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Hey everybody, welcome to episode seven of the Max Frequency Podcast. Joining me this time, Irrational Passion's own Alex O'Neill. Hi Alex. - Hi. - People who have been paying attention to the feed may think, "Didn't this Alex O'Neill guy "just do a show in this podcast feed?" And he did not just do the show, he recorded that show four years ago. - I was gonna say, how long ago was it? I think it was 2017 if I remember correctly. - Sounds right. - So, that's behind the pixel. I interviewed him. It was all official. I was like, "Alex, you have this website." - It was all official, all above board. - It was, it was all above board. I was being a real professional about everything. This is not that. This is just me talking to my friend. 'Cause I haven't spoken to you long-term, like the you know long form as it were as the kids say since PAX East and maybe that was ten minutes. Which PAX East the 2021 the the last video game event that ever happened? No I think it was 2019. Okay. 2019 is the only PAX I've been to. I miss PAX. I must have had to have been that one. I don't remember what happened there I don't think I did anything that whole time. I feel like you I remember so this is this This is what I remember is 'cause I went with Logan Moore, Michael Reeves, and Chris Compendio, and Ryan, I'm blanking on his last name, went with the Dual Shockers people. I was a part of that team then. - Ryan Metzger? - And I remember-- - Metzger's coming? - Yes, thank you. Thank you. We went and we got into town the night before, and I remember Logan was like, "Yeah, and there should be this Alex O'Neill Pax dinner." And that was the year you didn't have an Alex O'Neill Pax dinner. I was like, "aww man" He knew I was coming Yeah, I think it was just because if I'm thinking I think that was the year that yeah, we had Jess there and Yeah, it was just when there was a lot we had a lot of people at that point and it was like I gotta corral these people Mmm, I can't I can't even risk inviting more people and I think that was also after like something terrible What happened in 2018 or whatever? It's usually how it goes, right? Like I did it until something until someone had to go and ruin it Always someone else's fault No, I mean I we I'd love to do that again Obviously, but I and I would love to do it period but I also would love to go back to packs I was talking about this with Mike We both said but I don't think I'd go to PAX if I couldn't get a press pass The very funny yeah, I've only ever had is everything yeah, so it's I'm ruined by it But I don't know there's a lot of fun to have at PAX if you just want to walk around and talk to people I think It is definitely very social and I think if you focus on the Indies Not having a press pass would be like doable, but if you're going there, and you're trying to play you know the big games and Nintendo and Sony and whoever else is there. I remember the year I went there was days gone Oh my gosh, what is that? From Alan Wake people what's this control control was there? Yeah, I'm a Nintendo during the press hour That was like the first and I think we were I think we were in line together Yeah, I think that might have been it first time I saw you in person Yeah, nice and disappointing in the meat space and the game was disappointing you were not Yeah, it was it was it was a good night. Enjoy that demo I didn't and didn't make a lot of people everyone, but I liked it just cuz I was like, ooh, I can play control Yeah, I do. I do want to give I think a big part of it was because that game was not running very well I'm your hardware they were using and I think now with the PS5 and the Xbox Series X ray traced blah blah blah. I think a game might run actually a little bit better than it did probably Yes, I miss packs Yeah, they were gonna have the last of us there in 2020 and then they didn't yeah We all made fun of Sony for pulling out and then the world

ended Sony was like guess what guys we know what's happening. Yeah, we have a pretty good idea that this is actually not a good idea yeah did you go in 2020 yeah because I know you're much you're much closer to the like Boston packs easy yeah well yeah you're in Florida right and I'm yeah halfway I mean I'm still I'm still in the East Coast but I'm in the southeast yeah Florida is like its own kind of independence any well anywhere south of Jacksonville is its own independent East Coast based country as far as pretty much that's where my mom lives so I that's where this opinion comes from so your mom's Jacksonville. She's in a Orlando area Okay, she's in my neck of the woods. Yeah, she's probably pretty pretty close I don't know. I actually she moved recently to be closer to the water So she might I'm not she's probably she's an hour to away depending on which coast but I'm not trying to track down your mother That would be especially Especially to do it on the air then everyone could find her mother Yeah, yeah, please don't please don't go to my mom's house. She's a very nice lady. I Believe it cuz you're in a very nice person. Oh you are too max. Thank you the kind of the first I know we have show docks and I just kind of wrote down what came first, but the first thing I really Wanted to talk to you about just because I was so proud and so excited for you You were you were on a podcast with Greg Miller. You weren't kind of funny games daily. You'd like did the thing I did the thing Four years ago we talked about how you wanted to do the thing. Now you've done the thing. Mm-hmm. Tell me, like, how the heck... how did that happen? How did that come about? Who hooked you up? Um... I mean, I could get, like, it's very funny too, 'cause, so I was going to be there in person. I don't know how many people actually know about this, actually, now that I think of it, 'cause, you know, I just, I'm bad at talking to people. So I don't, and I, like, and play a little close to my chest but yeah I was like going in 2020 I was gonna go to San Francisco on the DL for a week just so I could you know hang out with my very good friend Spirit and Alyssa and I was going to be on Kinda Funny Games Daily on April 8th 2020 or April 3rd one of the two in person and then the world ended and you know I emailed And that was like a thing of where I like hey, you know, you said to ask and I'm asking Hey, do you need somebody for this and then he was like, all right Yeah, let me find a day for you and then he got back to me and that that's how it went usually Which is a privilege obviously, I'm very aware of that And it's a wonderful gift that I try not to take for granted It's why I like never talked about or think about it or guilt myself out of it all the time and Then obviously that got cancelled and I was just like, you know In all the black my black lives matter stuff happened. I was like, I'm not this is not my time This is there is stuff that's that's way more important to me personally right now and so like I just didn't pursue that for a long time and I was just Excitedly watching a lot of other not white people on that show and yeah, they did really great Yeah Yeah, and I think like especially like with blessing there at that time like it was it was really great and Then you know a whole year passed And I I was hanging out with with Barrett's who you know works for kind of funny Not that like we talked about that a lot, but you know he's just a very good friend I that's the way I am with Roger like Rogers a guy I give a hard time about using Adobe Premiere and we both mourn the loss of Sam Fisher and Splinter Cell. Yeah. Yeah, it doesn't Honestly when he got hired it kind of funny I was like, of course, I'm surprised it took him this long to pick you up Let's get back to hoping for Splinter Cell. Yeah, and that's the thing with Roger - yeah, he's like a little brother He's just a very good friend So I you know, I was just hanging out with Barrett and and this is the true story So anything that you hear on the internet? Otherwise, this is what really happened And I joked to him have joking half serious as I am with all things That I never text Greg because I'm just you know this power of having someone's phone number I never utilize it because I'm sure mmm. They'll just hate me if I do And to be fair I feel that way about Greg Miller obviously not true I've texted him winning recipes at two o'clock in the morning, and he's been fine about it But that's how I feel about everyone just if you're out there like Alex hasn't texted me in six months Just because I think that if I do you will hate me if you don't already And then two days later Greg texted me saying like hey Barrett said that you don't text me because you're worried And I'm like this is my worst nightmare And then he said and he said you could never do that I love you, bud and I was like alright Well, that's fine, and then the next day. He was like do you want to be? Daily I'm like I'm gonna assume that Barrett had something to do with this as well and then It all kind

of rolled out from there. - That's awesome. I kind of know, I for a long time, and I think I still do to this day, we're gonna take like a deep, dang, what do they call it? - Diversion? - Yeah, a diversion. We're gonna go, but we're gonna go a little deep. So there was a, I still struggle with this a lot today, but whenever I interact with someone that I look up to, especially in like an industry that I admire, whether that's podcasting or video games or tech or whatever. If I interact with them, I get very excited and I get very in my head about, well, how often should I talk to this person or respond or send them a message or follow up? They haven't talked to me in a week, what do I do? Should I, I feel like if I nudge them too much, they're just gonna stop talking to me. And I feel like I screw up a lot of things that way. And that's happened. I've done that with Greg before. So this is a story. You know, Greg's a big reason why I do anything that I do in this space for, you know, I think a lot of people he's been that. So I'm not original in that way at all. But I went out, I had an opportunity to go out to California to visit my dad because he was actually working on a construction project. He actually helped finish the Apple campus, like their spaceship out there. And so while that project was wrapping up, I was able to go out there and spend a few days with him. And for the weekend, I think he took the Friday off or whatever, and so Friday through Sunday or whatever, we went into San Francisco, which is about an hour away from Cupertino, hour, hour and a half or whatever. And so that Friday, I went into the city before he did while he worked or whatever and because Greg is not secret about anything it wasn't very hard to pinpoint the location of kind of funny offices so I like in a creepy in a creepy respectful way like I found their building and I didn't like try to go upstairs and knock on the door and say let me in let me in I was I was waiting to see if Greg like I'd catch Greg coming in the office I did not I caught Nick and I gave Nick a letter and And I just said, "Hey, I'm here, it's just for my birthday. I'm not trying to bother you or anything. I know you're busy, you got a show to go do." But I wrote, I had this letter, if you could just give this to Greg, I'd really appreciate it. And then I walked to a mall and I bought Donkey Kong Country Tropical Freeze and went to the IGN offices. So anyway, I wrote this letter to Greg. It's kind of just one of those heartfelt, you know, "Hey, I do this, you know, you're why I do this and this is why I stopped doing this." And like in a weird way, I felt like I left you down. let you down and then also Colin leaving kind of funny and like the end of their friendship on kind of the terms that that kind of happened on. Kind of always just kind of ripped my little heart out too and so I wrote about that. Anyway, he emailed me, you know, his short, sweet way but then, when was this? A couple years ago, Abby and I were married So it's sometime between 2017 and 2018. So in there somewhere. After I did the letter, whatever, he came to Florida with him. Then went to Full Sail University, which is maybe 40 minutes from where I am. And so I went to the meet and greet. And Greg has this uncanny ability to remember everyone. I don't know how he does it. - I don't know either. - But he knows. It's insane. He will remember everyone and everything. And so I went up to him, And it's the only time I've ever seen Abby get aggressive. I'm not like determined. 'Cause I'm the kind of guy in a line or in a busy space to just like let other people, I avoid confrontation. - Oh yeah. - I'm not a very confrontational person. And she was like, "You need to push forward. "Like people are cutting, I get it. "He's super popular, but we need to be "a bit more assertive here." She was like, she went like kind of maternal mode of like, you know, my, not my kid, but my-- - My sweet baby bird is gonna get to the front of this line. - Exactly. - Yeah, I get it. - And so I told him, you know, I'm like, "Hey, I'm the guy that wrote the letter." - I wrote the serial killer letter, you know, with all the little, the different newspaper clippings glued together, that was me. - Remember the guy that was like creepily standing outside your office window looking at you? - Yeah, it was me. - And I'm telling you, as soon as I told him I was there, I wrote a letter, I dropped it off with just the gist. He knew right away. And he gave me the biggest hug as if he had known me for years. And I've known about him for years. And it's so crazy. And then I haven't talked. I think I sent him an email just like, "Hey, I wrote this Naughty Dog history thing. I thought you'd care." And he was like, "Good job," basically. And that's kind of the last thing I've ever interacted with Greg on. So to tie it back, whenever I interact with people that I look up to, I get really in my head about it. And if I had their phone number, oh my gosh, I'd be so scared. I should just block them because I'll never use this. Because they're people, but they're like, in my head, they're bigger people than I am.

