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Hello everybody and welcome to the max frequency podcast I'm your host max Roberts and I am joined this time by returning guest mark.

Tri force of Duttleson Hello, try.

How are you?

Doing great.

I think this is gonna be a really fun one.

Oh my goodness I was telling you before the show you were first on my mind to come talk about The Nintendo Direct and that was before we watched it.

I know right?

I was like, oh, yeah That sounds like a really fun thing to do and then then you know, it happened.

I'm like, okay like Friday night's gonna be pretty fun.

Actually.

Yeah, this is gonna be a super great show we are here to talk about the Nintendo Direct from E3 summer game fest.

I don't know.

E3 season.

Fake E3.

It's E3 in my heart forever I can't call it that so but before we talk about the direct I just wanted to Catch up a little bit from the last time you were on the show Which was I want to say like September or August of last year Wow, was it I think last year was it last year?

I can't remember it was last year or it was because you were your tink video hadn't come out yet Okay, you had like the production model, but I had it.

Oh, yeah.

Okay, so we got to talk like a little bit Yeah, okay.

So that was episode 30 born to test this stuff that was what I called it and Yeah, that was August 30th was when that went up So yeah, it's been on the episode at the same time or did we do it separately?

I don't remember separate He did the next episode which was I called that one the release date of this house because he's talking about his house So I had a good little My life and gave me back-to-back double special it was a blast to have both of you on and so I'm happy to have you back but I Have a retro tank 4k now.

Yeah in the club, I got part of that second wave was when I could afford one and Can I just tell you it's amazing.

It's oh my gosh, like it's it's it's pretty darn polished It's so I gotta say but like when I first got it I was just so obsessed with seeing what I could do with the digital input Because like, you know, we hadn't really been able to do anything like that before You know, there was an HDMI input on the framemeister, but it wasn't that useful But here like I was so that's why in our video on the retro take 4k Corey handled kind of a small analog video section Because we kind of we want to acknowledge it and some of the most important key points but I really kind of wanted the focus of the video be the HDMI stuff because I just I just had so much I wanted to say about because there were just Things that I've been chomping at the bit to do for years that I could finally do with digital sources on this thing and it was I was just so excited about and it wasn't until I actually see You've got it here on your yeah on your list.

Talk about it.

Yeah, thanks to mention.

Yeah the SNES, you know so-called two-chip bypass mod, which is for sharpening up the blurrier Earlier Super Nintendo systems and I say earlier but it's most Super Nintendo systems out there most that were released before 1995 and including some that were released in 1995, you know, they have much blurrier output You know some people like it, but you know, I think if you're upscaling it, it's not really Full for that look I mean, you know if you're going for like a pure like consumer CRT look, you know the way I see it You know, there's kind of two very valid paths, you know either you like lean all the way into getting like a nice CRT look or you lean all the way into gain a sharp pixel look and like kind of Meeting like halfway in between as a compromise on either of those like doesn't work amazingly And so this gives you that option with these earlier systems if you do want to go for that really clean really sharp look That's what that's what that two-chip mod does.

But yeah, I used that episode to kind of learn More about the analog side of the RetroTINK 4k for myself because I want to capture that in 4k and you know that that's kind of how I treat a Lot of the videos.

I mean maybe most of the videos I do is like I'm like I'm interested in this subject I want to learn more about it and the Process of making the video is basically how I teach myself Mm-hmm.

I think that's most video stuff.

It's like I just did a video actually on In testing all of them.

I I just went through a journey of figuring out How to convert and back up all of my n64 saves.

I got one of those Cartridge readers.

Yes.

Yes, and then I so I learned how to convert them Open source save file.

Yeah, you know I dumped I Dumped my mischief makers save on that recently because a friend was going to be streaming mischief makers and we ultimately ended up using the Everdrive anyway, so it didn't really matter but I was like well if we're going to use the cartridge, you know That game only has two saves on it and I don't want to delete my saves right, you know Cuz I kind of like it cuz I don't know if you're how familiar you are mischief makers, but it's got um For some reason you put your it asks you to put your age on the save file It's like nothing.

It's not like for like the dead or alive like reasons like there's no change There's no change in the game.

I just want to know yeah.

Yeah, there's no change in the game.

It's just like what's your age?

And so it's like I just like the fact that like the age that I played through Well the first time I didn't finish it the second time I did but I just like see like Oh age 17 Oh age You know 24 or whenever it is like it's just I don't know.

It's kind of a cool snapshot So I was like, well, I want to I want to ensure that I don't lose that save if we do use this cartridge So but anyway, yeah.

Yeah, sorry to sorry to interrupt But I I just got excited cuz I'd actually been using it recently myself.

It is I think an instrumental tool Especially if you like backing up all your stuff and then doing the thing where you're like converting it and using it Um a WiiWare, you know bringing it digitally or bringing it back to the cartridge It's I'm just I was actually just trying to do that for Castlevania Symphony of the Night Because I have a record Cory could talk to you a whole stream about or a whole whole podcast about this subject He freaking loves save file preservation.

I mean he did a video on if you see but he did a video on oh Or a couple of videos actually when it went up.

It's like first click first Videos are click right away But anything with save preservation I'm there and so in doing that I noticed on my Pokemon stadium cartridge That I had registered some Pokemon for my original original Pokemon blue the that save data is gone, but I had yeah Yeah, but I still there was a Gengar and a Lapras and then I got a Mew through like doing the Mew glitch So not an official one But they were on there and I was like, oh my goodness How do I get these off of this cartridge?

And so I did this whole journey using the open source save Thing backup cartridge dumper and a bunch of different tools and I got it from the n64 cartridge into Pokemon home on the switch except for the Mew because it was flagged as You know not legitimate which I figured would happen But the Lapras and the Gengar like totally made it and you I had to go from the

n64 to the Game Boy from the Game Boy To the 3ds a virtual console version of blue Oh, wow, because it has Pokemon Bank integration and then from Bank to home and then home to Scarlet So that was this whole web of connecting things.

