the illusion that I actually took out but I mentioned that I  
01:22:55,580 --> 01:23:00,420

Experienced this most recently with cyberpunk like there's a moment where you actually like almost wake up  
01:23:00,420 --> 01:23:07,420

And you start to notice that the screen you've been looking at has bezels and there's a controller in your hand and you're sitting on  
01:23:07,460 --> 01:23:14,380

A couch and all the experiences you had were in a video game world in a virtual world and it's like whoa. I  
01:23:14,380 --> 01:23:21,780

Really? I was there like that was like I was so immersed that it really felt real but like  
01:23:21,780 --> 01:23:29,280

just because  
01:23:29,280 --> 01:23:31,620

it's  
01:23:31,620 --> 01:23:32,740

All virtual who's to say that it's not real. Let it be real if you want it to be real it is  
01:23:32,740 --> 01:23:38,320

That's exactly what Zuckerberg wants you to think  
01:23:38,320 --> 01:23:42,260

That's exactly what this baby raised the sweet baby raised all over all over your meta quest 3



01:23:42,260 --> 01:23:51,460

There is a third one now, I forgot yeah, I was just they  
01:23:51,460 --> 01:23:56,340

Apparently the 3ds emulator Citra is coming to the meta quest 3  
01:23:56,340 --> 01:24:00,900

Is it really? Yes, we'd be able to play your 3ds games in 3d in 3d. Yeah  
01:24:01,420 --> 01:24:07,100

That's so cool. It made me look at a meta quest 3  
01:24:07,100 --> 01:24:11,300

Honestly, I kind of want to not see exactly but  
01:24:11,300 --> 01:24:17,100

speaking of video games for work  
01:24:17,100 --> 01:24:20,580

You also make video games which is work. Oh  
01:24:20,580 --> 01:24:24,580

Boy is it it is work. And so again just like I started up at the top with the video essays  
01:24:25,820 --> 01:24:31,680

This is the question that people want to know  
01:24:31,680 --> 01:24:34,100

Where's the ps4 port of light of the mountain? Oh  
01:24:34,100 --> 01:24:38,620

No, yeah, I forgot about that. You promised me like I'm waiting we had gotten early like word  
that like  
01:24:38,620 --> 01:24:47,500

Yep, it's happening. And then when the time came we're like, alright, we're in right and they  
were like  
01:24:47,500 --> 01:24:54,420

You know  
01:24:55,020 --> 01:24:56,620

I was like you gotta be kidding me. I  
01:24:56,620 --> 01:24:59,020

Already said it was happening. What the heck? And so we basically were just like, alright  
01:24:59,020 --> 01:25:04,800

It's for the future like it will maybe someday happen, but it's not it's not looking like it  
01:25:04,800 --> 01:25:09,980

It's not looking like it hurry up and get a ps5 dev kit make the ray traced version of light of the  
mountain. I

01:25:09,980 --> 01:25:16,180

You know what? It really wouldn't take much effort to do that. I really could you say that  
01:25:16,180 --> 01:25:22,820

Be careful, but it's but it's effort that I would have to put in for a game that I'm like  
01:25:23,540 --> 01:25:28,460

You know what? Like it's the ship has sailed. It's past the horizon. It's it's it's a thing I made  
and  
01:25:28,460 --> 01:25:35,100

Like I'm proud of it. It's something that I created import a lot of time into yeah, like sure  
01:25:35,100 --> 01:25:42,080

It's really buggy and sure like it's its story and its themes are very heavy-handed  
01:25:42,080 --> 01:25:47,420

but yeah, I I it's a thing I made and it is a  
01:25:47,420 --> 01:25:52,000

like a  
01:25:52,540 --> 01:25:53,860

Huge representation of like how I was feeling at the time like that's me in  
01:25:53,860 --> 01:25:58,440

2016 17 18 it's it's super cool. Yeah, I  
01:25:58,440 --> 01:26:03,820

Follow up question  
01:26:03,820 --> 01:26:07,900

Where's the Museum of Forgotten Space  
01:26:07,900 --> 01:26:10,740

Because that's funny that's that's still in active development is it oh, yeah easy that's actually  
01:26:10,740 --> 01:26:18,740

that's actually a  
01:26:18,740 --> 01:26:21,420

Project that I work on in my own time  
01:26:22,060 --> 01:26:24,060

Like Dylan doesn't really help me with that. That that's it's weird because that's more of  
01:26:24,060 --> 01:26:30,600

Jacob Geller has a great video on this on this topic, but it's it's a game. That's not really a  
game  
01:26:30,600 --> 01:26:38,640

mm-hmm, but it's more of like an  
01:26:38,640 --> 01:26:42,340

Experience it's very difficult to explain but it's something that I work on like very very slowly in my own time

01:26:42,340 --> 01:26:49,860

And it is I I really like the idea. I think it's super cool and and it will come out someday

01:26:49,860 --> 01:26:57,240

I just I have no idea when

01:26:57,240 --> 01:26:59,700

Okay, because the last time that we podcasted was for banjo

01:26:59,700 --> 01:27:05,500

- II

01:27:05,500 --> 01:27:07,900

yes, I remember and

01:27:07,900 --> 01:27:09,900

the pre show in

01:27:09,900 --> 01:27:12,500

super chapter select

01:27:12,500 --> 01:27:14,860

What you gave us like the pitch for this game and I was like that game sounds a dope and

01:27:15,740 --> 01:27:20,420

Then did I give you the pitch for it? Oh, yeah, you even apparently like shared your screen with us

01:27:20,420 --> 01:27:25,360

So like oh, yeah. Yeah, I do remember that

01:27:25,360 --> 01:27:28,540

So I have like a semi decent idea of like the like what the Museum of Forgotten Space is supposed to be

01:27:28,540 --> 01:27:34,500

Like conceptually. Yeah, you've seen like very very very early builds of it. Yeah, it was two years ago

01:27:34,500 --> 01:27:40,500

Yeah, and so was two years ago and then today it dawns on me

01:27:41,900 --> 01:27:46,420

That that iota is not the Museum of Forgotten Space with just a different name

01:27:46,420 --> 01:27:51,380

And so I was like, oh this isn't the same game that he told me about two years ago. And so I'm like just I've I'm

01:27:51,380 --> 01:27:56,540

fascinated I  
01:27:56,540 --> 01:27:59,300

guess by the with the process the process because it's you have a list of  
01:27:59,300 --> 01:28:04,860

Games on your website that you've worked on that are unreleased  
01:28:04,860 --> 01:28:08,220

and it's like yeah, you have you have more games unreleased than you have games released  
and I think that and  
01:28:08,940 --> 01:28:15,660

That's not a knock  
01:28:15,660 --> 01:28:17,620

video games is very difficult and the iterative and idea process like sometimes things just aren't  
working or whatever  
01:28:17,620 --> 01:28:23,920

I'm just curious about  
01:28:23,920 --> 01:28:26,380

That process of like how do you land on  
01:28:26,380 --> 01:28:31,140

Iota am I saying that right? That's like how you would print iota. Yeah. Okay. It's iota  
01:28:31,140 --> 01:28:38,700

Just with a period in the middle and then a capital A at the end. Yeah, I mean there's a reason  
for that  
01:28:38,700 --> 01:28:43,820