just stature Greg's a very tall man but you know I don't want to come off as annoying it's it's always like it's funny because Greg is like one of those people that it's not like that right so mm-hmm when you meet someone who's like I have socially anxiety and you're like I get it you say no more like finally someone who understands it's weird sometimes just generally interacting with people that are not anxious all the time it's It's hard to connect with those people. It is a merit to the folks like Greg that they are good enough at what they do to even break down those kinds of barriers. - Yeah, he has crazy-- - Crazy charisma. - Charisma, that's a great word. And now the man's gonna be a dad, which is just gonna be-- - I know. - I thought about this the other day. It's a boy, I believe. So I believe it is his son or whatever. So his son can literally go back and watch videos of his father from whenever Beyond started because that's really probably the time Greg was ever on camera. Can see the evolution of his father over decades. Oh yeah. But also like I've thought about it in a way too of like... It's a thin with you know, parasocial relationships has been a very popular topic on the social medias But it's a thing with that and it's also a thing with just content creation people becoming parents and getting older and like You know because I've listened to like my brother my brother and me for a very long time and now all all of them have two kids Which is crazy. There are six mini macro eyes out there that could start in theory to separate my cousin, my cousin, and me podcasts simultaneously in 18 years. And one, it is weird to think like that, right? It's weird to like think of someone's offspring as like a content horse that needs to turn the mill more. This is what'll happen. Blessing will take over Kinda Funny and then Greg Jr. will like start a revolution to take it back. Yeah, exactly. But it's weird to think within those bounds of like, now this other meat person is also a vehicle for my entertainment, right? It's like, no. Yeah, no, I try to like, when it comes to people's kids, I'm like, I really try to stay away and out of that. If the kid wants to do its own, their own thing, and I enjoy it, then sure, but like... Yeah, but it's such a weird thing now, right? Because we're gonna see, you know, we're gonna see this kid grow up to some extent knowing Greg of how he shares things on social media. Potentially, potentially not. I'm curious how, like, forthcoming they'll be about sharing, like, pictures of, you know, their kid and his life and, like, you know, is there gonna be a kind of funny birthday livestream for this child? Like, that seems odd to me. It seems like a thing, A, that Greg would maybe think about doing, but B, also a thing that Greg maybe shouldn't do. But it's just weird to think of it in that regard, but it's weird to think of all those people that have like a familial relationship to Greg and Jen, myself included, and how them actually having a family is going to probably more than likely negatively affect that and like, you know, I know all these content creators, like they, once people like Greg are beautiful, wonderful butterflies, but like once you have a kid, you gotta respond to what that's doing every day, you can't, you know, respond every serial killer letter that you get at your office, you know? Basically, if you want Greg to remember you, you need to get it in here in the next four months. Exactly. But people probably are thinking about it like that and there's that competitiveness to it. It just, there's a lot of things to think about with content creators having kids that concerns me on a very emotional level. Yeah, I just, so the previous episode I just did to kind of really tie it all into this is with a guy named Casey Liss. He's the host of a podcast that was a huge inspiration for me to get back into this after I killed off Millennial Gaming Speak and Model Citizens and stuff. ATP, it's an accidental tech podcast. And he does another show called Analog. Anyway, he graciously accepted my invitation to come on the show and we talked and stuff. And he has two children. His kids are young and I wanted to talk about some of his experiences just as an adult and the technology in their lives. And that felt, I wanted to approach that very respectfully. Obviously, if he didn't want to talk about his kids, I wouldn't have done it. And he talks about them semi-regularly, so I thought it'd be okay. But I just feel weird coming to these people and like, "Hey, you have kids." And it doesn't help that from now through October, Abby and I have friends, couples in our lives. There's at least one baby a month from now through October. Jesus. It is crazy dude. These quarantine babies are popping the f*** off. It is wild. People are just like, "We're having a baby, we're having a baby, we're having a baby." And I'm like, "Everybody needs to calm down." Like, can we space these out a little bit more please? Yeah, at least don't drop them all in the same year. So it's like, they're all going to go to elementary school together and it's like, "Stop

it!" It is a lot. I'm excited for them and I personally think like I've always gotten along well with like I can I feel like I'm a very sociable person and I feel like I've been decent at talking to kids. I've never held a baby though. Abby keeps saying she's like she's so excited for me to hold a baby. I'm like how do I hold it like up with like their feet like how do you do this? Do you They all have a soft spot? I don't know. Yeah, don't touch their head. Just rule of thumb, generally, for safety precautions. Support the neck. This is all I really understand. It's crazy. Yeah, I've never held a baby either. I ain't about to do that. That sounds terrifying. I mean, at some point in my life, maybe, but like, I'm not married nor do I have prospects in my life of marriage in any shape or form. So I, you know, I just don't think about it, I guess. It feels like the responsible thing to do. Like, I just worry about something that's probably more important right now. - That's probably, we're probably smart. We obviously are in the thick of it right now. - Yeah. - For a hot minute there, it was everyone was getting married and that was doable. And now it's like, everyone's having kids and it's like, oh goodness. - Like maybe not yet. - Slow down everybody, please. - I'll pump the brakes. It's yeah, that stuff's crazy. So what was it? Like to actually do I mean, I know you've hung out with Greg Greg came to your house for Pete's sake you guys stream video games for For charity, right? That was the one of those extra live streams, right? Mm-hmm. And that was like What and there's so much weird it just about all that in general but like I think do we do we record everything before? that or after that? I will find a date I will find the date and you you tell me because I honestly don't remember. It had to have been before because it was November that that happened and it was pretty late in the year you know yeah that was that was crazy too of like you know on top of that I have like 20 of my closest friends like literally legitimately almost every single human that has ever mattered to me was there. Or at least in a really significant way, the people that have known the longest, or the internet friends that I've spent the most time with. So there's that moment when the knock is at the door, and I'm walking down this hallway that I've walked down for every day for two years, and then I turn around and then there's 20 people that are like, "It's good!" They have thumbs up, smiling, you're like, "It'll be fine!" And then I open the door and there's Greg Miller, he's like, "What's up?" - This is crazy. It is great, but it was fun, you know, like, he just takes it. The funniest part about that night was when Greg ordered 12 pizzas from Domino's and they immediately called him and said like, "Hey, you can't just do that. [laughs] It is, we're really busy right now, you didn't tell us that you're gonna order 12 pizzas and 30 sides or whatever." Uh, and he comes down and he's like, "Uh, I think your Domino's just really upset about me." I'm like, I'm so sorry, we should have probably told them. I one year for Christmas, Abby's cousins come down every Christmas pretty much. And one Christmas, her cousin and my brother-in-law ordered 200 McNuggets from McDonald's. they were gonna each try to do the 100 McNugget challenge, which apparently is a thing. So we had a call ahead of time, tell them, "Hey, can you even do this?" And they're like, "We can if you show up. "Like you gotta, you have to come and wait for the food. "I'm not just gonna drop 200 nuggets "and then hope you come, like you gotta be here." And so we did that, and I think they both got about 30 nuggets in before they thought they were going to die. - Yeah. I've done the 50 nuggets. I only got about 22 and I was like, oof. We're gonna have to slow down here if you don't have me. - Oh my goodness. - What was like the cool thing with it to get on the rails here? Greg's been on my podcast, on a Rational Passions podcast, which was like more of like a kind of interview segment with everybody. And then he was, you know, him and I did an Arkham Knight spoiler cast, which was very fun, it was just the two of us. And then he was on the podcast for Extra Life, which was very casual and just us sitting at a table and hanging out and chatting. So we had done stuff before, but it is, as someone who's listened to Beyond, you yourself, it's different when you're invited into the house that made you, you know? I mean, it's different when I'm here and you're hosting. It's a very different kind of stress. In that it's much less stressful, for me at least. I could show up and just talk to anybody, whatever, I don't care. So that was there. And then once we kind of got going, I was nervous at the beginning. I flubbed a lot of the questions 'cause I didn't think anything at all before and in the moment of like, why are you still doing this? I'm like, I have no idea. (laughing) I gave a better answer on the episode of Simply Sassy Vids that I was on afterwards and I said on there of like, that was the answer

that I would have given if I had thought about it at all. If I had prepped for this. If I had prepped for this and wasn't astronomically nervous. But yeah, like after the kind of opening and like just getting in the flow of things, I was just having, it was just fun. You know, I was just having a fun time. It seemed like a lot of fun. It was like that kind of actualization of the thing that you want to do of like, "Oh yeah, this is just fun." Like when you got someone that you're just good with and you're compatible, you can talk to, you can talk anything about with, you're just having a good time. Like "Oh, what are we going to talk about next?" And plus what was super satisfying about it was we talked so much about the Xbox stuff And Nabeshan, my partner in podcasts, one of my very best friends, him and I have done like one-on-one podcasts about Xbox like half a dozen times over in the last two years, so it felt like everything that we had been doing had been like building into this moment. You were training. Exactly. I know all these things that I would want to say. I have all these kind of like established opinions that I feel pretty good about that I can throw out there. And I can tell Paris that I disagree with him, right? Because I've thought about it a lot, you know? So it was cool, I'm glad what we ended up talking about was what we ended up talking about, and it was fun. I just had a lot of fun. I wasn't nervous by the end of it, and that's the fun thing. That's the important part. Yeah. Well, that's a important part. Anybody that's met Greg knows that he has this ability that once he starts going, he just puts you at ease and once you just kind of get on that and just let it ride it's not too bad. It was an incredible privilege. I'm honored to be there, to have been there. They talked about like "oh yeah we gotta have you" bless him immediately like "I gotta get you on so I can talk with you" I was like "oh it's very flattering you know. It's okay if it never happens I can die happy now" it's fine. I did, I reached the peak, I hit it - Anything else after this is just icing on the cake. My dream would be beyond, or not beyond. P.S. I love you. So P.S. I love you just 'cause PlayStation's more my speed and Greg and PlayStation are like synonymous in my mind. My real, so that would just be like a goal. Let's call that a goal. Dream, dream would be to reunite Greg, Colin, Clements, Goldfarb and do a show with them like the the the beyond era I grew up on I just at that will I don't I won't say never because at some point people will want a reunion special for something and theoretically could happen so you know if we can revive TV shows and movies and all that stuff I'm sure podcast could get revivals too or at least specials and that'd be fun but that's like my big pie in the sky dream would be some sort of reunion with the four of them and somehow I'm involved which wouldn't I don't think what happened executive producer no that's always ah who's the guy if I'm listening to the show I can say it with Greg cuz you know there's always the same executive patreon producers but I can't think of it off the top of my head you get into a rhythm with that man you can just recite everything he says back to him yeah I'm time. I rehearsed the line like 23 times. Yeah. For everyone out there listening that heard me like just crush that the mom and drop shop line. Mom and drop shop? It's because I rehearsed it so much and to be fair in a way I've been rehearsing it for the last 13 years. Really we all have. Yeah deep down that was that was a important moment for me and probably me alone the Roper report I wanted to do the beeps but I didn't want to ask because it's like alright I'm encroaching now I can't I can't take the beeps but if it was beyond I would have done it yeah it's and maybe next time when you're on there with blessing exactly I can beep I know you will you'll get there beep boop you You have a PS5 right? Yeah. Got that all digital. Do you have a Series X? I do. You're, so you're all in, I'm all in. We're stuck. Yeah. I'm fully encapsulated in video game consoles and dead. Wait, you said you have the all digital? Yeah. Why'd you go that way? Well I could save \$100 and I haven't bought a physical game in almost two and a half years. Oh my goodness gracious. Once I, I was talking to my friend Andrew Taylor about this recently because he's a digital collector of things. There was a moment when I had a Playstation when I was in the PS3 era, it was probably like a little bit after I started the podcast, where I was like I'm not going to trade games anymore. I'm going to, everything I buy I'm going to buy to keep whether I like it or not because I am the type of person that will want to go and replay any video game at any given time at any point in my life just because I a) love replaying video games and b) I have weird cravings to play other games a lot, you know, like last year and the pandemic times like I did a lot of great replays. I replayed through the ps3 ratchet and clank games. I did, I played

through all the Sly Cooper games again, you know. Do you, really quick, do you know how expensive those games are now? No. Physically? Oh my gosh. When they said they were shutting everything down, that's like that kick-started me like I need to find the games I want physically and then if I can't find them before this deadline I'll buy them digitally into the Nexus when I was looking for it was going for 70 80 dollars sly collection still like 80 bucks it is the market is crazy I actually got a good deal on into the Nexus I found it for 35 bucks some some guy listed it on eBay for a buy it now price and had no idea what he was selling and I was right place right time. Anyway man that stuff's wild. Yeah so like when I buy anything I know I'm never going to get rid of it so that made the jump to digital a lot easier for me. Obviously you know I'm just waiting to be castrated by Sony at this point but that's good to say man. It is you know it's the ever living concern but like them them going back on it made me feel a little bit better about it. At At the very least, I will buy digitally the things that I want to have. And I'm fine, you know. At some point, the world will end and I won't be able to play any of my video games except what's saved on my hard drive. But also, most games right now, you have to be connected to an online server to boot them up at all. So it's like, I don't care. I really don't. And I hate switching disks. So this is all just... Plug me in. we get to it just upload me to the AI the PlayStation Network universe and I'll just never come back. It's fine. You can be uploaded and then Mark Cerny can look at your ears. Yeah, finally. Tell me what's wrong with him. Oh my gosh. I think the last game that I like traded in were PS4 launch games. It's like Killzone Shadow Fall which I never even really played. Battlefield 4 and Assassin's Creed 4 were the last games I ever traded in in 2014. Wow, that's a long time ago. I wish I could say the same thing. I sold my entire PS3 collection for an Xbox One, Terabyte. I still have that Xbox, but I deeply regret selling my whole PS3 collection. Seriously. I actually have a sizable chunk of it back now thanks to the panic that ensued but I do regret that a lot. I'm done getting rid of things I'm not gonna... I'm where you were at almost a decade ago so it just took me a lot longer to get here. I grew up trading games in. GameStop, for me, Babbage's was such an important trip to to the mall, you know? And all I had to do was work there for six months and I never wanted to just trade in a game again, so that's really all it took. Just like, yeah, and having the podcast and thinking about it and just like, I, like all the games I own are really games that I, like there are very few that I would like never play again. So just thinking about it, like, I'm just gonna have it. Like when I buy a game, it is a permanent relationship. And I kinda like the idea of that. Yeah. I really enjoy having everything. Like I know that I'm not gonna get rid of like this thing or whatever. And I've gone back and bought physical versions of digital games because I now live in fear that the Overlords will take away my license to play these things at any moment. "You can't take away my plastic disc! All the bits are here!" "I swear the bits are here!" put it into your 25 year old PlayStation 5 and then it says please connect to an online server in order to launch this game then the the bombs drop and finally we're all set free of this curse you know. Jim Ryan's face pops up and goes hahahahaha and you thought you could play PT forever no I that stuff bums me out what do you what do you think of like I'm what are we were November so what December? We're six months into this five six months into this the gen how are you feeling about it so far? Man it's great and I feel like especially like now having done like having been here talking about video games for like since the PS3 era is me like it's weird to think of that now coming in like we're two generations removed from that at this point. It's great and I just like everything that Xbox has been doing has been like so my speed of FPS boost is like one of the greatest things to ever happen to console video games like finally like legitimately I think the best part about PC games is like I'm gonna overclock this and just make it run that's silky smooth as it's never run before and that's always been like the appeal for me like obviously mods is a part of that for a lot of people too but I just that's too much work so like you know I've just been playing Tomb Raider 2013 remastered the Xbox one version of that at 60 FPS now it's like man like this is just so cool that I played this exact game 2014 when it was like on Xbox games with gold and it you know ran as well as it has ever done and now it just looks like a totally different thing through zero effort essentially you know like yeah we just put out a new box yeah and and now we can kind of utilize this and I I think that is so great I think all games running better is so great hmm I think ray tracing is super cool I I've