So but the Pokemon made it there there you got you You got to talk to Cory about this sometime.

You guys have a blast I would love to more more save file discussions.

So we did I'm actually so I've been using I use the 4k all the time.

I just had some buddies over For my birthday and we were playing a gamecube and it just oh my gosh It looks so good and I got a carby for that as well the new carby But once I'm finally playing Tears of the Kingdom.

I just started it like a couple weeks ago And I'm actually so I'm using the tink to just not only upscale to 4k 60 But I'm also turning the VR our flag on and then letting my TV Smooth out some of the frame hiccups.

So like when you pull up the ultra hand and it kind of Does it actually work?

It's smooths it a little bit.

It's you know, the frame drops aren't everywhere, but it because the TV it's now just if you're our signal and so if it and The way I'm looking at it.

The frame drops are noticeably not as Aggravating so it kind of like oh, no, not yeah, I've not experimented with that I'll have to have to look into that.

I was like, maybe this will work and it seems to work to my eye maybe I'm maybe I'm just uh It's a placebo effect.

I'm just mesmerized by the tink I don't know but it might I actually the other day forgot to turn it on and I was in the depths and it was like There was a big time and I was like, oh experiment with this I I Mean one of the games that we're going to be talking about from this Nintendo Direct.

I am particularly concerned about the frame rate odds Alright, I'm excited to hear about that then so Yeah, we did that and then there's one more thing.

I wanted all the two more I guess you guys did this really cool multi-game compilation video is really unique idea But I have to this is your fault and for the listeners.

I'm showing I'm showing try that I I've got you.

Oh, you got the Japanese the one That I could have the one two three four five six on the signs It does so see Listener I just showed him the Phoenix, right?

Two trilogies the Apollo justice and the original one and I've wanted the original one since it came out because it was only physical in Japan for and then the new ones just came out not terribly long ago and I wanted to pick up Apollo justice and then I watched your video and I was like well Guess I have to buy the Japanese one now And play Asia was having a sale where it was like three games for a hundred bucks Oh nice, so I grabbed those two and then

the third game I grabbed was Final Fantasy 7 remake integrate for the ps5 Because the North American version is yeah 140 bucks or something.

I know it's really soon, you know the ps5 version of Crisis core reunion like I think I might have seen like a reprint of that recently but a couple of months ago Oh, no, like oh that games starting to get hard to find I'm like what really I didn't expect that but now I have to Yeah, I got I got a pal I got a pal copy because I found a pal copy for like 40 bucks on like Amazon UK.

Oh my goodness gracious So yeah, I know I know like what I've walked In these low print runs.

I don't get it.

I walked into a GameStop though after I they had shipped Finally like a month later and what do I see in the GameStop right there as I walk in by the door?

Final Fantasy 7 remake integrate for the ps5 for \$60 and I'm like, oh now I have to buy this So now I have two copies of Final Fantasy 7 But what are you gonna do I tried I tried to do the good thing Now I'm stuck with both but Anyway, before five six one two three four five six are your fault and maybe we'll talk about Phoenix right later Who could say and then the last thing I don't I don't think you saw this I don't think I Sent it to you or anything.

But after your retro tink video you have this beautiful Diagram of your entire layout and flow and it's a work of art But I decided to try and do the math and figure out how many HDMI cables you had in this web And I don't you don't have to count it and but my calculations were at least 45 Wow, and you know, I've changed things even since then sure You know because I was having some frustration, you know, it's it's funny, you know, my my dad helps me keep track of You know business expenses, you know for tax purposes And you know things that involve like my video game setup or business expenses in my world, right?

Yes.

No, so You know when we're going over like things that I've purchased He's just like in disbelief every time I buy an HDMI cable cuz he's like don't you have enough of like you just I like well The problem is like it's not always the right kind like it used to be like when we were dealing with nothing more than 1080p 60, you know an HDMI cable was an HDMI cable But now it's like if you don't get the right kind like it's gonna be big problems, but then you have to track it down I mean so that in that diagram there was like a 16 input HDMI switcher which kind of annoyed me actually because It had issues passing certain surround sound signals Even though it shouldn't like it would just like the audio would just like drop for a few seconds or something So I was like I would like to eventually move that upstairs So now I'm I have like some redundant systems and older system like like for example I've got an Xbox Series X in You know my living room setup Why do I need an Xbox one and an Xbox one X and an Xbox Series S in there?

I mean those are mostly only needed for you know Academic purposes, you know for you know work right like, you know, I might need to capture from one of those systems But I don't need them in the living room So, you know, I recently moved those up to my my retro room where you know I've got like all my analog video systems hooked up.

And so I moved the 16 input switcher There's you know, every input on that is utilized and then I have that run to like a four-way Splitter that it also is going to another splitter.

So I mean so you've already got like 16 Five or six more there and then you've got you know, like Four more by the time it gets to the AV receiver in that room and then now that's not

considering the downstairs setup, which now is Thrum One three input HDMI 2.1 switcher two five input HD HDMI 2.0 switchers and one of those is fed by another five input HDMI 2.0 switcher Which is going through an audio extractor because it like kind of corrects some audio issues like some of the mods I have like PS one digital GBA consolizer sometimes those have like weird audio for some reason going through the audio extractor Normalizes it even though I don't actually extract the audio.

It's just passing the HDMI It just like it fixes the the capture issues I have with with some of those systems So so that feeds, you know that is fed by five input switcher and then goes into one of the other so it's like I mean, it's yeah, I mean I I just I Have you know then the way that it's routed from there, you know That goes through a couple other splitters to a couple of different capture devices.

It's It's a lot of HDMI cables and I'll tell you what Fiber internet is coming to my neighborhood soon and I am very worried about How much I might have to move and unplug and plug in again If they depending on where they need to access the wall get the fiber inside So yes, this is don't don't be like me kids I I did a thing where I took like a Saturday afternoon before my ting.

It was actually the day I ordered the tink I hadn't even ordered it yet.