I'm sure there is I just want to see the game is not out yet. Yeah, it's not but you know, that's  
01:28:43,820 --> 01:28:50,260

The next project that Sunhouse Games is making is iota and I'm just curious the journey  
01:28:50,260 --> 01:28:56,860

from light of the mountain to  
01:28:56,860 --> 01:29:00,420

These other projects that are in between - you're doing your own thing with the Museum of  
Forgotten Space  
01:29:00,420 --> 01:29:07,020

You know Dylan was apparently supposed to help you with museum two years ago after they  
were yeah  
01:29:08,100 --> 01:29:13,700

Well, he still is eventually like he knows there's a point where I'll bring the project to him and be  
like, alright  
01:29:13,700 --> 01:29:18,440

It's ready for your program because there's very little programming that will go into it  
01:29:18,440 --> 01:29:22,300

So he's just like just bring it to me when you're ready and I'm like cool  
01:29:22,300 --> 01:29:26,220

See you in like a decade. Yeah, and so how is this games that aren't games? Here's the Jacob Geller video  
01:29:26,220 --> 01:29:33,020

Great video great great video. It's got a very scary thumbnail  
01:29:34,980 --> 01:29:38,460

Yeah  
01:29:38,460 --> 01:29:40,620

But that's his the big face. That's his mantra  
01:29:40,620 --> 01:29:43,060

And yeah, like I love that dude that dude makes great stuff. He does Jacob Geller. Shout out  
01:29:43,060 --> 01:29:49,500

How do you end up at iota like what is that journey there  
01:29:49,500 --> 01:29:54,260

So like our thing  
01:29:54,260 --> 01:29:57,920

Our thing at song house games  
01:29:57,920 --> 01:30:00,580

Song house games we do this  
01:30:03,420 --> 01:30:05,420

We really don't like to like abandon ideas unless we really do not believe in them  
01:30:05,420 --> 01:30:12,820

And which we've done there so after light of the mountain we had a pretty like clear direction of what we wanted to do  
01:30:12,820 --> 01:30:21,060

and we did that we made probably like  
01:30:21,060 --> 01:30:26,300

Man like 60 to 70 percent of a game  
01:30:26,300 --> 01:30:30,880

called Harbinger's Lament, which I'm sure will eventually release but  
01:30:31,940 --> 01:30:36,440

there came a point where we realized that the things that  
01:30:36,440 --> 01:30:39,820

We really wanted to do we we couldn't fully realize them with

01:30:39,820 --> 01:30:45,060

one the skill set we had at the time and to  
01:30:45,060 --> 01:30:48,700

The amount of people we had like it just wasn't going to be feasible  
01:30:48,700 --> 01:30:52,500

and so we were like, okay, like we need to remember that we're a team of of  
01:30:52,500 --> 01:30:57,460

Two people we need to you know  
01:30:57,460 --> 01:31:00,380

keep our keep things scaled down to something that a team of two people can handle and  
01:31:01,580 --> 01:31:07,980

We moved on to another project which was like this first person like  
01:31:07,980 --> 01:31:16,240

First person platformer where you could run on walls and like dash and move really quick and  
jump really high and  
01:31:16,240 --> 01:31:24,980

falling ears edge  
01:31:24,980 --> 01:31:27,500

Almost yeah, like kind of but it was in like these like abstract  
01:31:27,500 --> 01:31:32,380

like  
01:31:32,380 --> 01:31:34,660

voids of like  
01:31:34,660 --> 01:31:36,380

buildings and train tunnels and maintenance access ways and weird cubes and  
01:31:36,380 --> 01:31:41,460

Just these places that were like almost frozen in time for you to just jump through and and  
we're gonna make it really hard  
01:31:41,460 --> 01:31:47,500

But we abandoned that one really quickly because we realized we were just making it  
01:31:47,500 --> 01:31:52,980

To make it. It wasn't really an idea that we believed in  
01:31:52,980 --> 01:31:56,820

And we wanted to you know, do something more more substantial so  
01:31:57,740 --> 01:32:04,940

then we struggled for a long time to  
01:32:04,940 --> 01:32:10,540

To find our footing and we landed on another game  
01:32:10,540 --> 01:32:14,640

Which was a horror game that we actually like the world was almost completely finished  
01:32:14,640 --> 01:32:20,660

and  
01:32:20,660 --> 01:32:23,220

We I'm not sure what happened there, but it was mainly like  
01:32:23,220 --> 01:32:27,700

the  
01:32:27,700 --> 01:32:29,980

The subject matter was like a little too spooky and and working on it was becoming  
01:32:29,980 --> 01:32:36,220

Kind of like it was like it felt like it was mentally degrading me  
01:32:36,220 --> 01:32:40,980

Like we like song house games is definitely not a horror game developer  
01:32:40,980 --> 01:32:44,920

So we were like we for the sake of our mental health  
01:32:44,920 --> 01:32:49,140

we need to jump off this project because constantly working in like these dark environments  
and with like  
01:32:49,140 --> 01:32:55,540

some really heavy elements of death and like trying to make a  
01:32:55,540 --> 01:33:00,980

spooky game with no jump scares it was like a  
01:33:00,980 --> 01:33:04,340

mixture of too much for us to take on and also an  
01:33:04,340 --> 01:33:08,820

Idea that quite literally was too heavy for us to be constantly working on  
01:33:08,820 --> 01:33:14,140

and that's when I was like  
01:33:14,140 --> 01:33:17,260

What like what are we trying to do? Like what's the the message that we're trying to put out  
and it wasn't something of  
01:33:17,900 --> 01:33:25,060

you know a  
01:33:25,060 --> 01:33:27,740

mysterious like side-scroller through a like very like I  
01:33:27,740 --> 01:33:31,820

Don't know like what the word is but we made this like  
01:33:31,820 --> 01:33:37,220

super weird like side-scroller, which was Harbinger's Lament through this like  
01:33:37,220 --> 01:33:42,560

Strange world with like weird obelisks and and magic and I was like, I don't know if we're  
telling a story  
01:33:43,500 --> 01:33:50,420

That's right for us to be telling  
01:33:50,420 --> 01:33:52,420

And the same thing with the Museum of Forgotten Space. That's why I kind of kept it as like  
my own little project  
01:33:52,420 --> 01:33:57,780

until we landed on iota and I was like iota is the kind of game that I think  
01:33:57,780 --> 01:34:05,060

fits at least  
01:34:05,060 --> 01:34:07,620

me best where  
01:34:07,620 --> 01:34:09,620

It's it's colorful. It's expressive. It's it's it's funny  
01:34:09,820 --> 01:34:14,300

Like we loved we I can't tell you how many times  
01:34:14,300 --> 01:34:17,780

We would be working on something in the game and I'm just like losing my mind like laughing  
01:34:17,780 --> 01:34:23,540

It's we want it to be like weird. We want it to be out there  
01:34:23,540 --> 01:34:28,340

and just filled with this type of things that like  
01:34:28,340 --> 01:34:31,420