ray tracing is the best yeah it's super super especially like there are a few moments of like console games that have like really utilized it super well so far but like there's like one moment in Resident Evil 8 that does it like super well where you just like see a reflection of something like as it moves in real time and I'm like "ah man this is cool" yeah I'm you know I'm always so stoked to be on that first in that first echelon like it was way more of a bummer last time around too because like when it was Killzone not Killzone again never really played it but when it was Infamous Second and Titanfall 1, like, it was such a different conversation than it is now. I can now, on both consoles, be like, "Alright, I'm gonna revisit Evil Within 2," because now it runs at 60fps on PS5, or I'm gonna revisit, you know, Death of the Outsider, which I just beat earlier this year for the first time, and now I can play it on, like, some mode called Original Game+ where you can play it with the powers from Dishonored 2. I'm not only going to enjoy this but also play it at a higher frame rate, which is Very important to me as it turns out. Yeah, I'm wholly impressed with with everything. I'm stoked for Ratchet and Clank. I'm stoked for oh my gosh, Horizon. Yeah, I mean, it's crazy just that we were just talking about Ratchet and Clank and It is still going and it's still great and looks super fun I've been thinking about that actually because because Ratchet is coming out They're really the only 3d mascot platformer at least from the like the ps2 the ps2 era that is still kicking I mean, they're the only PlayStation 2 IP that's still kicking if you really think about it. Well Gran Turismo and I'm Kingdom Hearts. Yeah But like big stuff God of War Yeah, God thanks reinventing it. That's such a different, you know, it's a very different kind of horror. Versus Ratchet and Clank is still Ratchet and Clank and it's still great. No complaints. It really, I think is a testament to both Sony and Insomniac. And Insomniac may, I mean they just were bought, you know, after Spiderman. So like the Ratchet games they were making before PS3 and PS2 or PS4, that was all still second party relationship stuff. I think their dedication to Ratchet and continuing to make it like rock solid is insane. It's so good. Yeah. I did not, I did not watch that state of play. I was like, I already know I want this game. I don't need to see anything from it. Yeah. I'm so pumped. Yeah, like I played that first game like the day it came out just because like one of my brothers got it for me for my birthday because I thought I would like it. That's so cool to think that it's still trucking. I think like there definitely been a lot of not great ones of those games. Oh absolutely. I don't think into the next- so I haven't- I missed the whole PS3 era of Ratchet which is kind of why I focused on collecting those and I want to play that. I hear Crack in Time is really great but I heard Into the Nexus was kind of mediocre And then there was the spin-offs on the ps3 like all for one and full frontal assault that aren't really Ratchet game rat and clink games. They're like different genres of tower defense and co-op and all sorts of stuff. Yeah, and But even that like even those first three games like going commando is like questionable. I think it by modern standards, especially. Yeah Up your arsenal. I think it's still really fun. But that first game, you know, like I'm glad it was remade You know, I think it plays it plays a lot better even if it kind of lacks Certain parts of that original and it just got the 60 FPS boost and it runs in 4k yeah, it's just it's cool to think that That's something that they didn't give up on and boy would it have been great if that had been Sly Cooper instead, you know You're like one of the few people I can tell this Thieves in Time is so good. It's so good If this could you imagine if Thieves in Time could like get the technology of today those load times? I know I Platinum Thieves in Time last October cuz I was like I don't do it now I'm strictly never gonna do it once load times aren't a thing That is not a Not a fun platinum. I would say there's one Do you remember the trophy where you have to open every map in the game? Oh my gosh. I had to play through the game like twice in a row just to do that basically Yeah, it but it's great and it looks great and it's got so much charm and style and it's just The music in that game especially. Oh my god The soundtrack of that game is like and I had forgotten all these things and like that's kind of the black sheep of that That four game franchise, you know, it's not like there's a lot to go off of but but it is cool and I would have really loved to see them continue on with that. And it ended on that cliffhanger, man. And they were supposed to make a movie? Yeah. Whatever happened in the movie? The movie, I am not surprised, never happened, but... I think that project was killed, if not before, but definitely after the Ratchet and Clank movie didn't do so hot. Which I've still never seen, but I would probably like it, you know? When I was buying all these PS3

games, I was maybe I should just grab this movie too like I'm in the zone I did not but yeah it's so what do you think of the new consoles um I my Xbox looks cool yeah I've played one game on it yeah and it was Ori and the will of the wis and that was the only that's the only Ori game I played I didn't play blind forest but I played Ori at... I tried the 4k 120 oh my gosh it's it's incredible oh gosh it's insane it's like watching magic I did think I do think I switched it back to 4k 60 so I could sync it with my lights I have lights behind the TV Ori is incredible oh yeah I just I played through I just play that all day I played that you know when it originally came out on one X and and you know it was definitely chunky at points where it's just like you know it clipping through the environment stuff would happen and then I replayed it once I got the series X at the 120 on my beautiful OLED screen and it's gorgeous it's incredible like front to back I just replayed the whole game I was like boy yeah this is and it that was like what going back and forth between the 120 mode and the 60 FPS mode to kind of train my eye to understand what the differences was fun too just for me from like I've been playing games for so long but having never been a PC player you know like 144 stuff and 120 stuff I've never messed around with but learning to appreciate that and like that's another thing FPS boost like you play Titanfall 2 the campaign at 120 right now or the multiplayer it's like that's so cool that's so great. But that's the only thing I've done with my Xbox. So I think I tried Forza Horizon 3 just to see what that game looked like. But honestly, there's not like in any Xbox games I want to play right now. So I think a lot of people look at PlayStation, or maybe this isn't true because PS4 was such a success, but I think people look at PlayStation as their exclusive console and then the Xbox is their multi-platform console. Especially toward the end of Last Jam with the One X, because it just was more powerful than the PS4 Pro, it was just a fact. And I'm the other way around. Xbox is my exclusive console, and I play everything else on my PlayStation. Because I like trophies. Yeah, I mean, I do too. I like the controller more. I'm personally, the analog sticks next to each other, and X circle triangle and square and all that stuff. That's just what I've grown up on, that's what my brain is accustomed to and I just prefer it. And Halo being delayed really kind of put a damper on the Xbox launch for me because that's like what I wanted to play. But I love having it there. It looks nice. It's a sexy console. People come in so... The new consoles in the living room with the nice TV, the OLED 4K, you know, the whole thing. But the rest of everything else is here in the office plugged into my HD stuffs in a 3D TV. Like that Sony one, so I can play games in 3D. And I got the CRT. So the two consoles are like opposite sides of the TV and so people come in and go, "Well, the Xbox looks so much smaller." I'm like, "Well, it's stouter." The PlayStation is tall and thin, and the Xbox is short and stubby. But they do the, they perform essentially the same. - They're buddies. - I always love it. Yeah, I love a good digital foundry video. - Me too. - Comparing the two and seeing the pros and cons of each. I think, Resident Evil recently, it was interesting to see the load time thing. I think Resident Evil took, I'm gonna say four, it may have taken up to eight, but it was somewhere in that ballpark seconds on the Xbox to load, and I was like, That's incredible. Then they showed it on the PlayStation. It's like, what's a load screen? I'm like, how is this possible? - Yeah. I mean, like hearing about the Final Fantasy VII intergrade, like that game had like 30 second load times and now it's like nothing, not existent. - People, I've seen a lot of people say that, what is the feature on Xbox called? - Quick Resume. - Quick Resume. People are saying that's, and to me, I haven't used it. So I can't speak to like how life changing that is, But I can't say no load times, incredible. - Oh yeah, it's the best. - It's totally ruined my, like, check Twitter while a game loads. Like, that's just not a thing I can do anymore. - Yeah, I barely touch my phone anymore, which is great. It's just liberating. - It's definitely super great. So I've definitely put more time into my PlayStation, you know, between Spider-Man and now Returnal, Resident Evil, I've got the Logan bought me predator hunting grounds like I'm just you know just play these silly things on there. I you know it's I'm a similar way right like I the things I I come back to are a lot are on PlayStation excuse me Jesus Burpee's over here like like Persona like Splunky 2 like you know I've put like since the new year started I probably put another 200 hours into Splunky 2 or something just over the course of five months like play twice a week for an hour at a time or whatever and and like that's fine it's never bothered me like I've never been if you're gonna just commit to being the person that has both or whatever

like I don't know I like you know what you're getting yourself into like I'm an adult I know I'm spending my money in a frivolous way but I we had a sit-down talk I was like Abby this is what's happening I just need to do this. I'm an adult now, I can buy both consoles when they launch and I did get a PS4 at launch but I didn't get Xbox. Yeah that was the thing with me too, I'd never gotten both at launch before so this was just like. Made me feel cool, I was like I'm a real adult. Yeah I'm probably only ever gonna do this once realistically so I'm happy to do it here and for like to fill the void with Game Pass or with the Xbox it is like just Game Pass is such a great little thing like when I got it got my Xbox like I was like I'm just gonna replay through Kingdom Hearts you know the whole franchise like I do every six months apparently now and you know did that you know 100% in one two and three and played around with Chain of Memories and stuff and all that on in the the Game Pass versions on the Xbox and like I I think the example I used on the podcast was like with Quick Resume that I love is like you know playing through Kingdom Hearts or any like HD collection like that like it really changes the whole experience because like you know with Kingdom Hearts the the 1.5 2.5 collection is like all right no none of that we're just like right back to the save screen where I left off unpause and I'm back in Kingdom Hearts 1 like within a second it's just like it's too much power. It's too exciting. It sounds like I can't I will eventually get there because you know what is this uh perfect dark like that from the coalition that sounds dope there will be another Forza Horizon game at some point I'm super stoked for that and Halo obviously and Sony really is put I'm sorry Microsoft gosh Microsoft is really pouring a lot into building up like a first party I mean what they just spent seven billion dollars Indiana Jones, are you kidding me? Like finally I'll buy a Bethesda game So I'm really excited to see this machine games so like I'm not I'm not ready I as a guy that really doesn't like the wolf and second. I'm like, I have not finished the Wolfenstein games I did not care for doom. Oh Yeah, that's right. I'm the I'm the guy thinks dooms too long and don't get me started on doom eternal - Yeah, to be fair, I've never played, I've not touched any of the turtles. - Literally in the name. - Yeah, it's true. - I played like three, four levels. I was like, yep, this is too long. It's, so I'm just curious, I'm excited to see where they're going. I really like the direction Microsoft is going in. I just can't wait for them to like, their course to be charted next to where I'm interested and then I can join on the bandwagon and stuff. I do care, I think that's really super cool. My favorite thing though about all of this, besides just the way the PS5 looks, 'cause I do like the dual tone and like the curvy kind of sexiness of it, that controller is insanity. I think people are still understating how incredibly cool the dual sense is. The feedback in it, those triggers, those, ah, it's so good. And when you throw the 3D audio in, ah, I love that controller so much. it feels so good in the hand. Returnal is nuts. - I've definitely like, I think I've just like kind of gotten over it or acclimated it to it to some extent. I will say there was the coolest thing that I think I've seen with the controller 'cause like I enjoyed Aster's playroom a lot. I didn't. - Yeah. - I didn't like the motion control part of it so that kind of like a little knock against it for me. - Everyone's still holding on to the six axis. - Yeah, just let it go you guys, it's fine. Lair didn't work out so we can just move on. As long as I don't have to throw grenades, we're good. What? Back in the good old days. So like, the motion stuff-wise is fine but in RE8 there's like a gun, like an assault rifle that you have toward the end of that game and when you're holding the trigger down, it pushes back up every single shot. Like like I kick back on the gun like it feels like a trigger like a like I've used a paintball gun This is the closure I'm giving but like that that kind of spring on the the actual Mechanism of the trigger and it I didn't it was so there I didn't even really notice it the first time of how it like fully pushes the the trigger back up every after every shot Because it happens so quickly but like once I started like really letting it go and like oh, this is actually really cool This is such a cool Back and forth of motion that I've not really felt before so and even like stuff like returnal doesn't do anything like that So so it was cool to see and for the most part Resident Evil 8 does not utilize those triggers very well, I think So that it had that I was like, okay, there's still more cool things to see here. I just maybe I'm just I get wrapped up in what I Frankly think it will be too because it's it's cool in the moment and Astro definitely Shows you the gimmicky side of it. And I think that works to great effect, but I start thinking, dang, Aloy's bow is gonna feel dope with this. Man, what's Naughty Dog gonna do with this new tech? How are they