So I was really banking on I'd get one but I took everything out and completely rewired everything and optimized it to feed into the tink and that took like six hours so I can only imagine I mean, you know, sometimes it takes me days or like I'll work on it for like two days and then You know, it'll sit in an unfinished state for weeks because then like, you know It's like well, actually I gotta get to work on this thing, you know, and then you know It can take some it can take some doing It's so much fun I love it all But let's talk about the Nintendo Direct Yes, I think the highlight of summer video game news for sure for me.

I think this direct for me too I mean, you know the the PlayStation showcase was Mmm pretty subdued You know Jeff Fest or whatever you want to call it the Jeff was the key threes the key three Yeah, you know, there's a lot of ways you can call it.

Um, you know, I can barely remember what even happened in it Sounds about right.

Yeah Xbox real good.

Perfect dark I'm quite interested.

I Like how they're yeah how they're doing like kind of some like sort of flexible approaches to your situations and stuff you know, it's it seems very different, but it also feels in the spirit of What they were trying to do with gold and I'm perfect dark back in the day So yeah, so that out real good show But you know, my heart is with Nintendo, you know That's just that's that's that's I'm born and bred Nintendo you know, it's it's it's been just so core to everything I like and and Video games and It's where I cut my teeth So, yeah, I mean, you know this stuff they had here I mean this was this is one of the all-time greats I mean this is I Mean this is I mean maybe not of the level of like the crazy Time when they like unveiled like Twilight Princess and just like the the energy and the room I mean I wasn't there but you know everyone you felt like you were there because of Like oh my gosh, well that was That's one of the all-time great, you know, Nintendo presentation moments and this is you know in terms of the directs I mean, this is this is up there I mean, let me put it this way when you're showing a Zelda game that no one saw coming 2/3 into the presentation.

It's not the one more thing right like oh my gosh like This is a show and I think what's even more nutty about it is the fact that this is most likely the last Full year of switch like whatever switch to super switch whatever it is Likely will be out by next summer one or one saw this quality of show coming for you know And the final yeah end of life quotes around that, you know, like those keeps on the switch You know for many years Nintendo has been very much You know Don't show your cards until you know, they're almost ready to release, right?

And you know that I think that's that's actually a good a good approach, you know Because then you know the excitement of the reveal like high carries over to hey I can buy this not that far from now and applies to quite a few games They showed off that were why real big surprises yeah, so You know go when you go into the year thinking like oh what's Nintendo even got Like, you know, you shouldn't discount that they've actually got a lot Going on behind the scenes.

They tend to be pretty good keeping stuff under their under their hat Yes, they they do.

I think we we should dive right in with a Game that I did not a franchise.

I did not think would be returning in any capacity Yeah, no one saw this coming my Luigi brother ship What a name Immediately Immediately, I recognized it as Mario and Luigi as soon as Luigi popped out.

I was like, oh my gosh, they're doing it again Yeah, I mean the artwork was immediately recognizable.

It's really, you know the in-game artwork on like Well, I you know, I got a confession to make I've not played any of these since Bowser's inside story So dreamy was the last one I played All the way so that was the first 3ds one.

Okay did not skip to paper jam and I did not play the remakes Yeah, so I don't know maybe like later on the 3ds games like the artwork kind of got the in-game art Maybe got a little more aligned with it didn't really no, I don't think so I think the remakes in particular.

Yeah, don't look all that hot Yeah, so I mean you're for the first time like you're playing this series with and I like the art I like that art style that alpha dream used.

Mm-hmm for those games, you know, it's kind of got this sort of there's like this weird Glow kind of behind them like doesn't seem to obviously come from anywhere like there's like a gradient You can see it Yeah You can see this gradient like on their hats like it kind of gets like a little bluer Towards the back and it's just it's a weird but cool Look, we've never but yeah, I you know, like I said, I I have not played any of these newer than Bowser's inside story Which is like so weird because like like Mario RPG was like a life-changing game for me And you know, I love Mario games in general.

It's very weird that I would just like stop playing Mario RPGs, but I Got real tired of these games I think most people did because alpha dream went bankrupt in 2019, which is unfortunate Yeah, I don't know who's making this game.

I don't know it.

So that's actually why one of the reasons I'm interested Because like well, it's gonna be a new developer.

I don't know if there could be some talent possibly from the prior games you know, I always felt bad about not really liking these games because alpha dream was Founded by the you know co-founded by the director of Super Mario RPG and I think they may have possibly had some other staff that was involved with it And of course, you know, they brought on Yokoshima Miura for all of the soundtracks just like she did Super Mario RPG.

So like it felt like those games should be made for me, but Kind of What turned me off of over time was I felt like they spent so much time setting up everything for things in service of the of the jokes and less so in Just making the flow of the game interesting and fun It felt like the game was constantly being interrupted by you know, the talkie-talk's You know just so they could say something funny and you know, usually the writing was very funny But I was just I was very tired of how frequently the game was interrupted You know just to tell a joke And I was just like I just got real tired of it and I'm like, okay It's funny, but like I don't I don't know if I need this again So and I think I mean clearly after paper Jam it was well, let's remake Superstar saga, which I think made sense at the time because it was a Game Boy Advance game and it was you know a way to Kind of weaning down on the 3ds that came out in 2017.

So like it's right right there with the switch But then skipping partners in time that felt Wrong, I love partners in time is my favorite So I was a little hurt and doing bazers inside story instead which is considered the best of the bunch I'm just Mario RPG fans are eaten so good right now.

It's unbelievable Thousand-year door and now a new Mario and Luigi game it's unbelievable So yeah, I mean this was you know Even though this is a series that I kind of wrote off like I was a media I mean just the sheer surprise of it was exciting enough and then the fact that well, it must be from a different developer This is the first time it's been a you know, a console game.

Some people might not consider the switch a console, but I do It totally new perspective.

I'm like, okay, I I will 100% Give Mario and Luigi series another try.

I'm giving it another chance Like this is this is different enough.