Make us laugh and are enjoyable to us and like a world that I could see myself  
01:34:31,420 --> 01:34:37,240

wanting to  
01:34:38,380 --> 01:34:40,380

Explore because there's something new to find around every corner  
01:34:40,380 --> 01:34:43,300

so that's where that came from and also something that would really like



01:34:43,300 --> 01:34:47,580

allow me to

01:34:47,580 --> 01:34:50,180

To flex my musical muscles because I made all the music for light of the mountain. I wanted to make

01:34:50,180 --> 01:34:56,060

Something that was the exact opposite of that

01:34:56,060 --> 01:34:59,620

And so iota just allowed for that super easily and it's been it's been really fun. I really love working on iota

01:34:59,620 --> 01:35:07,920

So

01:35:07,920 --> 01:35:09,920

When is iota coming out give me the scoop right now

01:35:09,920 --> 01:35:12,720

I'm hoping sometime this year

01:35:12,720 --> 01:35:16,280

I'll take it. It's looking like it's looking like the end of the year

01:35:16,280 --> 01:35:20,780

Development slowed during the holidays pretty substantially. There's just a lot to do every everything during the holidays

01:35:20,780 --> 01:35:28,720

Oh, man, but the worst thing about game development is that you get to those

01:35:28,720 --> 01:35:33,120

Not stand stills, but like where things start to slow down where you do have less time to work on your game

01:35:34,680 --> 01:35:41,100

It's like playing an RPG and like getting like 80% of the way through the RPG

01:35:41,100 --> 01:35:46,240

Waiting six months and then coming back to play it again. You might as well start all over

01:35:46,240 --> 01:35:51,120

Yeah, it feels it really does feel like that

01:35:51,120 --> 01:35:54,420

I mean, obviously we're not gonna start over on iota

01:35:54,420 --> 01:35:56,660

But it really does feel like that where I come back to it and like, oh my gosh, where was I?

01:35:56,660 --> 01:36:01,080

Like what was I thinking? What am I doing?

01:36:01,080 --> 01:36:03,080

Where do I start?

01:36:03,120 --> 01:36:04,900

so you really can't let yourself stagnate because

01:36:04,900 --> 01:36:08,080

there is

01:36:08,080 --> 01:36:10,700

There are a lot of moving parts

01:36:10,700 --> 01:36:12,700

there are a lot of little things to

01:36:12,700 --> 01:36:15,320

account for and contend with

01:36:15,320 --> 01:36:18,360

Game optimization is not always super easy even for a game that looks like iota

01:36:18,360 --> 01:36:24,000

and

01:36:24,000 --> 01:36:27,000

It's I really wouldn't say that game development is is is hard

01:36:27,000 --> 01:36:31,940

I enjoy it. I don't really find it to be difficult

01:36:32,760 --> 01:36:35,200

But tedious would be the better word and time-consuming would be the better word word.

There is just

01:36:35,200 --> 01:36:42,320

so much to do and on

01:36:42,320 --> 01:36:46,080

such a granular level but also a

01:36:46,080 --> 01:36:49,760

Massive level that it's it's hard to

01:36:49,760 --> 01:36:53,200

you know

01:36:53,200 --> 01:36:55,280

Find the time to do it all right and it's not your full-time job either. So it's it's you're finding

01:36:55,280 --> 01:37:02,120

Time you're making time, you know throughout the week throughout the month

01:37:02,120 --> 01:37:07,980

to sit down and do this thing with  
01:37:07,980 --> 01:37:11,680

a friend and  
01:37:11,680 --> 01:37:14,720

But you've got you know  
01:37:14,720 --> 01:37:17,520

15 million other things to do  
01:37:17,520 --> 01:37:19,520

Oh, yeah, and it has to be something your heart is in because something that's that much of a  
daunting task  
01:37:19,520 --> 01:37:25,520

Like you got to be in it. You have to be all the way 100%  
01:37:25,520 --> 01:37:31,040

But  
01:37:31,040 --> 01:37:33,040

Also, I think a part of that is and you tell me  
01:37:33,040 --> 01:37:36,700

You're you're teaching yourself, I mean I guess light of the mountain more so because that was  
square one for you at least  
01:37:36,700 --> 01:37:44,200

But I mean you're you're like doing the thing and learning how to do it  
01:37:44,200 --> 01:37:49,240

In the yeah on the fly. So I'm  
01:37:49,240 --> 01:37:53,480

well, you didn't go to school for game development or  
01:37:53,480 --> 01:37:57,180

programming necessarily or anything of the sort so it's  
01:37:57,920 --> 01:38:00,980

What is this learning is it just googling everything YouTube tutorials and  
01:38:00,980 --> 01:38:08,680

Watching game makers toolkit and being like I can't be like I can't be the scrub, you know, I  
gotta I gotta make  
01:38:08,680 --> 01:38:15,240

Like how are you?  
01:38:15,240 --> 01:38:17,880

I  
01:38:17,880 --> 01:38:20,560

Have no clue how I would design a video game in general, but I have a lot of opinions about other people's designs

01:38:20,560 --> 01:38:26,400

You know, it's like it's oh, yeah, I can critique the thing but I can't do the thing

01:38:26,760 --> 01:38:30,920

which is the curse of the critic I suppose and

01:38:30,920 --> 01:38:33,520

And their job technically is I you know, my job isn't to make it. My job is to critique it. So I do

01:38:33,520 --> 01:38:39,720

Your you're switching to the other side to learn how?

01:38:39,720 --> 01:38:43,460

To make it and so I'm curious

01:38:43,460 --> 01:38:46,880

how you teach yourself and

01:38:46,880 --> 01:38:49,840

What you're you know how you approach that?

01:38:49,840 --> 01:38:52,960

yeah, I mean like well for starters like

01:38:54,080 --> 01:38:56,840

Even now I am like very very amateur game developer. Like I there is a lot. I don't know

01:38:56,840 --> 01:39:03,900

There's a lot I'm not like very good at like there are there are people

01:39:03,900 --> 01:39:07,520

making stuff that is

01:39:07,520 --> 01:39:10,200

absolutely insane by themselves like

01:39:10,200 --> 01:39:13,040

Abraham Cozart

01:39:13,040 --> 01:39:15,740

Kitty horror show

01:39:15,740 --> 01:39:18,080

Color fiction like these are all like very very small developers that you don't hear a whole lot about that make incredible stuff

01:39:18,080 --> 01:39:24,700

So, I don't know it's hard not to have a little bit of imposter syndrome

01:39:24,700 --> 01:39:28,680

But uh when it started yeah, like I really didn't know what I was doing at all  
01:39:28,680 --> 01:39:33,920

like I just knew that if I wanted to make a game I was gonna have to download some like  
01:39:33,920 --> 01:39:40,960

free game engine like  
01:39:40,960 --> 01:39:45,440

Unity or unreal and I knew unity or I knew unreal had the steeper learning curve  
01:39:46,900 --> 01:39:51,840

so we just  
01:39:51,840 --> 01:39:53,760

Unity was the smart choice at the time. Mm-hmm  
01:39:53,760 --> 01:39:56,720

and yeah, it really was like  
01:39:56,720 --> 01:39:59,440

YouTube calm search bar. How do I make a video game in unity and  
01:39:59,440 --> 01:40:05,040

There is this  
01:40:05,040 --> 01:40:07,560

This digital creator named brackeys who I don't think really makes unity tutorials anymore  
01:40:07,560 --> 01:40:15,240