gonna make their, 'cause their whole thing is immersion and that's gonna be wild. You're telling me when I throw the Leviathan Axe and it flies back into my hand, it's gonna like, you're gonna feel it in the controller, and you throw the 3D audio in, and then PSVR2 is gonna have that same tech, and that kind of feedback in your hands in VR, I think is gonna be something that really separates it from competition, but brings immersion to the next level. It really, it sounds, on paper it sounds so gimmicky. Oh, we're gonna make 3D audio, and we're gonna have haptic feedback, and adaptive triggers, Like we're gonna level, we're calling it, it's not the DualShock 5, it's the DualSense 'cause you get to feel the sense. But really this is kind of the, I think the HDification of the other senses you use while playing games. We had the visual jump decades, over a decade ago. And I mean games still get better every generation. Like ray tracing we talked about is absolutely gorgeous and super great to see, but now I think companies are starting to step that stuff up. that's gonna be awesome. Yeah, it's cool. I'm hopeful. I would really, it's one of those things of like, you know, are we just gonna see it in first party Sony games or not? But I'm very curious to see if we see those kind of controller features migrate anywhere else like the Xbox or Nintendo. Well, Nintendo does have the HD rumble. Did you ever play One Two Switch? I didn't, but I've played other games that have utilized it pretty well. I remember, oh we played at a friend's house, One Two Switch has this game where you hold the joycon and you have to like guess how many marbles are rolling around inside. And it genuinely feels like there are tiny little marbles rolling, I don't know how they do it, but it's what it feels like. So if they could amp it up a bit more, because that's in a one joycon in your hand, not necessarily in the pro controller which I think most people are using. I would love that, but I really, I want Nintendo to upgrade the Switch, I just don't want them to do it this year to save my wallet. - Yeah, sure. I feel like it'll probably end up being early next year. Just doesn't make sense to do it this year. - I think doing it, what is 2017 was four years ago. I say five years later, Breath of the Wild 2, launch with the Switch Pro, do it all over again. Do the same. People will, first of all Breath of the Wild 2 will just sell like gangbusters but then that'll also incentivize new console sales. Yeah don't worry about the people complaining about inventory and breaking weapons on Twitter because this is gonna sell like gangbusters y'all. Yeah they, their E3 is gonna be, can't wait for their E3 because it's gonna be super great and super disappointing all at the same time. Oh yeah, I mean no one knows how to thread that needle like Nintendo does. That's why I love it. They really know how to nail it. It's great. There's no other company I love so much and I'm so disappointed in. Yeah but like you know, as long as you're having fun when you finally get to play the game that's the part that matters I think to some extent. Abby just bought that Pokemon Snap game. She uh. It's great. Teacher Appreciation Week, she got some gift cards to Target and she said, "I will buy Pokemon Snap with these." She did. She was playing it earlier. She might be playing it right now. I have no idea. Her Switch, she's the best purchase, gaming purchase I've probably ever made. She's put over 400 hours in Animal Crossing. I was like, buying a second Switch was absolutely the right call. I never would have seen mine again. Yeah. That's good too. It is good because she... I forget who I talked about this with. Probably Logan or something. Or Peter. It was Peter Spezia. Episode one of this show, I used to think like, "Oh, I'm gonna find a gamer girl to be my girlfriend and she'll play games with me and stuff." And then I realized, oh wait, Abby doesn't want to play all of this. Abby doesn't want any, any, any part in this, this situation. And to be Frank, I don't want her any part of this either because what a terrible thing you would wish upon someone. Right? Exactly. And I figured that out before I started dating Abby, but yes. Um, I think, I think it's safe to say maybe fair to say is better, but I think A lot of teenage boys are like, "Oh yeah, a girl who plays games is really cool. "That'd be dope." And then it happens or it doesn't. Anyway, long story short, she plays Animal Crossing, she bought Two Point Hospital, now Pokemon Snap. She knows what she likes and I'm all here for it. I'm like, "Let's go. "You wanna play this game? "I'll figure it out. "You want these Hello Kitty Animal Crossing cards? "I'll buy 'em at a Target in Indiana "and I'll have my mom send 'em down here for us." Like I just want to help enable the things that she likes, 'cause you know, she's not, (stutters) I'm trying to think of those two. Resident Evil, like we bought it last night, and she'll watch that. Or Heavy Rain, we did Heavy Rain earlier this year. That game, oh my gosh. - Got it, it's Hook Center. - Yeah, we did Detroit

Become Human, so she was familiar with their work. But she also loved Serial Killers and Murder Mysteries, I was like, "Hey. Hey." - Just don't tell her about David Cage. Uh, excuse me, or a cami killer. (laughing) - Or a gami killer. - Or a gami killer. - Jason! - Oh my gosh. - Jason! Me and my roommate still yell that at each other for no reason, that's how funny it is. - Oh my gosh, that game is so good. It was actually also the first time I ever had everyone survive, like actually save Jason. - Oh yeah, I did too I guess, I'm thinking about it. - I typically, so when we play decision games like that, we make decisions together unless I've played it before. And I've played Heavy Rain before. But there was a part at the end where, I wanna say Claire, is it Claire, the journalist chick? - Oof, that's a great question. (laughs) - We're gonna roll with Claire. So Claire goes to the Origami Killers apartment and said, "Or Gammy Killer lights the whole place on fire "and you have to get out of there." I told Abby, I said, "I'm sorry, "I'm making an executive decision here. "I read how to do this a long time ago "and I've always wanted to do it." - Oh, is it the refrigerator thing? - You have to hide in the refrigerator. - Yeah, yeah, yeah. I actually did that the first time I played it. - I've, I told you-- - 'Cause I watched too much Indiana Jones as a child, I guess. - Yeah, actually, I wish I had thought of it at the time, But it was one of those games where it just devolved really quick at the end. Like, I felt great, everyone was doing good, and then suddenly everyone is dying. Oh no, the FBI guy. I can't save anyone. The FBI guy died in my first run. Uh, yeah, mine too. But I went back and saved him. Um, cause he can die very nonchalantly, but he can also die very difficultly. He in my way, he had like an overdose. Like I couldn't solve the case. Yeah. He's on the drugs in the computer simulation and he just OD's right there. I can't save you I I got to there's like a conveyor belt sequence I believe and he just gets hit in the head and he's Falls into a grinder and I'm like, oh my god What is going on That is my second platinum trophy. There you go. It all comes back. Oh Oh my gosh, that's a tough plat. Yeah, I had a lot of time when I was a kid. Wow, I kind of wanted- I looked at the trophy list this time around and was like, "This kind of would be interesting to get, maybe someday?" I got that one and my first, which was Batman Arkham Asylum, back to back. Dude, talk about like, hitting the ground running, like just really pushing through. Yeah, it was the first time I had ever gotten into anything like that. The Arkham Asylum is just time consuming, but once you get good at the combat, it's... once you get it, you're good. That combat is so good. Oh my gosh. I'm so pumped for it. There's gonna be like two more of those games. I am so... I'm worried about Suicide Squad. I'm pumped for Gotham Knights. So initially I was like, "Gotham Knights? I don't wanna play a co-op Batman game." And then I thought, "Wait a minute. I wanna play a co-op Batman game." I just a Gotham Knights looks really fun just I replayed the Arkham games last year and so it's kind of in my it actually Arkham Asylum I didn't finish because it totally my ps4 brick died my ps4 Pro this oh my gosh so that's all I've but I've bought a lot of ps4s and this is not on purpose launch PS4, woohoo. Then my dad got super into Hitman. He played the Hitman sniping game on his phone, loves it. And so when Hitman 2 came out with the sniping missions, he was like "I want this, I need to play this game, I need to snipe all the time." And so I was "Okay, well, the cheapest way to do this is to buy a PS4." At the time, I think that was kind of the thing to do. And I was like, "Why don't you buy mine? "It'll be cheaper than buying a Slim or whatever. "It'll have a bigger hard drive. "You'll get a better deal. "I'll get a better deal than if I traded it in "and I'll go buy a Pro." So I bought a Pro. I was like, "Yeah, sweet, this is great." And then, it started having hard, I don't know, hard drive issues. It started with Kingdom Hearts 3. - Of course. - It's not the game's fault, but it is kind of ironic that this is the game that kind of started these symptoms. Where it would just, I'd play the game, any game, for maybe 15 minutes or something, and then the console would just crunch and crackle and die and sound would come out of the speakers. And it was like, what is going on here? I would do one of those cold reboot safety mode database rebuilds and then it would work fine for a few months. Replaying Arkham Asylum and it just, there's no saving it. It will not come back, it will not boot. I did a clean install, like wiped the whole thing, reinstalled the OS, nothing. This is a week after the warranty dies. (laughs) - Of course it is. And I'm like, well, now I'm in a pickle. And so this was before Death Stranding came out, months before. I think Jedi Fallen Order was also coming out somewhat close. I don't know. I wanted a PS4. This was also when we thought last was

part two was coming out in 2019, I think. - Yeah, this was in October 2018, I would've guessed. - I was like, well, I need a PS4. I guess I'll get this Death Stranding one. So I bought the Death Stranding PS4 Pro. And it's cool with the paint hands on it and the countries and stuff. And then Sony up and announces The Last of Us Part 2 PS4 that I genuinely, Logan thinks I'm crazy, but I genuinely like the look of it more than the Death Stranding one. So I sold the Death Stranding PS4 and got The Last of Us one. So I've bought four of the like 150 million PS4s out there. A small piece of the pie. You're welcome, Jim Ryan and Shuhei Yoshida. I've only bought two, but well, I had a launch PS4 that like died within the first three months so. Oh that sucks. Yeah, it was like some super weird issue where it was probably like a solder issue if I had to guess now that I know a little bit more about computers, but I remember I took, like it's normally like it was at the time like tucked on my desk behind my TV and I took it out and put it on the ground to record this video of it freaking out to see if I could get clicks on YouTube because that's in 2013. That's what you do. And everyone was very very upset because it was on the carpet and I've lived with this haunted of like "well of course it's not working it's on the carpet right now" I'm like I promise I just put it there for a second I promise that's not what's going on but once the internet is like this is what it is you can't tell them that they're wrong even if they are so yeah you will never bounce back from that now my co-host love to remind me by saying like well i mean you broke that ps4 by shoving carpet into the disk drive dude like why would you do that so oh my gosh i yeah i love i i don't know what started the whole why i bought so many ps4 tandems but I've bought a lot of them. Hopefully I don't have to buy that many PS5s. Yeah, I'm hopeful. I mean, there's already rumors of a PS5 Pro system that's going to come out later this year or whatever, but you know. Of course. I mean, I think a big part of tech in general is when you buy something, you just have to know there's a new or better thing already in the works. You just have to accept that. And you and I, we both wanted to be at these launches. I think for people that really enjoy this hobby and are super into it like you and I are, being there at launch is just something super exciting and fun. And you know, this launch was originally going to have Halo. Like it was a really exciting time and I wouldn't have traded that anything to the world. I don't, you know, of course there's going to be a slimmer, more powerful PS5 later. I honestly, I don't know about more powerful, but I mean eventually sure, but definitely they're going to make a slimmer one. They're going to make a tiny... Remember the fat PS2 to the slim PS2? I'm not saying it'll be that drastic, but there's definitely going to be a slim up in here. Yeah, there's never not been a slim of any console ever at this point, so... It is, it's just inevitable, and so you have to accept that when you buy it and think, "I'll just upgrade eventually, or I'll get the PS6, or whatever." It's just kind of the way it goes, and if you... I feel bad for the people that don't pay attention to the news or know these things. Let's say the rumors for the Switch Pro thing start really heating up here in the back half of summer. I'm going to start feeling really bad for people that go out and buy Switches in the fall and all this stuff. I'm going to be like, "Please don't buy it. Just wait if you can." Yeah. Because if anything, even anything, you'll get a deal on the current thing. Any of the specialty switches, like the Animal Crossing one or the Mario 3D World one, just like those, like, "Okay, this is the time to get in." It's like, "Oh, is it the time to get in?" We bought the Animal Crossing one, but that was a second switch for Abby. And to be fair, that was before the pandemic started, so you didn't know that there was gonna be a time vortex where all things would last four times as long so it really did work out to be an investment. It did or you know what is it this new purple switch light it's like oh yeah come on no I mean it's a good color it's GameCube purple sort of but not the time people. But then you got to think about those people that exist totally out of the ecosystem that we do right and they're like they're fine they won't even know about the switch pro They'll probably use that for three months and then throw it in a bag and forget about it You know like there are people out there that do that. It's just different than us. Yeah What I'm really really worried about I'm starting to think it won't happen But earlier this year when they announced especially when they announced the Mario switch I was like these guys out here are gonna announce a Zelda switch Before they announced the switch Pro probably and I'm like I'm gonna buy the Zelda Switch. It's not gonna be good for me. It's only gonna be bad for you, actually. I'm hoping they do what they did with the new 3DS XL, which when that