There's there's enough potential for this to Do something different that I'm I'm ready to believe again And what's cool is it's out in five months It's just like here it's out this year.

It's a good holiday chunk November 7th the game itself the gameplay.

It looks kind of like I Rewatched it before we got on the call It looks like they're hopping around different islands that may or may not be themed after like Construction or something.

There's spark plugs and hammers.

Yeah, there's a lot of like a like Electricity sort of themed enemies.

I don't know if that's just like maybe one island has like the electric electric gang and like You know different types of enemies or later.

I don't I don't know but like I I did like the the enemy designs and character designs and Just that that art style really comes to life quite cleanly, I mean it looks it looks great It looks it looks fun.

It looks fun.



I go I I am Yeah, I'm into it.

I'm you and me both Then they just reminded everyone that Nintendo World Championships NES edition is out in a month There's like hey, you'd still coming out.

You should play it.

Yeah, I didn't I didn't really pay that much attention to it because I mean, I'm I'm getting it, you know, I think that'll be like a fun game to like stream with friends Yeah, it reminds me.

I mean, it's clearly in the vein of any s remix one and two.

Yes It's the same same type of thing.

I am hopeful for Other additions eventually, I think that's cool.

It is I what I loved how they said, you know You know beat specific challenges like beating Super Mario Brothers with warp pipes or in in one life while using warp pipes I'm like, well that that's just a Friday night for me It will be I feel bad for the kid who's Gonna be like I can do this.

I'll get on the leaderboards and then all the world speedrunners are just owning the Snow and we'll be able to even get to close.

No.

Yeah competition on the world stage these days Yeah, it's uh, so yeah, it was a good reminder There was fairy tale 2 from koei Tecmo are you a As a property, I know absolutely nothing.

Okay, you me but we can yeah, I mean it looked like a Good enough RPG, I mean, you know, but like I know nothing it just it looks like it's for people who Know the characters, you know, yeah, so Then we get a game that I'm happy is escaping the confines of yes Oh, this is this is a megaton for me.

Yeah Fantasian neo dimension.

So Fantasian or I think I'm saying that right that came out on iOS Apple arcade back in I want to say it was 2021 April and August.

It was two-parter and it is from Yes creator Final Fantasy producer of the game his studio made this game with dioramas and then put the character models in these real I mean, it's it's like Nightmare Before Christmas type real diorama type thing Yes, and so The game is beautiful.

I dabbled a little bit when it came out on iOS because I had the Apple arcade subscription but I never Sat through and played it because I didn't you know controller I could have had a controller and played it on the screen I don't know.

There's just a disconnect in my brain Yeah, but now that it is coming to console Complete all together.

I mean this is Like finally, I've been dying for this I mean the all you know, I am NOT an Apple guy the only Apple thing I have is a you know hand-me-down Apple TV Yeah, so I could have played this game But still it's just like that's that's just not where I play video games and I was

like I want it so bad I was just I was so worried for years like oh man this game looks like, you know, it's just my thing I love Sakaguchi.

I Was nervous this was never gonna come to consoles.

I I believed But I was nervous and thank thank goodness.

It's happening.

Um, you know, I I think Sakaguchi Really Proved himself when he left Squaresoft It might have been Square Enix by the time he left because you know, yes he has not made all that much stuff in the year since but I Guess there was always this kind of question in my head like, you know his Final Fantasy great because of Sakaguchi or Was it was it great because of the people that were around him?

and I think the fact that he was able to strike it out on his own and make Games, especially like Lost Odyssey and the last story both of which I love I've I've not finished Lost Odyssey.

I need to Restart it.

I got to disc two and then I hit like a difficulty spike But what I played was I mean it was it was incredible.

I absolutely loved it and that is a very beloved game and I Think the last story on the Wii like is such a fun RPG plays unlike anything else has Perhaps the the best Character banter between your party members of anything I've ever played So he he has proven himself I would say Independently of Square Enix and now Square Enix is helping bring this game to consoles I find that extremely ironic Yeah, you know it seems like it seems like Sakaguchi's game Along really well with Square Enix in recent years.

I've seen him in some marketing videos You know, he played he plays Final Fantasy 14 Seems to be good buds with Final Fantasy 14 producer Naoki Yoshida and I'm just like I mean me and some of my friends have been talking like let's just Just Square Enix just like give Yoshida's team like all the resources Sakaguchi wants to make like Final Fantasy 17 like let Sakaguchi Make one more Final Fantasy like gosh, that would be so good It would be a pretty big pop-off kind of moment if that would happen I'm I'm just so thrilled that this game is coming to console for other people and for myself to actually dig into it and I think it I Especially think the assets are going to look so good on like a ps5 or an Xbox series X Yeah, I'm planning to get a PS 5 copy.

Yeah it I'm I'm stoked But it was very cool to see it on the switch stage here then everyone's favorite sports video game Nintendo switch sports That just felt like such a it's like sometimes the Wii era just comes back a little bit Yeah Pokes its head up, you know, I've not played I mean, I'm pretty sure I've heard it's a good game, but I've not played it I just think it's funny.

It's like yeah They got they got those characters that like are kind of like me's but they're not me's and I don't I don't like it.

Yeah Like like just do me's like me's are classic.

Yeah, they fit then This game looked Super cool.

I'd never heard of it before but me.

Oh memories in orbit totally like a Metroidvania sci-fi looking thing Yeah, very interesting flow of movement My interest is piqued Yes, the art style was absolutely gorgeous you know just sort of really sketchy lines and limited use of color I mean not devoid of color, but it was limited in the way to where the colors that they did use really drew your eye Yeah, it's it gives me a little Ori vibes a little Hollow Knight.

Like I feel like we're in a really good season of Metroidvania style games That's probably a Metroidvania but it could be a linear level based game It could be it could be but it definitely is giving the Metroidvania vibe.

I agree.

I agree and I'm pretty sure I looked this up I think this is coming to other consoles as well So again for me like thanks for showing it to me Nintendo But I'm probably gonna get this looks like a game that would be better served by a more powerful system So I'll I'll get it on ps5.