But he is he is like a god in the unity game development world. Like I I owe like  
01:40:15,400 --> 01:40:23,240

Probably like half of everything of light of the mountain to that guy  
01:40:23,240 --> 01:40:27,880

But yeah, like it's it was you know  
01:40:27,880 --> 01:40:33,000

like how do I work the terrain in unity, how do I  
01:40:33,000 --> 01:40:38,120

Change it, how do I manipulate it? Like how does grass work? How does  
01:40:38,120 --> 01:40:45,120

Object, how does grass work? How do trees work?  
01:40:45,540 --> 01:40:48,320

Like how does water work? How do I you know import my objects from blender? How do I  
make objects in blender?  
01:40:48,320 --> 01:40:55,520

What is texturing? What is what are PBR materials?  
01:40:55,520 --> 01:40:58,920

Like how do I really get a good control of lighting?  
01:40:58,920 --> 01:41:02,240

While not making my shadows flicker and not making my game run like dog poop  
01:41:02,240 --> 01:41:08,240

It's it's so much to learn and I mean, I'm always still learning  
01:41:08,240 --> 01:41:13,360

now I'm at the point with iota where I  
01:41:14,520 --> 01:41:17,320

understand what my skill set is and I know like  
01:41:17,320 --> 01:41:22,080

The areas at which in which it's they're probably not gonna grow anymore and the areas in which they probably can still grow  
01:41:22,080 --> 01:41:29,240

That's why iota looks the way it does like it's the perfect evolution of light of the mountains art style  
01:41:29,240 --> 01:41:34,880

Where it is like very low poly, but it's it's cleaner. It's it's more detailed  
01:41:34,880 --> 01:41:40,940

There's just more  
01:41:40,940 --> 01:41:44,280

Complexity  
01:41:45,080 --> 01:41:46,360

In the in the meshes. There's there's more going on  
01:41:46,360 --> 01:41:50,480

Because I was able to kind of like I mean you've seen the Museum of Forgotten Space like it's really really pushing  
01:41:50,480 --> 01:41:59,240

What I know like that game is using a lot of like PBR materials more advanced lighting  
01:41:59,240 --> 01:42:05,720

More advanced everything than what I'm used to that's why that game takes so much longer to make  
01:42:05,720 --> 01:42:12,080

just because it's it's the project where I push myself and iota is where I'm  
01:42:12,440 --> 01:42:17,760

comfortable enough in what I'm doing to make something that I feel is like  
01:42:17,760 --> 01:42:22,840

Like really solid

01:42:22,840 --> 01:42:26,720

but

01:42:26,720 --> 01:42:27,840

Again, like every now and again, I'm still

01:42:27,840 --> 01:42:29,920

Going through the unity forums every now and again. I'm still

01:42:29,920 --> 01:42:33,960

Looking at a YouTube video on how to do something like you're always gonna be learning. It's just the way that I learned is

01:42:33,960 --> 01:42:41,600

I

01:42:41,600 --> 01:42:43,480

Don't know how different it is from everybody else, but it's it feels

01:42:43,480 --> 01:42:46,680

It feels that like I was kind of in the trenches for a while on the internet. Just trying to like

01:42:46,680 --> 01:42:52,160

Really figure out how to do it and one somehow I figured out how to do it

01:42:52,160 --> 01:42:58,440

how do you so that's that's a technical side of things is working within the game engine unity and

01:42:58,440 --> 01:43:05,400

bringing

01:43:05,400 --> 01:43:08,520

The stuff that's like in your mind and turning it into a a digital object, you know, I'm

01:43:08,960 --> 01:43:15,360

I'm fascinated with our you know

01:43:15,360 --> 01:43:18,680

you've got to dump all this stuff out of your brain onto the screen in some way and I'm

01:43:18,680 --> 01:43:24,760

How do you come up with the story the music I get more because you know, I've known you as a musician

01:43:24,760 --> 01:43:31,160

Do it basically since I met you over a decade ago and you've even written a song for behind the pixel

01:43:31,160 --> 01:43:38,000

So I'm very familiar with the music. The music part doesn't actually surprise me at all. Yeah, Brian writes music, but it's this

01:43:38,280 --> 01:43:44,240

Also Brian's a level designer an art designer he writes his story and and dialogue but he's  
01:43:44,240 --> 01:43:51,920

I'm just I  
01:43:51,920 --> 01:43:54,520

know the answer is to just do the thing like you just do it and  
01:43:54,520 --> 01:43:58,640

you learn from it and the next thing you make is better like it's just this cycle of  
01:43:58,640 --> 01:44:03,180

learn create do  
01:44:03,180 --> 01:44:06,320

Learn create do learn create do keep going and going and going  
01:44:06,320 --> 01:44:09,080

But I look at iota, you know and it's a great little  
01:44:09,080 --> 01:44:15,600

Description. What is it? I oda is a game about  
01:44:15,600 --> 01:44:19,680

conversation and choice in a colorful world of strange people weird creatures and pizza and  
01:44:19,680 --> 01:44:25,040

So I just like pizza and pizza very important this pizza it seems  
01:44:25,040 --> 01:44:29,320

I've I guess I'm just impressed and  
01:44:29,320 --> 01:44:34,520

floored and this applies to you and every  
01:44:35,320 --> 01:44:37,760

That really ever comes out of  
01:44:37,760 --> 01:44:42,000

meaningful quality and I only say that to just wipe away the  
01:44:42,000 --> 01:44:46,920

the bottom of the barrel clickbait  
01:44:46,920 --> 01:44:50,360

You know micro transaction  
01:44:50,360 --> 01:44:53,400

Slime that is just predatory. So I just I try to sweep that out  
01:44:53,400 --> 01:44:58,280

Although I guess it does take a level of creativity to come up with those schemes  
01:44:58,280 --> 01:45:01,600



And you like you turn it in with this real thing  
01:45:04,000 --> 01:45:06,680

Which I guess leans back into your video essays. This is a real thing in a real place within a digital space  
01:45:06,680 --> 01:45:12,120

you know, I've I  
01:45:12,120 --> 01:45:14,980

Don't see myself doing it which I guess is why I'm so impressed and I guess I don't know. How did you  
01:45:14,980 --> 01:45:21,160

How did this colorful city?  
01:45:21,160 --> 01:45:23,840

Like come to life and you come up with this story and things I I'm just so I don't know my I'm so floored here at  
01:45:23,840 --> 01:45:32,540

15 at night  
01:45:33,520 --> 01:45:35,520

Well, I mean like I wouldn't sell yourself short I mean like you look at  
01:45:35,520 --> 01:45:40,160

Max frequency as it like that is a huge object  
01:45:40,160 --> 01:45:44,080

That's something that like you've you've poured a ton into and now it is it is its own entity in  
01:45:44,080 --> 01:45:50,280

in a way like  
01:45:50,280 --> 01:45:52,880

Not unsimilar to like a game that I've created or that anyone's created  
01:45:52,880 --> 01:45:58,320

Like you're you're putting like all this time and energy into something that has its own personality at the end of the day  
01:45:58,920 --> 01:46:05,220