came to the States, they launched alongside Majora's Mask 3D, and that had the Majora's Mask themed switch, or I'm sorry, 3DS and that's what I bought and that was kind of my mentality there was I now's the time to upgrade I get the Zelda I get the new it'll be great that was a good one too I like the major works master yes they're not gay it's but no it's it's it's one of my favorites it's up it's up there somewhere my top shelf is my Zelda shelf shelf below that's my I guess a non-a- a dark shelf it's mostly Last of Us but there's an uncharted statue in there. My mom got the the link between worlds 3ds XL which I'm also a big fan of. That was the one I almost bought before the new stuff came out that I'm almost that was when I worked at Kmart I almost bought that it's very nice. Yeah I actually had the Animal Crossing 3ds XL the the new leaf one with the little yeah pop the pop tart as I like to call it. Yeah I remember that it's a good I really hope they don't announce a Zelda Switch is really what I'm saying unless it's a pro. I mean they probably will. It might be a pro though. If it is then I'm fine because then I get whatever those upgrades are. Basically all I'm looking for is if it can run Breath of the Wild smoother and Breath of the Wild 2 smoother. That's really all that it needs to do. Because really the rest of their games run rock solid. They're like kings of optimization. they know how to optimize as well as Capcom, you know? With how well Monster Hunter Rise runs on that thing. It's wild how much power certain companies can get out of that thing. It's wild to think that we now can have a less powerful system that is totally great and wantable, you know? Desirable, I think. Yeah, it's almost like the Vita but people want it. Kind of, or like the Wii but it doesn't it's not clearly falling behind you know like that's what yeah I think I think art direction is a big part of that there I mean so Origami King not a great game overall. A heart crushing game but it certainly gorgeous. Yeah and it will look good for the foreseeable future Yoshi's Woolly World, heck, Kirby's Epic Yarn on the Wii still looks great because they lean into an art style and art direction. Mario Odyssey, I think the only thing that'll look outdated in that game is the people, but honestly they're supposed to look kind of odd because Mario is a cartoon man. He's just a cartoon man in a real world for some of that game. Yeah, I think that their leaning into that helps those games. stand out on weaker hardware proves that our direction is just as important as raw horsepower. And it proves that you don't have to have the most powerful system to have a desirable system. Yeah, definitely. Holy smokes, they just passed 85 million switches. Yeah, which is... It's going to surpass the Wii here by the end of the year. The Wii. I mean, really the the Switch is setting its sights on the PS2. Will it pass the PS2? I don't know. I kind of hope so just because it'd be fun. Yeah it's always good to have something new kind of come to the top. I mean the PS5 is already setting its sights on the PS4 you know. That's just the world we live in now where people just really love video games. It's great. I play Ultimate Frisbee with a bunch of people and one of them is- Just throw around a Switch Yeah. Yeah, no but the one guy every now and then he mentions he's like I have the last game I played was like Red Dead Redemption on my PS3. Jesus. I was like you know. It's very specific. I got Red Dead Redemption 2 on PS4. He's like I have a PS4. I have God of War and I have Red Dead. I just haven't played him because he's if I play him I know what's gonna happen to me. Well yeah that's respectable. They're all really good. The other day he dropped a Max Payne 3 reference. He was like, "Why don't they make games like this anymore?" And I said, "You know what? That's a great question. Why don't they make Max Payne 3 style games anymore? Come on, Rockstar!" Whew! That's another deep cut. Very specific games. Like, he clearly had certain tastes. Like God of War and Rockstar Games. Like, he clearly could tell the kind of games he wanted to play which honestly are games that I love to play so but man Max Payne 3 that why is that game not back compact? Figure it out Rockstar. Figure it out. It's not? It is not back and pad on Xbox I swear. They probably very specifically did not give them the okay to do it which means I think I think the reasoning is music licensing probably which I'm like come on Rockstar just pay just pay the band. It's so funny to think of like all these 360 era games that had license music that like occurred in some way shape or form fucked. Like totally screwed out of possibly being modern in any sense. Drives me off the wall. Like Alan Wake was in that for a while you know but they they upped re-upped the the license I think when they bought the IP back from Microsoft right so Yeah. That is on backwards compatible. That's on Game Pass, you know? Yeah, and I think rumor is they're working on another one. Like that's the follow-up.

Because Control had some Alan Wakey DLC or something, right? Yeah, it's also like, it's basically ties Alan Wake into a universe essentially. It's very good. Quantum Break universe? Quantum Break's in that universe! Their games are all tied together except Max Payne, because Rockstar owns that now, right? Yeah. Rockstar owns it all outright. But Max Payne 1 and 2 like exists in a referential form via Alan Wake. I'm sure that's fine. Rockstar clearly only cares about GTA and Red Dead now. I think it's like Alex Casey is the name of the detective that is essentially Max Payne that Alan Wake wrote, right? But what's great is just another layer of the control-averse in the AWE DLC, in the Alan Wake DLC, that one of the offshoot documents is like, "There's an FBI detective named Alex Casey that's looking for Alan Wake, like a real person. Are we not gonna just talk about the fact that Alan Wake wrote a person named Alex Casey and that now this person is real and looking for him?" So that's another thread in the control-averse. That sounds like, um, do you ever see Stranger Than Fiction with Will Ferrell? I haven't. Rough gist of that movie, it's like comedy, dramedy I guess, drama comedy. Anyway, Will Ferrell plays this business-y guy or whatever and suddenly one day he starts hearing narration over his life and it turns out some famous author is writing a book that is his person. I remember seeing trailers for this movie. so he's like He's a real he's a real person but also a written character in this story. That's like happening in real time. It's We I like that movie quite a bit. So does my my mom she's a big fan of it yeah, it's just the the remedy vibe is It's exciting. We live in an exciting time for them and the the they're making this this unannounced Alan Wake game Alan Wake slash control game with the That's their Epic license. Yeah, that's their Epic project. They get a bunch of money from Epic Games, which is also great for me as far as I'm concerned. Yeah, no, them in Playdead and... What's that company called? The guy who made Channel Colossus in Last Guardian. They're over there now. Which is really good, I think. Because they get a lot of money, you know. Yeah, it's good. that the thing that they're making will probably come out which I'm excited about. Maybe in one year's less time. Fingers crossed. Fingers crossed. I am, you know, I think kind of, hmm, there's no real smooth segue for this one but who really cares. Alex, you're big, you're big persona boy. Yeah. You love persona. I, I love, I - I love Persona, but not as much. So I like love, love Persona. I don't know, like you-- - You like, like Persona, but I love, love Persona. - Sure, that's a good way to put it. I have something to admit. I bought a Vita back in the day from a coworker when I worked at a sushi restaurant. - Okay. - He was like, I got this Vita to sell. He actually had two. He had the white one and the black one. And originally I was gonna buy the white one and then he's like, "My parents say the white one "will be worth more money some days, "so I'll sell you the black one." I was like, "I don't care." - He was probably right, to be fair. - Honestly, absolutely. But all I cared about was getting a Vita. And so I bought this Vita from him, I forget for how much, and went out to a GameStop. The only game they had on the shelf was Persona 4 Golden. I was like, "I hear Greg talk about this game, I'll buy it. Super glad I did because the physical version of Persona 4 Golden goes for 50, 60 bucks now I think. I have like three of them so. Oh my gosh, gold mine over there. A literal golden mine. Very good. Honestly. Very good, excellent. Oh my gosh, I'm thinking about That's so good. And I played... how much? Who's Troy Baker, the biker boy? Kanji. Kanji Tatsumi. That is where I stopped. That's the second dungeon. Congratulations. Second of eight, I believe. Yes. My big, like, qualm... there are two issues. One's my fault, one's game design fault? Sure. game design fault first. You can't just like save in a dungeon and they're randomly generated. When you do a dungeon you just need to commit to the whole dungeon. You're like, "You're gonna be here for a few hours. Just buckle up." And I didn't really understand that. So I struggled with that quite a bit and I always thought that the game would look better on the TV anyway. The part that was my fault, which was... So I understood this was a big Japanese RPG, like a big long game. I was like, I needed something a little bit more than just, "Oh, this is a good game. You probably will like it," to incentivize me to play. The incentivization was the platinum because everyone talks about how hard this platinum is. And so I was following a guide to optimize social links and get everything. And I think those two things were wearing me down. And I was like, Persona 4 Golden became work and it shouldn't have become work, it should have just been something I played for fun. Same thing happened to Persona 3 Portable for me, I totally

understand. Yeah, and so I never beat it, and I'm probably asking for it now because I'm talking about it on a public podcast, but I still don't know who the murder, like the plot twist of the game has not been revealed to me. I've remained dark on the game, and please, please leave it that way, please listener, don't spoil this game for me. It's like the the bumner thing is like by modern standards it's like kind of super obvious now. Maybe it would be if I when I go back someday. Yeah I think if you went back right right now right you'd probably be like oh I think it's probably this person and it's so hard to tell people like that's that's not what the game's about it doesn't matter that you know who it is And I think knowing what I know about Persona 5, which is a game that took me like two or three years to beat 'cause I would play it in like 20 hour chunks. - Sure. - And be like, I need a break. - Yeah, whatever gets you through it. - Not because the game's bad, but I just would switch to something else. But I always told myself, I'm like, this is not gonna be Persona 4 Golden, I'm going to come back and beat this. And like, I just need to remember where I left off, narratively, because the gameplay is not hard to forget or whatever. It's Pokemon and becoming best friends with people. Yeah, it's Pokemon and dating sin. You're just hitting X over and over again. It's really not hard, you guys. Yeah, and so I did finally beat Persona 4 or 5, I'm sorry. And I love it. Oh my gosh, game is so good. I did have to drop it to easy because I didn't fight all the time. Okay. To avoid fights. So the final boss would like one hit me. Oh. I like at a certain point there's, I don't want to spoil it because, but picture the final boss. There'd be a part like this, he's broken up into phases and I'd get to this phase where I'd send off a partner to go distract it or to hit it or do whatever Kanji would do. Not Kanji, Ryuji. And when that attack commenced everyone just would die. There was nothing I could do. And I was like, "Well, if I'm going to beat this, I'm just going to have to drop it to easy. I'm not going to go out there and grind 10, 15 more levels and then come back and try again." So I dropped to easy and I beat the game and it's great and I love it. Oh so very much the soundtrack is phenomenal. Like basically Persona games are great and I have a PSTV now I feel like I can play golden the way God intended on the TV because when I sit down to play a TV game I know I'm like committed to it instead of a portable game where I can put it down or whatever. I prefer to play golden on the PSTV as well so I know I am in the very minority of people that think that all the people are like if persona 5 5 doesn't come to Switch I'm never gonna play it. Well that's, you're missing out. That's all I'm gonna say to those people. I've never like, you know, I try not to get too, again, try and be as chill about disagreeing with people as possible, you know? Yeah. But I'm glad you played 5. It's their loss. I'm glad you played 5, yeah exactly, it's their loss. Great game. Like it's, the thing with the killer with Persona 4 is like I could tell you in Persona that at some point you fight God. But it's not gonna mean anything. Like, if I just say that, once you still get to the moment or whatever where you get to hit R1 and shoot the thing, it's like, that's still gonna be great because of everything that you had to do to get there. I promise. And that's the same thing of like-- It's his journey instead of the bullet point. The destination. Yeah, that is Persona to a T. I know that is so so contrary to so many video games like if you think about like so many games that revolve around boss fights and revolve around climax and kind of these moments but Persona is like no we're gonna we're gonna drip feed you this as slow as possible so all the moments that feel climactic are just like it's almost like you're directly injecting drugs into your veins because of how climactic it feels like that's how powerful this this vibe is it wraps itself around you and you don't even realize and for some people it's like you know I follow someone on Twitter I won't necessarily put them on blast but they're a friend of mine and and I like his opinions on things a lot but he's like I just do not want to play a game that is over that is like someone tells me it's 100 hours long but it's hard to tell someone like Like when you play Persona, it doesn't feel like it's 100 hours long, you know? It is so hard to tell. I think my final time was like 120. And that's pretty common. Yeah that's pretty common I think. And that's just for a first run through. And it's hard to get anyone to commit to 20 hours. Anything, ever, at any point. That is absolutely... It's a pandemic, man. Why would anyone want to do anything? Ever. So when you tell them, "Oh yeah, to beat this, it'll take you 120 hours." I mean, I'm not a good testament to that either. "Oh, it took you three years?" I'm so on and off, I swear. It's so hard, but when you do play it, it genuinely doesn't feel like that at all. You're just... I live for those free days where I can just go