Yes, same then uh, we got this like little chunk of Like some Disney DLC for illusion island Hello Kitty Animal Crossing.

I mean I'm sure Looney Tunes wacky world of sports, which is the most ps2 cells shaded thing I've seen in a hot minute That was that was something Some of Munnus DLC and then farm farm Dave that Dave got me.

I mean you you can't You can't get through a Nintendo Direct these days without between one and three farming games, you know, yes I think this one was the one that reminded me of spectrobes.

Do you remember that game?

No, it was like this weird monster Kind of summoning game on the DS and I think eventually it got like a Wii or something port My brother was super into it.

Like he he really resonated with it as a kid So it just the art style like reminded me of it But I haven't looked any further to see if there's any relation.

I mean, it's probably totally fine I mean I can play a Farming adjacent game every now and then like my thing, you know, yes Some marvelous it is for marvelous games Let me see.

Yeah, I mean marvelous like they they publish a lot of like the I mean, don't they I think they're the ones that have Either what they either fake harvest moon or story of seasons I think they do at least one of those ruin They publish rune factory it seems yeah rune factories Yeah, that's that's all they did masamora's rebirth on the Vita.

Okay God eater through You know, I bought that that square Enix like farming and combat game harvest Ella Okay.

Yeah, you know By a game like that, I mean I've actually not played too far into it but like I played the demo and I'm like, you know Maybe I'm kind of feeling this a little bit and you know They did day one ex-makana on the switch that game.

Oh So there we go, but then we get We get Donkey Kong Yeah, Donkey Kong Country Returns returns Yes, I hate this game.

Oh really?

You're a big hater.

I'm a I'm a big hater Mostly because like man Donkey Kong Country Super Nintendo trilogy like I mean they are Way up there on my favorite platformers of all time like way up there.

I love those games I think the you know, just the purity of mechanics and the The the quality of the level design.

I feel like the levels just have a flow to them.

That's just Masterfully crafted, you know, those games are much more than like, you know You know showcases for You know, what was at the time cutting-edge, you know CGI pre renders like it those games are very well made in my opinion.

Um, I just extremely attached to those and When Donkey Kong Country Returns was coming out, you know, obviously retro studios.

I mean very talented Studio they were doing things like oh, yeah, once we got the project like ever, you know, we were like, okay Everyone has to you know, go home and play, you know The first three games and study them and see why they're great.

I'm like, yes.

Yes, cuz at the time like I felt like most people Just like didn't care about Donkey Kong Country anymore.

They're like, oh those games were just about the graphics It's like no no, no.

No, those games are so freakin good They're some of the best platformers ever made and like when Retro Studios is like saying these things.

I'm like, yes Yes, they get it.

They get it and then it comes out and I'm like this plays Nothing like the Super Nintendo games like it superficially looks like them You know recycles a lot of music from them but just like the level design and the mechanics do not feel the same at all and it just I Felt let down in just a tremendous way.

So So then if I may ask what do you think of tropical freeze?

Tropical freeze I played in co-op and Okay that that kind of inherently makes you know playing playing with a friend is always just fun and Well, even if a game is a little bad playing with your friend can be fun, right?

yes, and tropical freeze I think is like an Aesthetically perfect game it looks gorgeous.

I love the sort of the Viking enemy designs I love the you know, they've got David Wise involved.

He's got this incredible David Wise soundtrack The mechanic still felt kind of off to me The level design was better, but I had a good time and You know later I got like the switch version for you know it was on sale for fairly cheap and I was like, well, you know, so I had like sort of positive feelings about and then I Tried to play the game on switch on my own.

I'm like, oh, yeah, I hate this Like take out the aspect of playing with your friend and I'm just like Everything about these controls feels so wrong.

Like I'm usually very open-minded about Game series, you know trying something new doing something different, you know It's okay If a game feels a little different from one to the other but for some reason these retro studios Donkey Kong Country games I cannot adapt I cannot adapt like to me like the like the Roll-jump mechanic is like that so core to those games and the trajectory Just feels so wrong.

Like I just I'd never land where I feel like I'm going to land uh like my Like I say this kind of jokingly but like it it almost feels like when they like made the mechanics they like were referencing the original games on a HDTV stretch stretched as like ah That's why you like it feels like you roll jump like twice as far like it feels like you're shot out of a camera Canon and just like I get so angry every time I do that because I'm like I am over shooting where I am Intending to go.

I like some people say there's a lot people who say like Donkey Kong Country tropical freezes them, you know, the the greatest platformer ever made and I Wish I wish I was with them because like I say it's aesthetically perfect.

I Want to like that game so much but the the mechanics drive me up a wall I can not get used to them, huh?

So I Cut my Donkey Kong teeth on Donkey Kong Country for the Gameboy Color So that's where I was exposed and I played that all the time in the back of the van You know, like I think that still captured the mood At least to my little kid brain and then I've not played much of that one But I will say at the other Gameboy ones There I think they're close enough.

Yeah, you know and then I had Two on the Gameboy Advance So like I never I never played the Super Nintendo one those growing up Yeah, then when Donkey Kong Country Returns was announced for the Wii I was Pumped I was like, yeah, this is gonna be awesome.

This is gonna look great.

Most hyped game for me at the time.

I remember Like saving up and buying because it was kind of around that time where I could save up and buy my own games I remember doing that for the prime trilogy which in hindsight was a great investment Yeah, but I just remember being so pumped for Donkey Kong Country Returns But then I never beat it and I don't I remember feeling frustrated with the controls But not knowing quite why But then tropical freeze comes out and I'm like for me I was in perfect sync with that game as far as movement vibe music the whole deal.

It was the first guide that I ever Worked on for IGN and in that sense of I did was not paid.

This was the one I was just like I don't know how to do this So I'm just gonna do it type thing and then that led to me working with IGN in a freelance capacity eventually So like I have a fond of special fondness for for tropical freeze for a multitude of reasons But I am I am partial to that game.