Just in a much different way than like any other like piece of art when it comes to the stuff that I make  
01:46:05,220 --> 01:46:11,920

light of the mountain I actually I  
01:46:11,920 --> 01:46:15,440

Had that story  
01:46:15,440 --> 01:46:18,600

For quite a while

01:46:18,600 --> 01:46:20,240

it was it was originally going to be a short film that I was gonna work on right out of high school because

01:46:20,240 --> 01:46:25,520

For the longest time I I thought I was gonna be a filmmaker but it became something that like

01:46:25,880 --> 01:46:31,460

Yeah, like it became something that I just was like, I don't know if that's if that's it

01:46:31,460 --> 01:46:37,200

But I held on to that story for the longest time because I really enjoyed it and I thought like, you know

01:46:37,200 --> 01:46:44,420

I didn't know if I had the best way of telling it, but I wanted to tell it

01:46:44,420 --> 01:46:47,480

And so getting that into light of the mountain was was the coolest thing in the world

01:46:47,480 --> 01:46:52,760

as far as like

01:46:53,880 --> 01:46:55,880

designing like a place like a space that you can be in I

01:46:55,880 --> 01:47:01,460

mentioned very briefly in

01:47:01,460 --> 01:47:04,740

in

01:47:04,740 --> 01:47:06,840

the illusion

01:47:06,840 --> 01:47:08,640

how like I never really had like a

01:47:08,640 --> 01:47:11,000

Blueprint for how like the main hub of the game would look. Mm-hmm

01:47:11,000 --> 01:47:16,520

I didn't know for sure like what it was going to be

01:47:16,520 --> 01:47:19,040

But I would kind of like throw ideas at it and be like that sounds cool

01:47:19,040 --> 01:47:23,960

Like why don't I try that or like this won't really work?

01:47:23,960 --> 01:47:26,300

But what if I can twist it in a way that will make it fit better with something else?

01:47:26,300 --> 01:47:31,280

and

01:47:31,280 --> 01:47:33,440

iota is the same way where iota is more geared towards like

01:47:33,440 --> 01:47:37,420

Just being like a strange object and getting a laugh out of people

01:47:37,420 --> 01:47:42,160

like it would be me and Dylan like

01:47:42,160 --> 01:47:45,740

Like does this sound funny like does this sound like it would be like a fun like gameplay scenario like does this

01:47:46,760 --> 01:47:52,960

Sound like it's intriguing to someone who's just playing it for the first time

01:47:52,960 --> 01:47:57,060

and

01:47:57,060 --> 01:47:59,440

Then we we write it down. We kind of mull it over for a few days come back to it. Does it still work? Yes. No

01:47:59,440 --> 01:48:06,000

the city itself

01:48:06,000 --> 01:48:08,920

is kind of the stranger thing to parse for me because I

01:48:08,920 --> 01:48:13,840

I

01:48:13,840 --> 01:48:15,720

Could close my eyes and I could see this city that was just made up of all these different colors

01:48:15,720 --> 01:48:21,780

in these kind of like pastel purples and salmons and and teals

01:48:21,780 --> 01:48:27,240

And science and I could see it in my head and I could see like the lights and everything

01:48:27,240 --> 01:48:33,440

I just didn't know how I was gonna translate that to a game

01:48:33,440 --> 01:48:36,480

Mm-hmm. So I just kind of like it stinks to say but I kind of just went ahead and started and I was like

01:48:36,480 --> 01:48:44,320

Let's let it grow from like one tiny seed of like a single building

01:48:44,320 --> 01:48:50,260

I think in the trailer. It's the the building that says like  
01:48:50,260 --> 01:48:53,960

Job Corp on it. Yes, where like the main character works  
01:48:53,960 --> 01:48:58,080

That's the first building I ever put down and then like from there. I was like, well, maybe I could  
line this street with like other  
01:48:58,080 --> 01:49:06,480

Other buildings that might have some shops  
01:49:06,480 --> 01:49:09,320

To kind of fill out this scene a little better and like there could be an alleyway back here or like  
oh, whoops  
01:49:09,960 --> 01:49:14,880

I accidentally created an alleyway over here. Let's put something there to like see if we can fill  
that space  
01:49:14,880 --> 01:49:20,680

I I took a lot of like I took a lot of cues from funny enough links awakening where I  
01:49:20,680 --> 01:49:27,360

feel like that world  
01:49:27,360 --> 01:49:29,660

The island of Koholint in links awakening does an excellent job of  
01:49:29,660 --> 01:49:35,720

Using all of the space that it has  
01:49:35,720 --> 01:49:38,760

Effectively and there's there's purpose everywhere you go and I wanted to translate that to my  
game where everywhere you go  
01:49:39,320 --> 01:49:45,880

There's always going to be something for you to find whether it's a quick little joke or  
something  
01:49:45,880 --> 01:49:51,260

That's gonna lead you down like some really weird rabbit hole  
01:49:51,260 --> 01:49:54,040

That's going to be constantly surprising you and then the music just comes out of that  
01:49:54,040 --> 01:49:59,160

like little stories here and there just kind of come out of that and just  
01:49:59,160 --> 01:50:03,960

trying to  
01:50:03,960 --> 01:50:06,600

Constantly keep the player on their toes while at the same time like not taking it too far  
01:50:06,600 --> 01:50:12,500

Not like getting out of our own like kind of wheelhouse and not  
01:50:12,500 --> 01:50:17,940

Making the game bigger than it needs to be because that's the that's a huge issue that I never realized  
01:50:17,940 --> 01:50:23,960

It was a big problem with video games is at least for me  
01:50:23,960 --> 01:50:27,660

I have a problem with taking like ideas that are small and simple and great and kind of like  
01:50:27,660 --> 01:50:33,400

Blowing them way out of proportion and making them way bigger than they need to be. Mm-hmm  
01:50:34,200 --> 01:50:38,800

So trying to like reign myself in while also challenging myself  
01:50:38,800 --> 01:50:43,120

Is kind of a part of what helps me?  
01:50:43,120 --> 01:50:46,980

Get like those places into the editor into the into the editor and into the engine  
01:50:46,980 --> 01:50:53,200

And like get those stories into those places  
01:50:53,200 --> 01:50:56,320

like inspiration kind of comes from the things you've already done and  
01:50:56,320 --> 01:51:00,720

How can you grow those and how it can you evolve those?  
01:51:01,440 --> 01:51:04,640

It's it's a weird process, but it's a process  
01:51:04,640 --> 01:51:09,460

yeah, you have to  
01:51:09,460 --> 01:51:12,480

You have to challenge yourself and you have these ideas of things to pursue or  
01:51:12,480 --> 01:51:20,320

Create and what would be cool or what would be funny or what would be engaging?  
01:51:20,320 --> 01:51:26,640

The hardest thing is always like to start I feel like that's the main thing is once you once you begin  
01:51:27,400 --> 01:51:32,520

You're able to like you can you can follow something you can follow some like path somewhere and if it doesn't work

01:51:32,520 --> 01:51:40,640

That's just that's just progress. You'll know like okay that didn't work. Let's see if I could follow this into another direction

01:51:40,640 --> 01:51:46,500

Mm-hmm. Yeah, it takes putting down the job Corp and then going from there. You can't play in the city without starting from