do my thing. So my... Kawakami, best girl. I mean, actually, if I played it again, I'd choose Makoto, I think, as actual, but Kawakami is who I chose. Love Kawakami. I get made fun of by Logan and our other friends in our, like, super tiny model. I think everyone's great in that game, is the thing. They really are. When you re- they care- it's so good pound for pound. But I wanna ask you, 'cause you're such a big Persona fan. I have a couple of questions, but specifically the one that's always on my mind lately, Royal. - Yes. - This is where I struggle with the 120 hours. I'm like, I've already played this game. And people are like, it's so worth it, you gotta do it again. And I do understand, no spoilers, but I do understand that there's like additional palace or something with one of the core characters later on. Like a certain character gets a lot more attention than they did the first time around and I think you know who I'm talking about. But just tell me what's up with the royal? Like why, why, when someday when I go it's time to replay Persona 5 for the next four years. Why do I need to pick up Royal instead? It's so hard. This is another thing of like it's in that same category of like it's not gonna feel like a hundred hours type deal of like I can tell you that but those words don't mean anything without context I think. Persona 5 like the original version feels almost like a neutered version of that story because I know how it is told in this other version right it's it's more than just we added some stuff it's like we thought about what these characters want and what these characters are like and we wanted to make threads in the story that made those those lines more personal right Like I like Ryuji in Persona 5 like I My feeling on him by the end of that game was He's like the exact kind of person that I would know but probably never want to hang out with But I wouldn't dislike in Persona 5 Royal like there's just a lot of really great Changes to how and I'm just using one character as an example. There's a lot of great changes to how like What that character wants to do by the end of the game and how they present that to you and how you and that character How you and re usually like get there together as friends as well. That's like completely absent from the original persona 5 that makes that character feel Like a completely different like he goes on a different kind of journey because the destination is so much more personal and That's that's kind of like the metaphor for Royal as a whole is you know, you're gonna meet characters like Kasumi that are new and you've not known before but they also act as like oh This feels like it meets the tone of this or this feels like it meets the the world that Persona 5 has built You're gonna meet characters like Maruki that are really interesting and ask questions of the characters that challenge how they think about things like Ryuji of how he hates adults or whatever or how he has trouble trusting people and that will send them on a path that leads them to a very similar but differently satisfying ending. But it's more than that because it's you know you're just gonna get more scenes with these characters you're gonna get more the dialogue is rewritten to make more sense or you're just gonna get to be able to spend more time with them on top of knowing that like this is gonna end differently and it's not gonna it's not gonna be different different right you know you're still gonna have to fight God you know that's still gonna be part of it but you're gonna get there and there's gonna be more after it and it's gonna feel way more personal and way closer to home the best thing like you're in a great position because you've played persona 5 and that took a long time so like honestly for you you know in whenever the mood strikes you and you're like I'm ready to replay persona 5 and you sit down to play Royal it will feel in the same way like I'm playing persona 5 again but it'll just be better in every way you know like and and there will be parts of it like oh I don't remember this or like this might have been there but you know like this just fits so I'm not I'm just gonna go with it so it'll it'll it'll tow the line I I think of like being nostalgic and and fun and exciting to go back to and like yeah seeing an old friend again while also feeling fresh and new and Exciting and you're gonna be into the changes that they made I think so Whenever you get to it, it'll just be great when it's there Yeah, like seen a friend you haven't seen in a very long time and sure they've changed and all stuff You've moved a bit come back and they're the same but they're also different Yeah Yeah, I mean I want to get it someday like I do plan to It's just I feel like it's one of those staple games that you just kind of want to own and and have there it almost feels Comforting to have it on the shelf, you know, it's like yeah, I can I listen to the soundtrack all flipping time like it's just man, so good I knew music in royal mm-hmm Do you did you do strikers are you like a little sound like? Are you but didn't seek out the spin-off

games, or you just like it? Used to but like they're not they're not scratching the same itch. They're just different things like I played Persona Q the first one. And I've never played an Etrian Odyssey game. You know for point of reference where you're like drawing the map and and whatnot. And it is absolutely one of those and it's at the same time has a lot of Persona vibes that are great. And fun, like I played Persona 4 Arena and Persona 4 Arena Ultimax which is super great because like in Ultimax you get to see the grown up versions of all the Persona 3 characters which is the only thing they've ever really done that as far as I know and I love Persona 3 and seeing them like how they take their kind of that ideal that they carry with them through the end of the game and then transform it into what they've decided to do for the rest of their life is cool. So you get a lot of satisfaction there. So there's reasons to play the Persona spinoffs but it's nothing like Golden or Persona 3 Fes or Royal. It's like those are just like I think the way that those games are meant to be played. Yeah, I definitely know that Golden is the one that's supposed to be played over just base Persona 4. It's certainly the more accessible one now that it's on PC as well. And the reasons for that are very similar to the reasons I would tell someone to play Persona 5 Royal over the original. It's like, "Hey, Marie is in Golden and she is not in Persona 4, you know, otherwise, so..." And she's a great character that is super fun and goes to a lot of cool places in the same regard is Kasumi and in Persona 5 and she's great. It is, I seriously, it's weird I feel like a lesser fan if that makes any sense it's like I love these games but I also have not put in the time or commitment or sometimes I feel like I'm a poser it's like I like Persona I fit in right? I mean as with all things you have to divorce yourself from that kind of mentality just in general but I would say that the best thing about Persona is that in my opinion as someone who's played three four and five you know and I've not played one or two and I've not played the alt version of two either and I know people that have and I know people that that swear by them nor have I played like a proper Shin Megami Tensei game if you've finished a Persona game you're a fan you know because like Persona 3 is a hundred hours Persona 4 is 60 hours or 80 hours depending and Persona 5 is a hundred to one hundred and thirty hours right like if you've played any of those games like you've seen what makes Persona special which is getting to God and it making sense then you you're a fan you get it you're you're here, you're part of the family as far as I'm concerned. Just know that there's more to play, more to see. Like, Golden is as, for some folks, better than Persona 5 and that's a great game. Persona 3 Fes is like this totally somber, sad version of Persona that is so different and such a wholly different, you know, like, people's Personas level up and transform automatically in that game, you know, like, you can only romance female social links in that game you can't not romance them so and people get jealous Oh you like oh you have to? Yeah if you're going to get to stage 10 and a social link and in Persona 3 and it's a female character it's going to be romantic you know like there's no like Oh interesting you don't get to choose that's something they added with 4 you know like okay it's a the you see the how the games change and evolve and I like them all individually even though So, you know, like Persona 3 mechanically is like a super not great game comparatively, but it's also like super hard because of the way you have to play it because you can't control your companions and stuff, so like it's super satisfying to play in a way that I think 4 and 5 aren't, you know? So like everything has its own kind of aspect to it. I get the itch for Persona 4 a lot, especially since I picked up a Vita TV this year. Like, maybe I should do that. I think that's what you should just play Persona 4 Golden and if you, you know, like, see if you can even go back to that game after playing 5 because you just might not be able to. I don't know how you are about that stuff. You play a lot of old games, so you're probably fine with it. I'm usually pretty good about playing old stuff, but in my head, honestly, I feel like I've four's I could be way off here but I feel like four is very similar to five and just kind of the basic mechanics of it I remember in combat like I chose what I wanted each person to do I remember spending time and going around places June's like come on I like you losing time losing baton pass is a hard thing to go back after I'll say I do like baton pass and while I'll say about percent of five Royal one of the there's just infinite number of mechanical changes they made to iterate on Persona 5 to Royal, but Baton Pass is no longer locked behind Social, your confidant link, so you get Baton Pass with Haru even if you never talk to her ever in your life. And also there are boss fights specifically designed around

Baton Pass and that is a mechanical challenge that is super interesting. Sounds actually quite satisfying if you pull it off and you're like you win that fight you get way more Quattroville passes in in Royal than you ever do in the original person Mmm. I like the sound of that and you can level up your baton pass. You can also level up your technical skill Yeah, it's a whole bunch of great stuff making Yeah, well, I'll definitely I'll probably have to snag it at some point I hopefully I can get one of those steel cases still because the persona 5 steel case is still I think my favorite steel case server. It's very nice. I lost it. I don't know where it went but yeah. I think I lost it in my move. But. Move. Yeah. Again the all digital world I just let my self go. I still have the collector's edition box. Persona 5 is the only collector's edition I've bought in the last ten years so. I still have that so I'm happy with that. As long as you can the steel case you can always buy a replacement if you really wanted to complete the set once more I don't I think I still have my persona 3 physical copy I still have persona 4 for ps2 as well look at you I have a buddy who's trying to collect all of the persona games good looks turning it it's a very expensive hobby apparently I always keep an eye out for him though if I'm at like a retro store you know mom and grop shop as it were up shop yeah and I see anything persona or shimagami or Atlas like Catherine or anything like that I sent him a picture I'm like you need this and he'll tell me and if he does I'll pick it up for him I picked up some it's in my closet devil something saga one and two or devil survivor I think is what it is yeah he was like yeah well I I need those. Yeah, I need it. Please. I grabbed it. The prices were fair apparently for what he was able to look up so I grabbed that for him. So next time I'm in Indiana I have to like smuggle these anime games into my suitcase. Swear TSA. It's for a friend. I swear this Shin Megami Tensei is not a drug. Only to some people. Not me. But what is a drug to me? A game with a Naughty Dog logo slapped on it. - Yeah. - This should be no secret to anyone who listens and is familiar with my work, but I love anything and practically everything Naughty Dog loves. And what I wrote down originally in the notes was Going Dark on the Last of Us Part II because you, sir, from my understanding, were like the polar opposite of me, where I dove in and was like, I'm gonna write a whole history about this, So I'm going to soak everything up and somehow still didn't have the game spoiled for me before launch. Thank you mute filters. But then you apparently didn't watch you watched whatever their reveal. You can correct in the room for the reveal trailer. So I couldn't have you were there with Logan. Logan was there. Logan was there. He met. He met was the day I was like for the same day I had met him. Yeah, I think. Yeah. Okay. reveal at PSX. What a trailer. Oh my gosh. Great trailer. I was so excited at the time. But before we started recording, you shared with me that you did not care for or do not like The Last of Us Part II. Which I think is a far more interesting thing simply because I don't-- most people I talk to at least liked it and I don't really talk I've played the game three times like it's no secret I have the posters over here I've got art above the door like I'm all in I love it so much but I'm curious why like what's what's up this is not to me say you know how let me convince you that your role I I have no desire to do that. I really, I think in particular with part two, when you, if you like it, you know you like it, and you don't like it, there's nothing I could say or do to convince you that this is like, "Wow, what a great game." It's kind of like Persona in that regard. This is a very divisive game. You know, like if someone played 100 hours of Persona 5 and they're like, "I do not like that game," I'd be like, "There's nothing I'm going to tell you that's going change your mind about that I guess. Yeah, oh my gosh. And you know Last of Us is like 30 hours and or 20 hours depending on how you play it and and I feel like by the end of it you're gonna know one way or the other how you feel about it. Yeah I mean and so I played it you know I played on my own and I played it I had my roommate played it you know like he doesn't play a lot of video games like fun it's funny you mentioned like Red Dead 1 and 2, two of his favorite games of all time. I actually bought Red Dead 2 for him and he still plays it to this day. He just likes to go around and go fishing and take pictures. That's another game I think about going back to a lot. Which I don't... I've played the first two hours of Red Dead 2 and I'm like, "Cool, I'll never play this ever again." But maybe I'll play it again at some point, but it's just not my bag and it didn't super click with me and I don't really like cowboys to begin with so like you know I I'm just happy for him to have that like so I played he also loved the first last of us which you know I've been on a record that is one of my favorite games of all time which is it