So when this pop It's okay, it's totally fine and when this popped up I was like, oh no, we're going backwards This should just be either a new Donkey Kong Country which isn't realistic at

least from retro because they are doing prime for but There were something else like Donkey Kong related.

I don't know jungle beat - So seeing this pop up I was like at least it's here I guess I was hoping for the memes that there would be a funky mode added So we can funky mode slap it on the box again, but that did not happen well, I I think I think to the just you know, this Clearly looks like a step back from tropical freeze visually.

Yes.

Yeah, they you know it it they have not put as much work into updating it as you might think and I think it also goes to just show kind of ways the blandness of The design of that game, of course, it was designed for the Wii.

So, you know, they couldn't do as complicated of things It's what they did for tropical freeze, but also it's apparently being handled by the developers that did The pins are dragoon remade.

Yes.

I saw this today and I they did something else that was Kind of a mixed reception and I'm drawing a blank on what it was So don't recall yeah, I can I I think it might have been on the the the DF direct special on this Nintendo direct where they mentioned the developer but yeah this is You know, this is clearly a pretty big contract for them To be doing that Especially considering some of their previous games Was it the house of the dead remake?

I think it's forever entertainment is the name and they did Yes, I see house of the dead.

Oh my gosh that oof Yeah, they're pretty lucky to have gotten a Nintendo game on the house of the dead.

Yes.

I've not played like a version of house of the dead remake on a You know more powerful system, but it ain't good on the switch.

I tell you that it's not it's not good I've done front mission one two and three Oh Mission remakes I believe Interest yes, I have the first one on ps5, but I haven't tried it yet Yeah, so they seem to have done a few of this type of cooking simulator milk inside a bag of milk inside a bag of milk What?

That apparent according to Wikipedia is a 2020 psychological horror visual novel developed by a Russian game developer So they must have ported it somewhere They're clearly moving up in the world, even if it's not my not my favorite game.

Yes I did want to say two things about it specifically It is cool to see that the 3ds levels are at least being brought forward I like when that stuff's not lost, you know, it makes it a definitive version for sure.

Yeah, and then this is Besides prime for which we will get to here at the end It is the furthest dated switch game we have from Nintendo of January 16 2025.

Oh Interesting interesting So that is something to just like put a pin in like that's as far out as we know from Nintendo Because everything else that they talk about is out before then so right.

Well, I think there were well at least from Nintendo Right like Metroid Prime 4 I think Just 20 25 20 25.

Yeah.

Yeah, so but with a concrete date DKC is right.

It's interesting interesting So they follow up a game that you are not the biggest fan of with what I'm going to assume was a game I now reveal type of deal that you were excited for.

I mean, I'm a This was a Dragon Quest 3 HD 2d Which is a mouthful but it is that beautiful HD 2d style that's green X is developed for games like Octopath the traveler 1 & 2 triangle strategy I don't know and I'd say Oh live alive.

Yes live alive.

Thank you.

I knew I was missing one This can I just I think this is my favorite art style like that has come up over the last You know decade or whatever it is.

I think it's it's the best The best implementation of it thus far.

Yeah, it's I I wrote in my notes.

I said Octopath traveler walked So this could run It looks So good it look and oh man, I'm so glad there's gonna be a ps5 version ps5 physical copy no less I have it pre-ordered already because pre-orders went up.

I think the day of the Nintendo Directs.

Yeah, I Think ps5 is the way to go my brain My brain goes this way sometimes where I'm like, well it has a history on Nintendo.

So maybe I should get it on the switch But like I feel like Ah, you know Yeah, I'm a physical media guy and a lot of these HD 2d games in the past have only gotten physical copies on Nintendo, you know Octopath traveler 1 only got a Nintendo physical copy live a live only got a Nintendo physical copy Triangle strategy only got until physical copy and I don't think that even came to any other consoles.

Although I think it's on Steam I don't think yeah, I don't think triangle has made the jump to ps5 or Xbox yet, but Traveler did to PlayStation, right?

It's very confusing because Octopath one Got an Xbox port which was right for game For and it was only digital, but it you know, if you had an Xbox one X its native 4k Well, I'm not actually positive.

It's native 4k, but it's it's approaching it regardless in 60 frames per second You know very sharp very smooth PlayStation didn't get it.

Well, then Octopath traveler 2 comes along Well, you can get this for switch ps4 and ps5 but not Xbox the system that got the first game PlayStation never got Octopath 1 and then just a

few weeks ago PlayStation finally got digital version of Octopath 1 and Xbox got digital version of Octopath 2 So I did of course get Octopath 2.

I haven't played it yet.

I played a little bit of the demo So why so I haven't played it yet either I did I did this exact thing we're talking about which is I got Octopath on switch when it came out and played like Half of it, I think and then I think I got distracted by something else, but I love it.

I truly did love it I do want to finish it someday, but then Octopath traveler 2 I was like dang I bet this looks really good on ps5 And that's what I got it on was on a Christmas list.

And so I have the ps5 version back there and so That made that was fine for me in that sense.

But now with Dragon Quest, I'm like, well, what do I do?

So I've never played a Dragon Quest game But kind of like Final Fantasy 6 or something you or I call it 3 because that's what it is on the Super Nintendo But for Final Fantasy 6 like everyone's like this is you know the game and I always hear Dragon Quest 3 is the game So I'm like this is the time to jump in with this art style and everything And so I'm torn on what platform to get it.

Yeah, I mean it's It's in my top three to four of the series for sure You know my my my favorites are Eight eleven three and four I would say Most people would put five in there, but I really like five but it's like Falls just behind those I would say Yeah, I I think this would probably be a great one to get started with it so this was the first Dragon Quest to introduce a class system and Your party you kind of just create your party It's you know, think of I don't know if you ever played anything like a Etrian Odyssey it's not that kind of game really but like you you You like go to like the party planning tavern And you like choose from a list of classes and you you make you make your party, you know you so they're there They're they're generic characters, you know, of course I don't know if the remake could possibly like try to give some personality to these characters or something but like it's it's very much like a You know pretty hardcore old-school style of game where you know, you're focused on Building your characters and not so much on like, you know Character development in terms of story, right?