01:51:46,500 --> 01:51:54,080

somewhere

01:51:54,080 --> 01:51:56,360

From one little one little building to like one little bunch of stuff

01:51:56,360 --> 01:52:00,720

one little job Corp one little job Corp it is

01:52:00,720 --> 01:52:05,440

It's cool to see I you're the

01:52:05,440 --> 01:52:09,720

You're the only game developer. I know

01:52:09,720 --> 01:52:12,560

At least publicly. Yeah, I don't know. Maybe someone I know is making a game and I just don't know it yet

01:52:12,560 --> 01:52:18,760

But you're the only game developer. I know and I think that's a really

01:52:18,760 --> 01:52:21,240

really neat and inspiring to see and see you create things all I really ask is uh

01:52:22,320 --> 01:52:27,800

You put it on at least the Mac, you know, bring it to the Mac. I think we could do that

01:52:27,800 --> 01:52:34,240

I need it. I want to play your games. I need them. I think that's doable PlayStation 5

01:52:34,240 --> 01:52:38,880

Put a platinum in there

01:52:38,880 --> 01:52:41,760

Okay, I've isn't there a behind the pixel reference in

01:52:41,760 --> 01:52:46,520

Light of the mountain there is there is a behind the pixel reference. Yeah, because I remember there's a book or something, right?

01:52:48,600 --> 01:52:55,400

Yeah, there's there's a book  
01:52:55,400 --> 01:52:58,480

In a video game called you are I think it even says max roberts on it  
01:52:58,480 --> 01:53:03,640

It was because I remember when you guys were doing the model citizens podcast which like I I  
feel like I always have to keep  
01:53:03,640 --> 01:53:11,920

Like explaining like not explaining I keep I have to reiterate like I watched that part  
01:53:11,920 --> 01:53:17,200

I watched every episode of that podcast. I loved it. I thought it was great  
01:53:17,200 --> 01:53:19,760

But I remember the there was like the running joke where you had behind the pixel  
01:53:19,760 --> 01:53:26,540

Which was just like interviewing people in the gaming industry and and Michael  
01:53:26,540 --> 01:53:30,560

Michael Logan and and and Mario would constantly  
01:53:30,560 --> 01:53:35,200

Refer to it as beneath the pixel. I remember they still do to this day  
01:53:35,200 --> 01:53:42,100

yeah, and so like I  
01:53:42,100 --> 01:53:44,760

Again, I was very happy to have like a small part in that like writing the the music for it  
01:53:45,040 --> 01:53:49,320

Which is like still to this day one of my like favorite things I've written. That's why it's on my  
that's why it's on my portfolio  
01:53:49,320 --> 01:53:56,040

but yeah, I was like I kind of just I gotta put this in I feel like I have to and  
01:53:56,040 --> 01:54:02,080

And is I was like it would be that easy. I could just do it really really quick and  
01:54:02,080 --> 01:54:07,800

Yeah, so it's it's still in the game. It's still there  
01:54:07,800 --> 01:54:11,120

And it will probably always be there. I don't see myself like patching that out at any point  
01:54:12,520 --> 01:54:17,160

Can't patch me out. I'm there forever, baby  
01:54:17,160 --> 01:54:20,480

Yeah, I'm stuck in the I can't remember the quote that was something like shadow Moses or something. I can't remember  
01:54:20,480 --> 01:54:27,660

Probably something something to do with shadow Moses. Yeah, we should we should look that up  
01:54:27,660 --> 01:54:34,440

I'm sure there is it's got to be a picture or screenshot or something of it  
01:54:34,440 --> 01:54:37,720

That's I have to have it somewhere. It's it's it's gotta be there. Yeah, it has to be I I like it  
01:54:37,720 --> 01:54:44,080

yeah, I feel like I feel like Michael was the biggest like  
01:54:44,080 --> 01:54:48,720

Pusher of that joke. Yes. I think he was his I think he came up with it like I think initially  
01:54:48,720 --> 01:54:55,680

Yeah, he holds on to it. It's it's funny. Don't let  
01:54:55,680 --> 01:55:00,160

Don't listen to this guy's but it is funny, but it's also annoying  
01:55:00,160 --> 01:55:04,360

It can be both funny and annoying they can it can be  
01:55:06,600 --> 01:55:09,960

And like that's another that I free like to mention really quick  
01:55:09,960 --> 01:55:14,940

I mean, I'm not sure they'll listen to this but like I was lucky enough to get the chance to meet both both Logan and Michael  
01:55:14,940 --> 01:55:22,280

And they're there. They are some stand-up fellows. Those are some good dudes like well, I like  
01:55:22,280 --> 01:55:26,880

Love that love them to death that I don't talk to them much. I don't get to talk to them much, but they're great  
01:55:26,880 --> 01:55:31,320

I haven't met Mario but Mario seems very nice, but  
01:55:31,320 --> 01:55:33,500

Where did you look at a packs?  
01:55:33,500 --> 01:55:36,080

I went up I went to packs. Yeah, okay, which packs which one packs East?  
01:55:36,080 --> 01:55:41,720

20 I think it was 2018 or 2019 one of those years. I think it would have been  
01:55:41,720 --> 01:55:49,040



2018 I the only packs I've been to was 2019  
01:55:49,040 --> 01:55:53,240

Okay, then it was definitely 18 because I remember you would have met them because I wasn't there so you would have met them in 18  
01:55:53,240 --> 01:56:00,140

Yeah, I went in 19 2020 was the last packs before kovid and then they brought it back. I don't know when  
01:56:01,120 --> 01:56:07,280

22 I  
01:56:07,280 --> 01:56:10,080

Think so. I remember I think they took 21 off. Yeah, I  
01:56:10,080 --> 01:56:13,640

think  
01:56:13,640 --> 01:56:15,520

I miss packs. I miss the it was great. I  
01:56:15,520 --> 01:56:19,480

Miss the atmosphere. I should say of it. I don't you know, I would like to go back I think  
01:56:19,480 --> 01:56:24,800

I'm gonna go back at some point. It was just nice cuz it's like  
01:56:24,800 --> 01:56:28,780

Man, I feel like I really these are my people like I could stop anyone and talk to them about  
01:56:29,320 --> 01:56:33,840

Any game or anything and they'd be like they'd be into it. It's it's just cool to be around people of the same ilk  
01:56:33,840 --> 01:56:41,240

It's nice  
01:56:41,240 --> 01:56:42,680

Yeah, I think that's why those  
01:56:42,680 --> 01:56:44,680

types of things  
01:56:44,680 --> 01:56:46,920

Still have a place to some degree. Oh  
01:56:46,920 --> 01:56:49,080

Yeah  
01:56:49,080 --> 01:56:51,240

Conventions and whatnot the gathering of people like-minded folks  
01:56:51,240 --> 01:56:55,280

You gotta have it  
01:56:55,280 --> 01:56:58,120

So what you're hearing here first folks is iota is gonna have a booth at PAX East here in two months  
01:56:58,120 --> 01:57:05,880

We'll be there. Are you going if you don't if you don't see us just look harder  
01:57:05,880 --> 01:57:12,480

And if you never found us, well, you just weren't looking hard enough you weren't looking hard enough  
01:57:12,480 --> 01:57:17,800