no longer is because last was part two but the plot thickens the plot thickens but like you know I so he wanted to play this and he played it normally like I'll play a game and he'll watch so he played the whole thing over the course of like four months you know we played in like two hour sessions or one hour sessions so like I also got to take in and I try I was like I'm not gonna say anything the whole time we play I have my own opinion about this game I don't care if you like or hate I just I want you to form your own opinion about it I don't want to have an impact on that so I just kind of hung out with him while he played it it's cool cuz he I thought I was been very thorough but you know like I missed the guitar scene early on. Oh really? I mean not that that guitar scene would change your mind about the game but that's interesting that you missed that. It's a cool scene. It's just like one of those things like I thought I checked every building literally the one I hadn't checked you know and so like he saw that and I got to see that when he played and like you know he just had kind of a different take on a lot of things. Yeah I just think that game is just A) it's too long and if you're one of those people that's like, "I don't understand what you mean by it being too long." I just, like the amount of times I saw people have that conversation of "Is this or is this not too long?" I'm like, I don't know how to engage on that. Like for me, you know, you can look at the, I love, I'll say like the checkpoint system lets you, like the chapter system lets you just choose an encounter. You can look and see that there's like 75% more encounters in Abby's playthrough versus Ellie's and I can tell you, I could just point show this next season like there's too much fighting in the second half of this game. I'm sorry, but there is. Especially coming off of Uncharted 4, which had very little fighting comparatively to the rest of that franchise. Especially in the back half. Yeah, especially in the back half. And it's cool. I was so happy to see a game, a third person shooter that's like, we're just gonna not have you fight as much. And that was originally the goal. Like they wanted like you to go into a third or half that game without picking up a gun that was Amy Hennig's like part of Amy Hennig's original vision for that game and I think I think a lot of that still lingers over it and they really I mean actually the day we're recording this I'm trying to for is five years old today today we're recording this yeah and so I've been that games been on my mind a lot today in particular but they really that game really hit I think hit its landing pretty strong but it definitely has a different vibe and feel but yeah I think part of part two as far as pacing goes but people thought Uncharted 4 was long it is long as well but too long I see I yeah too long I it's harder for me to commit to that with Uncharted 4 at least and so with those both those games part two and Uncharted 4 I think it kind of ties back into Persona like Persona has a hundred hours right that sounds crazy, but it doesn't feel like it when you're playing it. It's a good pace, you're enjoying it, and you're really kind of sucked into what you're doing. And for me, a Naughty Dog game, I'm sucked into it. Like, I'm all in, I'm enjoying every moment, and so it didn't feel like a 30. I've, across the three playthroughs, I've spent 80 hours and the last was part two, and I also have the itch to replay that game, one and two. just a world I love spending time in so that time flies by but if you're especially if you're not feeling it or enjoying it for whatever reason it's definitely I feel longer and the fact that there is so much in that back half of that game I definitely can see like that that I feel that's how the feeling it's not so much just the hours and like time crunch it's really the feel of the game and the connection to the player there and that's for any game and and a A lot of it for me too is like, I do not like it, at least without any heads up, that you're gonna kind of gut my mechanical repertoire, right? And Abby has her own kind of set of stuff that you have to figure out and do. It's all very different and it's all obviously intentionally very similar to how Joel plays, but I appreciate that. I just never cared for her too much as a character, right? It's so funny because in the whole Abby part of the story I like Abby the most of all of those characters. I think all the other characters are legitimately bad, especially someone like Owen who is like just a bad guy and I like that they kind of make him out to be a good dude but he's just not a good dude. And at the end of the day like Abby is just a bully, you know? Like if Abby were a person in our world, Abby is a tough, solve with her fists kind of person, and she's just a bully. If you get in her way she will push you around because she doesn't care. And I like their approach to trying to get you to empathize with her, and up to an extent, because I think like you're not going to... The tricky thing is like I with all characters I think you are not going to care about them without some kind

of reflection of them and it's what made me care about Ellie's story for longer until I didn't anymore because she had it at the very least Dina as a foil character to her who is different and felt differently about things but then you know there's a lot of enabling and ultimately like everything that happens between Ellie and Dina is like completely forgettable and I think just a waste like like Dina at no point ever kind of I think confronts Ellie before we're way too late for that you know in a very similar situation to like Abby has all of these characters around her that are bad uninteresting poorly written sometimes like stereotypically racially like Manny I think is a terrible character and I don't know why so many people like him especially like with how he is so spanglish and that is like such a thing that bothers me now that it's been pointed out to me. And so like all of these things kind of that would I think make Abby more interesting are there and they're all bad and so they don't really go far to make her more interesting and then I'm just supposed to believe that she has a relationship with this kid that she doesn't and they don't have any meaningful conversations outside of a couple that I liked and the more I think about it I just think that game fails its characters by rushing them forward at one another constantly and everything they try and do or set up that's interesting with those characters is a failure and I think that game if it's about hate and the cycles of violence as much as it is it never deals with the consequences of that it ends before Ellie really has to deal with them. Abby essentially gets away with it and and no one ever like no one ever says like there's never any like like moment where you feel like it was all building to a point for me. Not that it has to like I think it's interesting to try and like put a climax where there is an anti-climax and I think that like where the two stories split off is kind of an interesting point. I just like at that point I didn't care and I think it was a lot of combat before then that I realized that I didn't care and then I just had to do more of it that just desensitized me more to it. It just like I see exactly what that game was going for and And it did not work for me at all. And I think it gets more credit than it deserves, I guess. But in that same breath, it's one of those things where as someone who was there for The Last of Us Part 1 and that did work for me and seeing this unraveled the Naughty Dog aesthetic for me to some extent. And that's why it changed how I felt about The Last of Us Part 1. that I don't like that game anymore it's just like if if you really think of it in a parts of a story like everything The Last of Us Part 1 which was just these two characters and how they interact with each other and how that kind of culminated in the relationship they had by the end of it everything of that if you now think of it as a setup for the consequences that occur in Last of Us Part 2 makes me not care at all because like my feeling coming in The Last of Us Part 1 is like I didn't want to sequel The Last of Us because I thought it would have to be a story about the consequences for what Joel did and I didn't care about that story I didn't want to see it because I think that story is way more interesting if you don't know exactly what happens in it and then they just told that story and I didn't care for it you know like it once I realized like very early on that that's what that game is about I was like I'm probably not gonna like this. When when you switch to controlling when you switch to control Abby the first time in the game I knew exactly what was going to happen. Yeah. Yeah, you take long at all and and I was like, okay and And it was interesting like I was ready to be interested in it And I I thought like of course, this is what Joel deserved He killed a bunch of people somebody's gonna come kill you like like this is just this world that they've set up and I get it Let's see what they do with it. And I just thought what they they just flubbed it I just thought exactly what they did with it was super not anything I cared about And now like the idea of a third one is like boy You need to let this all these characters go you need to let all of this go and and I think say start something Different and new because if the game had just been Abby and had nothing to do with Joel and Ellie It would have been a better video game That's for me interesting that's interesting I I think it's I Feel like it's fair to say it's undeniable that what they tried to do was incredibly difficult and ambitious Which is why I'm given a lot of credit like they they went for it. I really think there hasn't been a triple-a game That's tried to pull something off like this since Metal Gear Solid 2 Sons of Liberty Have you played Metal Gear? Yeah, I'm a big big Metal Gear head. I just think that like the bait and switch in in Sons of Liberty Like especially coming hot if you have no context for three through the rest of it like it's just the second Metal Gear Solid games like oh I'm not gonna play a snake What and then it just it takes the first plot of that game and

completely subverts it and the best Hideo Kojima way total actionable, it's so good, and I think they really tried to kind of emulate that on some level of This really big and hard bait-and-switch feels like cheap to say but you know they subverted up expectations and whether that succeeds or not I think falls on them and the player who's playing it and I think it's interesting to hear you your perspective on the game and your experience with it because me personally I just obviously it was just soaking it's up from the beginning mm-hmm I think Abby's story actually it did really work for me and I think I don't know when I play a game I feel like I'm whoever that character is on some level I identify I think that's a thing a lot of people do and and just kind of thinking about well why did she do this and then you know does playing as her impact how I feel going through this journey and it did for me and in the end then switching back to Ellie which is kind of their whole point is can you how do you feel now with two people that you at least on some level care about or empathize with like how does that how does that work internally and it's hard definitely and like the goal that I think they set out to do of like make you care about these two characters enough to the point where you don't want to see them fight by the end right like it is such an interesting and unique approach to storytelling and I like it conceptually I just don't like how they executed on it and I feel like I would have liked it more and I could say that a lot of things ultimately I I don't know if there's anything they could have done to made me like really connect with it but I for I hear that Metal Gear Solid 2 comparison a lot and I think they should have just committed to I think they should have just when you switch to Abby you never switch the whole time not the whole time but like I think you when you switch to Abby the first time because it's weird that the you play her for all of 30 seconds and then you never play her for her I I wish that when you switch to her in the beginning you played all the way through the the switch where you went to Abby and then you switch back to Abby or to Ellie and I think it would have been a totally more interesting video game But I feel like I I do feel like that would have been a way more I feel like that was definitely an idea on the table. It's yeah, right Something they didn't consider but I still would have had the the problems where it's like all of the characters around Abby are terrible and I don't care about any of them, but like I Also the the kind of redemption arc that she goes on I'm like I'm gonna help these kids because I feel bad about killing Joel like just doesn't make any sense to me like they spend all of that game telling you about like all of her story telling you showing you abby's relationship with her father showing you why this matters showing you why she would be so full of hatred um and then you know i i think that that is the point but like you just you missed it for me i think you didn't give me enough on the other side of like this character likes kids or like this character has can talk to kids like you know just everything And the whole relationship with those two kids is so unearned. I think it's intentional to have Abby, me, or Joel in a lot of ways. And it's interesting because with Joel, you see his tragic beginning. Same pandemic feels a little too on the nose now, but the outbreak probably is better. And then it's the 20 year jump and you kind of just fill in the blanks and it's filled in narratively with other people talking and actually through the relationship with Ellie, you know, when they get into Pittsburgh and he knew it was an ambush when they get into Pittsburgh and stuff and she's like, well, how'd you know that? It's like, well, I've been on both sides. It's like, oh, you were a bad dude. Yeah. And, but I think also even before then they're setting up who Jill is just with every, every conversation he has with Tess, every conversation he has with the guy Robert that they kill, every conversation he has with Marlene, it makes sense, they very subtly fill in the character gap of like, this is the kind of person this guy is, not a good one. And I love that they remain to that to the end of the game. When we're in the hospital in Salt Lake City and he grabs a gun and shoots a guy, I'm not surprised at all, right? No, and that's an example of, I think, player alignment with character motive. At least I personally was like, "I need to get upstairs, and you are in my way." And that is the complete opposite of the feeling that I had when Abby was like, "You're my people." I'm like, "Why?" All of the subtle character things that I've been seeing just make me feel like you're an asshole and not that you care about anyone and and maybe that's the point that's the character that they're making but like that's just I just don't think they did enough there but like on top of all this like all of the more hard to answer questions from The Last of Us Part One that should have been answered like well why didn't

Marlene just ask Ellie if she wanted to do this why didn't anyone talk about the fact that the fireflies were treating Joel like garbage and they were acting like a bunch of convict murdering bullies like why do I now have to accept this deus ex machina of a hospital leader guy that's like well we're making the sacrifice for the good of it and he was a good guy I guess you know like all these questions. He saved the zebra. He saved the zebra he must be a good guy like all of these I think really complicated questions never get answered and so you get this illusion of nuance without any of like the without even addressing the more interesting parts of it, I think. So, and that's where it kind of like, everything about The Last of Us, for me, is more interesting if it's not setting up anything, if it's just a story. And so them, that The Last of Us Part 2 just being consequences, which are interesting, but like, you know, I've seen this story before, I've watched The Walking Dead, I've been here, and so I don't need this again. And, you know, I could I could go on and on about like It just didn't work. You know at the end of the day just not it didn't all come together for me And that's totally fine. Yeah, it's a bummer. You know I'm bummed out as much as anyone else Yeah, oh my gosh I'm probably in the in the way that you like have that appreciation for Naughty Dog like this has undone a lot of that Yeah, in that probably really hard especially hearing their remake either remaking the first game, you know, and they have a part three kind of drafted out. Yeah. That probably really bums you out that they're really leaning even harder into this. I, the technical like businessy brain side of me is like, well they're remaking the first game because of all the studio stuff that was happening outside of their division, like this kind of got thrust upon them and it just like from a business perspective makes sense to have them make it especially coming off of two like if they're gonna just bring the first game mechanically up to date with the second game I think on a gameplay level that makes total sense and having them do it also makes sense from a business perspective and the part three thing sure they could do it absolutely they could they had part two concept and drafted and written up right after part one like this is par for the course for them I do not think this will be their next game. I think the remaster thing will be like what holds them gets their engine on PS5, which I think is why you haven't seen a part two update for PS5 like Ghost or God of War, Ratchet or anything. But Naughty Dog doesn't want to make the last of his games for the rest of their lives. That would, and they've always been, I think they're been rarely fortunate, I think in the industry to kind of control their own destiny as far as I pee and what they make go, I don't think, at least from what I've seen and read and heard and things like that, Naughty Dog has never made a game they haven't wanted to make. Like Lost Legacy wasn't like a "you need to make a..." Lost Legacy just started out as single player DLC for Uncharted 4 and then their own ambitions turned it into a full fledged game. So I feel like, you know, there's gotta be something else. I mean they have, having was just an interview they have multiple projects in pre-production right now yeah and if anyone like if anyone could like come out the gate with a with a new IP on ps5 and have it be be looking and sell well like you know obviously them and I think like you know they did that on ps3 with the last of us and and they they obviously had the opportunity to kind of build themselves up with uncharted before then and it that kind of taking off in a way that they didn't necessarily expect but I think they I think they expected that for two because they I hope so they were determined they would like what I would have turned one I didn't necessarily think that that was gonna be where it is now you know oh yeah what they just say that's I think 37 million people have downloaded or played Uncharted 4 like are you kidding me that's crazy And like, especially like in the PS3 time, like you know, as someone talking about video games way back then, like it was just a different time for Sony back then, you know, they're now on top of the world. Naughty Dog has been and I think continues to be their golden goose and now they just like have made a bunch of other golden geese. Yeah. Gorilla completely pivoting with Horizon. Santa Monica kind of stumbling you know from Ascension through God of War 2018 like they had that project that was on some level scrapped that sci-fi thing whatever that was going to be in who knows if that's back on the table now I do want to say because I'd be remiss if I didn't like everything I say about the last of us to also it didn't happen in a vacuum you know like I play God of War 2018 I was very disappointed by it because of how Sony prestige video game it feels. I did that in air quotes and like especially like hearing them kind of say like this is