It's character development in terms of RPG gameplay, you know, you're developing your your care stats and all that.

Yeah.

Yeah.

Yeah, so I I think it's a great game.

It's one of the best I've played through the NES version so I can understand where you're going with that like Nintendo Association But there's also a strong PlayStation Association I would say with the series as well and I You know, like I said, I I Prioritize physical media over better graphics and smoother gameplay but I sure do like better graphics and smoother gameplay, so if I can If I can get that on PlayStation, I because here's the thing like This HD 2d stuff started on Switch but I feel like the switch is not that great at Realizing what the that art style is trying to do Because I feel like the pixel art kind of gets a little bit lost in the smudge I agree So it just everything just looks so much more fluid and more like a retro game when it moves at 60 frames per second right, so I think I You know anytime that I could get physical version of HD 2d on ps5 like I'm I'm definitely there Because as much as square, you know,



some of these games have a Nintendo Association almost anything Square Enix can have a PlayStation Association This is true.

I Understand I understand the conflicted feelings though.

I have I have such thoughts as well Yeah, I am I did that with Castlevania anniversary collection I got it on switch, but then I bought obvious then obviously Symphony tonight Rondo the Requiem only on PlayStation because of presumably using the PSP code and then So and then I got the advanced ones on PlayStation because I wanted the higher Graphics or whatever and I own the physical Gameboy ones So I was just like I'll get it there now I'm regretting not getting the anniversary collection on PlayStation so I could have all three of them So, well, I mean just like you talked about that Phoenix, right?

one two three four five six There is there's a little bit of a pull of like well, but I want this thing next to this thing on my shelf You know, I I get what you mean.

I get what you mean.

Um Yeah, this I mean so Dragon Quest looks phenomenal visually, you know, we've known this has been in the works for a very long time and Can you is it just me?

Is it my unfamiliar area with Dragon Quest?

But I feel like the sprites are a little tall like they're a little tall people.

Yeah, it's not Octopath, which is a bit more stout Right there's no more like Final Fantasy 6 ish You know, yeah kind of like kind of like a halfway point between like Final Fantasy 6 proportions and Chrono Trigger proportions I would say yeah, you're right.

They're they're much higher resolution much more detailed I mean I I don't think you would want This style in like NES proportions, you know, those are just like 16 by 16 sprites very low color the Super Famicom remake of Dragon Quest 3 uses Taller sprites than the original NES version.

Okay, it uh, it goes for more of a Dragon Quest 6 aesthetic No, it's kind of interesting because there's like Super Famicom remakes of 1 & 2 that were made after Dragon Quest 5 and so it kind of skews closely to the Dragon Quest 5 work and then Dragon Quest 6 comes out and then Dragon Quest 3 remake looks very it looks gorgeous on Super Famicom But yeah, this this evolves the style to like, you know more detail in the sprites It is maybe a little a little bit weird at first But I I think it I think it looks good I think it looks good it's it's definitely the highest detail HD 2D they've done and not just in terms of the characters but also the world like I thought I thought the world map looked Awesome.

Yeah, I was watching the trailer, you know here off to the side and it is it's just stunning like Whoever came up with HD 2d give that it is So good and oh kind of in the vein of what you were just talking about there with the Super Famicom remakes They also announce Dragon Quest 1 & 2 are getting the HD 2d remake out next year completing this little trilogy I mean leading up to the direct there was a rumor that Dragon Quest 3 was actually going to be the whole trilogy and so it turns out that this is a separate game Which I think is fine because Dragon Quest 3 is a meaty game on its own.

Yeah, and and I would say a fairly significant jump up from 1 & 2 Just in terms of you know how the game plays and This scale and scope of the game So it's cool that the whole trilogy is

gonna be on there and it is cool that you know, three does come first You know one into a much smaller metal gear.

Yeah.

Yeah.

Yeah Yeah, one into a much smaller games much simpler in terms of your party makeup and and and the flexibility of What your characters can do?

So It makes sense that they're releasing them in this order and I'm glad because you know I like you you mentioned that we did they the compilations video and I pooped all over The existing switch versions of Dragon Quest 1 & 2 1 2 & 3 in that video they are garbage, you know, you know, Yuji Horii bless him, but he is not afraid to He is not afraid to you know, make a quick buck on some old Dragon Quest stuff the quality of of Kind of some of the side games and remakes has been highly variable over the years.

I would say like I I Tried the demos of like Dragon Quest treasures and there's a new Dragon Quest monsters game that came out last year and maybe maybe they're okay if you play for them, but they just feel so cheaply made like they just They don't feel good like moving your character about in the world and they just they just got a really cheap feel to them I mean, I'm sure there's some depth if you you get into them, but I I just I was kind of like The presentation was really turning me off Not as badly as the one two and three Android ports mobile ones.

Yeah switch man.

They are bad.

So yes, I see this is like The best righting of a wrong Except I'll be buying them on ps5.

Sorry It's just a commercial for ps5 in secret Yes, yes I mean, you know I will say the the when there's a multi-platform choice the thing that draws me to switch is the controller choice I like those Nintendo switch online controller Yeah, I can you if I can use the Super Nintendo controller if I can use one of the Sega controllers for a game where it would Be like appropriate to do so Mm-hmm.

Absolutely.

I mean I played Super Mario RPG with the Super Nintendo controller.

Why not?

I'm the same way So actually did I know that now I'm second-guessing myself.

I can't remember if it actually Support d-pad movement, but I play a lot of games with that Super Nintendo controller regardless So like when you mentioned the Castlevania collection, I'm like, well I can play that with one of these switch online controllers I love and I can use the retro tink to make it 4k anyway, so who needs the ps4 ps5 version I actually I just I just played Castlevania 1 with it But before I got my tink so I wasn't able to do the whole Pre-scale right is it?