Are you actually going to packs that not as saunhaus but just are you going in a couple of months?  
01:57:17,800 --> 01:57:23,280

No, but neither funny you should mention I am going I will be attending a  
01:57:25,000 --> 01:57:32,360

Will be attending a convention called Megacon in Orlando. Oh, yes. Yes. Yes  
01:57:32,360 --> 01:57:41,040

It funny enough I  
01:57:41,040 --> 01:57:44,560

I have a panel there  
01:57:44,560 --> 01:57:47,280

You're gonna be on a panel  
01:57:47,280 --> 01:57:49,960

Yes, so what's the top six six to eight months ago?  
01:57:49,960 --> 01:57:54,440

I went on their website and as a joke  
01:57:55,040 --> 01:57:57,720

I  
01:57:57,720 --> 01:57:59,760

Wrote in I went to their like apply for a panel section and I knew that I was like  
01:57:59,760 --> 01:58:05,200

They're not gonna pick this like this is not gonna happen. They they will not like they're not gonna allow this. This is so stupid  
01:58:05,200 --> 01:58:11,860

But I put in my name I put in my email I said what days that I would be there  
01:58:11,860 --> 01:58:17,600

I I think I wrote like any day you just tell me when to show up

01:58:17,600 --> 01:58:22,180

But they said give a brief description of the panel you want to do  
01:58:23,440 --> 01:58:27,760

And I wrote verbatim. This is what I wrote  
01:58:27,760 --> 01:58:31,920

Goblins are real  
01:58:31,920 --> 01:58:35,160

You know it. I know it since the Middle Ages  
01:58:35,160 --> 01:58:38,640

Humanity has pondered the idea the horrifying possibility that goblins walk the earth  
01:58:38,640 --> 01:58:43,800

We see them in fantasy games movies and books  
01:58:43,800 --> 01:58:47,040

But the reality is that the existence of goblins has been purposefully hidden from the public in  
01:58:47,040 --> 01:58:52,120

Under an hour I will show undeniable proof photos video and audio that goblins live among us  
01:58:52,480 --> 01:58:58,800

Nobody is willing to speak the truth  
01:58:58,800 --> 01:59:00,880

So I Brian Hankin will finally reveal to the public the undeniable reality of goblins existing on  
planet earth  
01:59:00,880 --> 01:59:07,880

And then I put a disclaimer  
01:59:07,880 --> 01:59:09,880

Obviously this this is satirical and then in parentheses or is it and  
01:59:09,880 --> 01:59:15,040

I'm not actually going to be proving that goblins are real or not or am I it's meant to be fun and  
light-hearted  
01:59:15,040 --> 01:59:21,160

It's serious for fans of fantasy IPS like D&D and Lord of the Rings which are real  
01:59:21,280 --> 01:59:26,520

I'll use PowerPoint which will show I'll use a PowerPoint which will show video and photos that  
are obviously fake or are they  
01:59:26,520 --> 01:59:34,020

And there will be some light audience participation even though some of them may secretly be  
goblins. You don't know so someone  
01:59:34,020 --> 01:59:42,040

At Megacon saw that and they were like, yeah  
01:59:42,040 --> 01:59:44,940

This is a great idea give this guy a panel room to himself  
01:59:44,940 --> 01:59:50,040

To give a seminar on why goblins are real you're basically doing the donkey video  
01:59:50,440 --> 01:59:55,520

yeah, like that's why I was just like not only are they gonna be like  
01:59:55,520 --> 02:00:00,600

The one this is stupid, but they're gonna be like to like this is just gonna be rehashing that but  
this is not gonna be rehashing  
02:00:00,600 --> 02:00:08,040

I I have I actually I'm sure you have a whole thing  
02:00:08,040 --> 02:00:11,000

I'm gonna I'm gonna play it as serious as I possibly can so  
02:00:11,000 --> 02:00:15,640

If you're gonna be at Megacon this year one of those days or maybe two of those days  
02:00:16,160 --> 02:00:21,160

I will be giving a talk on why goblins are actually real  
02:00:21,160 --> 02:00:25,920

So stop by. Bye. That's spectacular. I  
02:00:25,920 --> 02:00:30,480

I kind of want to try and see that that would be all I will know on I will know in two days on  
02:00:30,480 --> 02:00:39,460

The 19th I will know what days that I'm doing it. So I'm gonna have somebody record it  
02:00:39,460 --> 02:00:44,680

I'll have a video evidence of it  
02:00:44,760 --> 02:00:46,840

Just same as my video evidence of goblins  
02:00:46,840 --> 02:00:49,880

So I'll be there oh my gosh, that's it I  
02:00:49,880 --> 02:00:55,880

Wonder who approved this like I'd love to meet them  
02:00:55,880 --> 02:01:00,880

Yeah, you should you should try and meet the people that approve this. This is hilarious  
02:01:00,880 --> 02:01:04,520

The email I got was from some dude named Mike. I don't  
02:01:04,520 --> 02:01:08,960

Remember his full name, but I mean, it's probably best that I don't give his full name. Yeah, I wouldn't just

02:01:09,840 --> 02:01:15,520

I wouldn't Docs the man. Yeah

02:01:15,520 --> 02:01:18,520

But that's pretty

02:01:18,520 --> 02:01:21,080

Hilarious. I yeah

02:01:21,080 --> 02:01:23,080

It's gonna be in does this mean so if the panel goes well, does this mean you'll like you'll try to panel again. Oh

02:01:23,080 --> 02:01:30,380

Yeah, definitely. I like

02:01:30,380 --> 02:01:33,800

Up until like last week. I was like, I don't know if I actually want to do this

02:01:33,800 --> 02:01:37,200

I need to email them back and be like no like I was kidding, but let me out

02:01:37,200 --> 02:01:41,240

But now I'm like why not? Let's just do it. Let's have some fun with it. And if it does go well then yeah sure

02:01:41,240 --> 02:01:48,040

I'll probably do it. I'll probably

02:01:48,040 --> 02:01:50,040

apply for another one next year or somewhere else and

02:01:50,040 --> 02:01:53,160

either do another

02:01:53,160 --> 02:01:55,840

like

02:01:55,840 --> 02:01:57,060

Joke or something a little more in line with what I actually like doing

02:01:57,060 --> 02:02:01,760

Goblins - are they realer than last time?