the thing that we're doing now and like how samey a lot of their games are starting to feel it's like this is a problem and a bummer for me in a lot of ways but also it's just like how Troy Baker how Neil Druckmann how all these people carried themselves around the criticism The Last of Us Part 2 was pretty disgusting like to use as honest the word as I think I can. And that stuff bummed me out. But also like how so many people got so upset over The Last of Us 2. Like I obviously have all these thoughts and feelings about it. I do not care. You know like I loved that first game. I did and I was very much anticipating this and it was a bummer that it didn't work but like just the vitriol that came out of it. Even conversations I had with people I know of like someone who I won't name said like "I feel like they did Joel Dirty" it's like I hate this. Like I hate this level of conversation. That level of conversation which was around the game before it even came out. Yeah because I mean the spoilers and everything too. It's so disappointing and disgusting really is a great word for it. I remember when the game leaked and I know what you know the leaks were until afterward but um same like the internet has ruined nuanced conversation yeah literally same page dude i yes everything my very good friend jared green has said like do not talk to people like you're tweeting at them ever and it's like there is nothing that has stuck with me more than that of like the amount of times people like text me or things of like this is a take like I'm sending a tweet I'm like do not talk to me like this do not try and have a conversation like this and that's that is I think where that discourse comes from it definitely it is there's like there's no you know Twitter I wrote about this last year I wrote kind of this blog post about I think the title of it I'll put it in the show notes it like 280 characters is not enough and one of the things I wrote was like Twitter used to be like brevity was the soul of wet was kind of the idea of Twitter with its 140 characters and now it's like and like the Ouroboros it has consumed itself into something terrible you know I didn't I didn't quite write that but it was all that line of just it is so kind of again Evan Wells he just did this interview on like Game Maker's Notebook with Ted Price, Insomniac, back to Ratchet and Clank. And Ted asked Evan like, you know, what do you guys want to focus on going forward? Like what, what kind of thing? And Evan, kind of the thing he kind of landed on was just the toxicity in our community. I think people forget quite often that other people make games, the things that we play, they are humans on the other side. And whether or not you agree with those people, Neil or Hallie Gross or Troy Baker or even the smaller people that do, I say smaller meaning and just like they're not the face of the company, so to speak, or the project. They do tremendous work. I mean, the game looks, sounds, plays, I think all incredible. Like, a bajillion man hours went into this. And people just tweeted them the most disgusting and horrible and horrific things. And the anonymity of the internet has just like made that okay and it's not. And like, God bless anyone who works on a game in general. Or especially those community managers that just do not get paid enough to deal with everything. Oh, on the front lines? Yeah. Oh my gosh. In the trenches. Yeah, I mean like, it was just all bad, especially around that time with the leaks that you talked about, and like people getting that tweeted at them, people sending Instagram messages to Laura Bailey telling them how much they wanted to kill her for quote unquote killing Joel. And, you know, like... She's... she is not Abby, she is an actress doing a role. and I think her acting was incredibly great performance. But also like I'm a big fan of Critical Role and they did a series of interviews called Between the Sheets. Great series of interviews led by Brian W. Foster and in Laura Bailey's like she talked about how much she wanted to be in a Naughty Dog game like and how big a deal. And she got to be in two of them. Yeah and but like how big a deal it was to her when she saw Ash and Troy in The Last of Us and how their performances you know for her transcended and I knowing that about her going into this game knowing that this you know more than anything was just like just a dream come true that she got to be the protagonist the essentially way more interestingly written protagonist of this game and just how that worked out for her and but you know it's the other side of like Troy Baker tweeting at games journalists saying like you guys should be nicer because obviously it's been hard for them it's like no like or not like nicer but like you guys shouldn't be as critical of the game because of this this and that it's like I people need to conduct themselves better on Twitter yes or just get off people people can be critical and have their own opinion on something but that does not have to reflect on the actual quality of the human being that made the thing yeah I

unfollowed a lot of after that game came out essentially. It's how it went down. - And that's honestly the healthier thing to do. I am not afraid to mute, I am not afraid to unfollow, take a break, I can come back later. If I really care about what they say, I can come back and look it up later. It's just, this is, it's not the platform to have a discussion about anything, especially such a, and in the end, and I love, it's not clear I love Naughty Dog and their work and their games and all this stuff but is not none of their projects are worth threatening or attacking or being mean to anyone like it's just a game they made a game about a bandicoot like come on guys yeah the other day what are we even talking about exactly and that's like you know such a pervasive conversation about all video games right But it like you know that I think that was a particular Stinking point for me. I am curious where the TV show Will go how that conversation will be yeah, I like it even like hearing about this remake like how much people are Make something new and I think people are forgetting that I Because frankly the article comes out Jason Trier Bloomberg. He's the one that breaks the story I forget what his headline was, but it wasn't Naughty Dog remaking The Last of Us. But you better believe every other news outlet, that's what they took away from it. It was the stuff about the Days Gone developers. And they were going to make a Last of Us remake and they were like, "We don't want to become Naughty Dog 2.0, so please take this away from us." It was like this support team within Sony that wanted to be bigger and unfortunately business kind of ended up shutting that down and like those people left unfortunately are you know for what they wanted to do and stuff and it's just now all they see is a headline and a twitter article tweeted from an IGN or a polygon or a kotaku and the immediate thought is well why are they doing this game came out only eight years ago like why are and they just remastered it on PS4. And people forget that there's more to it than this, and making a game a new original game, let's say their next project is a new IP. It took them seven years to make part two, and that was with an established IP. On a console they already knew how to make a game for because of Uncharted. Like, come on, let's... Add everybody some slack. And there's a lot of things that game developers do to pay the bills that a lot of people don't know. Like, you know, like I remember one that sticks out to me is like, you know, anytime you see like Brutal Legend is suddenly coming to Steam, it's like, yeah, because it's a revenue stream for that, you know, like don't be upset about these things, but like... They're trying to win over Microsoft. Yeah, they're trying to get there. They're trying to get those big Microsoft dollars. Yeah, like, um, Remedy is another good example. They're making the single player campaign for this weird, you know, China-developed, uh, big popular video game frame. I don't know what it's called or whatever. I think it's kind of like one of those two-word military-sounding names, but they're making the single player campaign for it as an outsource company because it pays the bills, you guys! You gotta pay the bills sometimes! I remember that's what Rocket League, the Psyonix people were doing. They were doing in the budget games port before rocket league made it big like and I think when you are a naughty dog or a rock star you don't have to do those guys you don't I mean rockstar just prints money whenever they put out a new GTA online thing any update and when GTA five comes to PS five and Xbox Series X later this year it's gonna be all about that it's gonna be launched on three generations one one GTA yeah came out in 2013 came out the same year as The Last of Us. The Last of Us, yep. So if you want to talk about a long eight years look at Grand Theft Auto, you know, it might be another eight before we see GTA 6 because they just don't need to care or they can take all the time they want. They're really just, they've been spending all this time working on Max Payne 4. That's the twist, god what if that was like the reveal, they were making Sly Cooper 5 this whole time. Agent coming back. Coming back. I still hold on to hope for Agent. I uh, yeah. Those are my feelings about the last list of parts too. I think we covered it. Yeah, thank you for sharing that. Genuinely, I haven't really talked to anyone that has... It's one of those things too, like left the game disappointed on the level at least that you have. People have qualms with the game or dislike certain parts or whatever, but it's like a great game, it's an 8.0 that I don't like you know that's why I would tell people it's a very well made video game that I'm not a fan of I know I knew Doom 2016 is a great game but it is far too long yeah see like I get it you know it's just a different whatever it is whatever is the thing like Nabishan has a great era he we him and I talked about it in a great capacity of like you know he played Spider-

Man the the Insomniac Spider-Man and he had this terrible bug where all of the... it would load and stutter while you're swinging throughout the world, all the cutscenes would play with the character models all messed up and it looked terrible. And it ruined the game for him, like he just really didn't like it by the end even though he played all of it and platinumed it. And he said to me of like, "It was just enough of an issue for me to start having to question everything else." Right? Like, it didn't have to be related to his problems with the game but it being a problem and hindering his experience he's like "Why does Spider-Man have to punch a big dude twice?" or more than that at all. He could lift cars and destroy buildings. He should be able to punch all of these people out with one hit. So once the thing had happened it just became a waterfall, a snowball effect of all these other things that don't make sense. That's just how it is. Somebody could see a movie that everybody likes but like an actor has a weird accent or a wig in it and it just unravels everything for them you know it's just this this is how people are we're fickle things that you know it just we're not gonna like things and we are gonna like some things at the end of the day and i think as soon as you like just deal with that like deal with the fact that maybe like i watched a movie with my friend and he had a tattoo that hurt the most because it was fresh and like it hurt most of the time so he didn't really like it and it's like sometimes that's just life you guys sometimes you go to the dairy queen and they're all out of vanilla ice cream and you never have dairy queen ever again in your life right like yep it people are dumb petty fickle things and the sooner that you just acknowledge that about yourself and start working on getting over it or just like dealing with it i think you're just going to be so much happier you know life tips with alex sonya yeah there you There you go. Play Persona 5 Royal. Spend 100 hours playing Persona 5 Royal. Not 30 hours playing the last of us part 2. Alex O'Neill, stamp of approval. Yeah that's exactly like that's my stance on life and I understand so many people are gonna just totally disagree with me and it's fine you guys we don't even have to talk about it. Guys it's a video game. There's more important things going on. Thank you so much Alex for joining me. Yeah I hope I wasn't too negative. Come with my negativity hammer, smash it through the end of this pocket. No. No, I thoroughly enjoyed hearing your thoughts on the game and just talking with you all night tonight. This is, I remember I pitched when I asked you originally like a month ago if you wanted to do this with me, you said would two hours be enough? And I said maybe it was not. the classic Alex O'Neill effect of just you do long podcasts and I know that every time but I sometimes I hope I'm like I can do it in two hours this time and I love talking to you it is it's not a negative thing I'm trying I'm trying to compliment you I'm doing a very poor job of it. It's after midnight though I get it you know you gotta get you get you get a little sassy after midnight how good. Go ahead and plug away my friend. If you if you want to follow me on on Twitter I don't tweet that much anymore but I'm alphatr27 as as no one should I saw someone say also this week another great words of wisdom it don't don't tweet through it don't work it out on Twitter don't like if you're having a bad one don't be like I'm gonna make a threat about this just can't tell you how many tweets I've started and then said nope me too dude like I'm gonna start I'm gonna start tweeting through it no you're not close the app and go home just tweet something about how you had ice cream today instead and then never think about twitter yet but I you know I interact with people a lot through there a lot of my tweets are just like back and forth so uh al fighter 27 there I do podcasts rational passions podcasts it's been going for a long time it is bi-weekly now we only do it every other week so you can catch that going on for a few years just a couple uh you can catch that on the internet irrationalhash.com is the place to go there's a bunch of other people that do way more stuff there that are way more talented than I but I like to do it with them so go go listen to Nintendo Land that I do with Mike Burgess go listen to RPG University I do a syllabus every month with Scott White and he does Thursday episodes every other Thursday on that you know and there's a bunch of great writing stuff on there too so check it out. Yeah, check out irrational passions there will be links To his kind of Alex's kind of funny debut in here as well. So definitely you can go listen to that I mean I'll tell you that if you want to know the funniest behind the scenes thing is I am in their server on discord now so I know when they're recording all their shows and I get that like the little window that shows like their little cameras and stuff and And I am a) too terrified to ever go in there because I'm

sure I will appear on something by accident and b) too terrified to leave because I don't know what message that sends and I typically leave every Discord server after I join it just because I only am in like one or two so I'm just gonna be trapped in forever. Alex, you are a man after my own heart. It is a text message situation all over again you guys. You can't escape it. You can't. If anyone listening would like to maybe know more about Irrational Passions or anything, go check a few episodes down in the podcast feed because I re-uploaded our interview on Behind the Pixel as back, so I've been re-uploading that back catalog slowly here over the past few months. I should go back and listen to this and see how egomaniacal I am. It's both of us. Oh my gosh. It's back when we had dreams and ambitions of being video game journalists like you know big-time real real job before the world ended before the before the world ended if you'd like to follow me on Twitter you can follow me at max Roberts one four three I am more active than Alex but I definitely am not like negative Nancy out here trying to tell people why they're wrong sometimes I like to fire up hot takes with cam who was an episode two but beyond that I'm pretty I think pretty mellow on there you can find my writing at maxfrequency.net and if you want to know more about the Last of Us part 2 and writing in Naughty Dog you can check out Chasing the Stick over at maxfrequency.net or just go to chasingthestick.com you can read the history of Naughty Dog during the PS4 era and until next time, adios!