02:02:01,760 --> 02:02:05,840

Goblins - even more real than you thought last time - goblin - furious

02:02:06,600 --> 02:02:11,600

- goblin - - gob - Lynn I

02:02:11,600 --> 02:02:15,280

like it - - gobby - Lynn - gobble and it's a  
02:02:15,280 --> 02:02:21,360

There's this good material there. Yeah, there's a there's a pun there somewhere that we could use there's a franchise brewing is what I'm sensing  
02:02:21,360 --> 02:02:29,760

Yeah, I'm really excited about it. I'm quite excited  
02:02:29,760 --> 02:02:33,840

Well, I'm glad that we could get the scoop on your goblin panel  
02:02:35,240 --> 02:02:39,280

Your video game and your essays. I love it. I love you. Thank you so much Brian for joining me this. Oh, I love you, too  
02:02:39,280 --> 02:02:46,040

Oh, you're welcome. This is a good like man. We really we had a lot to cover. Oh, we cranked it out  
02:02:46,040 --> 02:02:52,640

I have more things that we could talk about and probably we'll talk about after the show but I  
02:02:52,640 --> 02:02:57,560

think that'll wrap it up for for this particular episode of the max frequency podcast so  
02:02:57,560 --> 02:03:02,840

Find folks if you want to find Brian on the internet, you can go to Brian Hankin calm  
02:03:03,440 --> 02:03:08,560

Follow him on Twitter. Is it is it at Brian Hankin on Twitter? Is that you got it all? Is it all?  
02:03:08,560 --> 02:03:14,600

Yeah, my my website is Brian Hankin calm. That's like a portfolio for most of my work and then  
02:03:14,600 --> 02:03:19,320

on Twitter it is is at Brian Hankin be our I a n H e n k e n and then  
02:03:19,320 --> 02:03:27,340

Brian Hankin whitey for YouTube  
02:03:27,340 --> 02:03:30,440

There will be links to all this in the show notes. That's where yeah  
02:03:30,920 --> 02:03:33,680

I think they actually like are changing the way they do like channel links. Now. Did you see that? Uh-uh  
02:03:33,680 --> 02:03:41,040

like I think if you do like we do it really quick, it's um  
02:03:41,040 --> 02:03:45,940

yeah, so like they have like YouTube like

02:03:45,940 --> 02:03:50,200

It's like at and then your username. Oh, I see it here. So if you do youtube.com at  
02:03:50,200 --> 02:03:57,420

Brian dot Hankin, that's mine. Got it that they're getting rid of the old system  
02:03:57,960 --> 02:04:02,480

That'll be in the that'll be in the show notes then  
02:04:02,480 --> 02:04:05,360

I'll link to all that stuff. You watch his video essays. You can go get light of the mountain on  
Steam  
02:04:05,360 --> 02:04:11,720

not PlayStation 4 but Steam and then  
02:04:11,720 --> 02:04:14,920

Keep your eye out for iota  
02:04:14,920 --> 02:04:17,920

And it's pizza. Yes at some point this year  
02:04:17,920 --> 02:04:20,880

lots of pizza lots of uh, like  
02:04:20,880 --> 02:04:24,200

Smash Bros wire wireframe models it is and uh Smash Bros  
02:04:24,880 --> 02:04:30,080

Strange characters if you will. Yes  
02:04:30,080 --> 02:04:34,500

So keep your eyes peeled for that  
02:04:34,500 --> 02:04:37,080

If you'd like you can find my writing over at max frequency net and my other podcast chapter  
select that I do with Logan more  
02:04:37,080 --> 02:04:43,720

Where we bounce back and forth between a series exploring its evolution design and legacy  
02:04:43,720 --> 02:04:48,880

We just wrapped up season six, which was all about Pokemon and my goodness  
02:04:48,880 --> 02:04:53,040

That was a lot of that was a lot of RPG that seemed like quite a lot  
02:04:53,040 --> 02:04:56,560

Yeah, I was a broken man by the end of it. I  
02:04:56,560 --> 02:04:59,660

Would have been like I would have been dead. I don't think I would have survived that  
02:04:59,660 --> 02:05:04,480

I felt like it a little bit but we got it done and on time when we said we were gonna get it done  
02:05:04,480 --> 02:05:09,600

So I'm very proud of that but our next couple of seasons  
02:05:09,600 --> 02:05:12,000

Season seven is the Metroid Prime series and then eight is yeah  
02:05:12,000 --> 02:05:15,880

Yes  
02:05:15,880 --> 02:05:19,280

Simon's quest  
02:05:19,280 --> 02:05:21,280

I'm getting ready to play that pray for me  
02:05:21,480 --> 02:05:24,340

My thoughts and prayers are headed your way brother. I do need to mention I completely forgot  
02:05:24,340 --> 02:05:30,940

Oh my gosh, I completely forgot when we were talking about that my latest video. It's called the illusion  
02:05:30,940 --> 02:05:36,280

There's a few people I wanted to like make note of  
02:05:36,280 --> 02:05:40,320

There that was the first video I really did well technically a second more people actually  
02:05:40,320 --> 02:05:47,160

Helped with it. There are people that did other voiceovers  
02:05:47,160 --> 02:05:50,720

Yes, it was and they oh my like I am super grateful to them. I  
02:05:51,280 --> 02:05:55,840

Can't thank them enough. There is this four people Patrick Riley?  
02:05:55,840 --> 02:06:01,060

Brandy betting field and a guy on discord called McWin gamer  
02:06:01,060 --> 02:06:07,020

The three of them don't have like links that I can link you to they said they don't really have anything or want anything  
02:06:07,020 --> 02:06:13,380

But they wanted to be credited but the other person  
02:06:13,380 --> 02:06:17,320

Who helped me and did some voiceover?  
02:06:17,320 --> 02:06:20,640



Her name is a fantastic miss fish  
02:06:21,200 --> 02:06:23,480

She has a YouTube channel called fantastic miss fish and and makes  
02:06:23,480 --> 02:06:29,680

Really really great stuff, please. Please check her out  
02:06:29,680 --> 02:06:33,720

I am very grateful for her helping me and  
02:06:33,720 --> 02:06:37,320

That I just needed to get that out  
02:06:37,320 --> 02:06:39,480

I needed I needed people to hear about these people that helped me there will be names and  
links to all of them in  
02:06:39,480 --> 02:06:45,640

The show notes so people can go check out at least the names and the people  
02:06:45,640 --> 02:06:50,480

links where applicable for all those fine people I  
02:06:50,680 --> 02:06:53,640

Will tell you this before we say goodbye  
02:06:53,640 --> 02:06:56,680

While you were saying like I have to thank this person in this person. I was thinking of you  
know, like an award speech  
02:06:56,680 --> 02:07:02,260

Because all the shows are going on right now  
02:07:02,260 --> 02:07:05,040

And we just had the game awards a month ago and things like that part of my brain was  
tempted to just start  
02:07:05,040 --> 02:07:10,080

playing  
02:07:10,080 --> 02:07:12,740

Could always put it in post if you really want. Yeah have any reaction to it  
02:07:16,320 --> 02:07:21,040

But yeah, that was that was why I was like if you heard me just start humming  
02:07:21,040 --> 02:07:25,360

Music or whatever and it would have been better back at the clip  
02:07:25,360 --> 02:07:28,520

Like I feel like you wouldn't have necessarily gotten the joke right away, but it would have taken  
a second

02:07:28,520 --> 02:07:33,440

But then I would have seen one. I don't know his name that guy who voices Kratos  
02:07:33,440 --> 02:07:38,060

Yes, you would have seen him in your mind's eye Christopher judge just stand that's a  
Christian. Yep. Oh  
02:07:38,060 --> 02:07:44,080

My gosh, what did they really need to tighten up but  
02:07:44,700 --> 02:07:48,280

Without further ado. I thank you all so much for listening and until next time  
02:07:48,280 --> 02:07:53,680

adios  
02:07:53,680 --> 02:07:56,200

Have a great night or what time whatever time you watch whatever you listen to it  
02:07:56,200 --> 02:08:00,940