But I did play with my Nintendo switch online NES controllers to get that authentic yeah authentic feel yeah Yeah, it just feels better using you know, the real thing or the official the officially stamped thing Yeah, like emulation collections or like an indie game that you know

runs at a solid 60 on on switch It's like, you know, I'll take the controller options on switch But when it comes to a game like Dragon Quest 2 3 1 & 2 HD 2d You know, I I will in that situation up for the the higher resolution and smoother gameplay Cuz I I think for me they'll benefit from it.

Yeah, they'll at least look very good What do you think gets the next HD 2d?

and I'm specifically thinking either chrono trigger or Final Fantasy 6 like those feel like the the ones right Maybe but I could also see either of those getting a remake in the style of the second to last game in this direct Maybe looking going down looking at the list Maybe I don't I I People would probably prefer HD 2d, but I would be happy with either Yeah For those games.

I'm actually a big fan of what they did with that game, which will we'll talk about when we get to it But yeah, you know the the live/alive producer did drop like a mention at some point like hey if this does well I'd really like to make a sequel to live/alive So maybe that could be made from the ground up to be an HD 2d thing.

Who knows that would be cool Cuz yeah live/alive has gotten a remake Dragon Quest 1 2 3 1 & 2 You know, I would love to see something similar to live/alive that you know, never got a Western release you know some of the square squares offs other stuff like Bahamut Lagoon treasure hunter G Stuff like that.

I think it'd be really cool.

I'd love to see more Dragon Quest.

I mean You know the most recent remakes we've got of those is is the DS and they go for the Dragon Quest 7 style Which is not my favorite So I I think all the Dragon Quest games are in need of You know a little touch up a little little touch up by a little little more recent Accessibility to them.

Yes Especially those DS prices.

Yeah.

Oh my goodness Next up everyone's favorite game from the direct Funko everyone's favorite game from the direct The Funko fusion, that's all I'm gonna say about it Wow My goodness, you know, I feel like seeing those characters in That context like really drove home for me just how unappealing they are I just was like who how did Funko pops get so big?

I never hear anyone talk about them like That likes them like everyone talks about how much they hate them like where are these people coming from that are buying them?

I don't know if I go to any of my local game shops I mean the Funko pops are it's almost like a GameStop conversion thing Like there are more and more Funko pops in these retro game stores.

I'm like, what are you guys doing?

Someone's buying them someone someone justifies it.

I've Haven't met him.

You know what maybe like this is like proof of like You know multiple dimensions and like they're all being bought by like visitors from another dimension they just like spawn inside GameStops and buy them and like That you know, the people who buy them only exist in our world within GameStop, you know That's why we've never met anyone who likes them.

I guess I Don't explain.

I don't know but then GameStop one would probably not be so empty when you go in there nowadays It's it's pretty it looked like some right garbage though.

I'll say that pretty rough Then Nintendo reminded you once again that Luigi's Mansion 2 HD is coming out soon.

I think in July.

It's July, right?

Yeah, it's it's very soon.

Very soon like within a month.

I think yeah, I'm just happy this game is coming up Like it's you know on a TV.

I prefer my Luigi's Mansion games on the TV I'm quite hopeful that four is made someday for I think it could be Yeah, we sold really well Did it did it my understanding was it for a Luigi's Mansion game?

I don't you know Yeah, so blah for a Metroid game.

I'm hopeful Yeah, I mean, I think we just mentioned threes won the best games on switch.

It was excellent I that's one of those I got an eShop card for Christmas one year and that was the game I got and now I'm like dang now.

I need the physical version of this game It's so good.

I love Luigi's Mansion 3.

Yeah, so you know a friendly reminder Then what I think is probably the goofiest game from the direct and It was in all caps, but new department, which looks like It was it looked Japanese Just all out This is a series that's been around and I I've never played any of the games.

It makes me think of What's it called like Tomodachi Live That's what I thought it was at first me topia like it has like the vibe of those games But I'm pretty sure it's a different developer and in fact It said in the direct it's a timed console exclusive on the switch So this is I always thought this was a Nintendo property, but it apparently is not it just yeah I don't know.

It was the goofiest look at the thing though.

I was yeah, I couldn't could not believe it.

It was very silly metal slug attack Reloaded are you a metal slug guy?

I love metal slug and I am super excited for the metal slug tactics game Okay, that is kind of recently resurfaced.

There was a demo on Steam Okay, um and it looks great.

It sounds great.

I'm very excited for that.

I think that's a that's a Perfect way to to revive revive metal slug like what a great idea I think This is not that like I guess a little e-player thing I think Tell I mean, maybe it could have a multiplayer mode, but I'm sure it's mostly a single-player thing.

That's just like a tower defense Game they called it a tower defense game.

So Like I don't hate tower defense, but it's like not something trash Enemy bases.

Yeah tower defense with beginner.

It looks it looks like it uses the sprites from the original Neo Geo games Yeah, I just it was like not the metal slug.

I thought was going to appear.

No, no Yeah I can't say it interest.

I mean if I It seems like you know, the fact that it was kind of like a shadow drop thing Kind makes me think it's a very small scale game So probably something is not likely to get like a physical copy like I don't I don't know how meaty of a game it is If it did get a physical copy, I probably couldn't resist so I'd give it a chance Can't resist the allure of metal slug physical metal slug physical.

I need it.

But yeah, I I would say I'm not I'm not paying attention and tell or if that happens Gotcha Darkest Dungeon - making the jump to switch With the day are you I didn't play the first one, but I hear good things Yeah, I I'm not familiar with it at all.

But the art style I thought was totally awesome in this in this trailer.

Mm-hmm I was surprised it looked this good on a switch.

Yeah Yeah, yeah I mean, you know, I I know that Nintendo is pretty strict about You know this stuff having to actually be captured on a switch or switch dev kit for for these presentations, although You know digital foundry pointed out some skepticism about the second to last It did look really good I looked like it played great on switch I guess it's some sort of like rogue like kind of thing which is like not normally a go-to genre but it's something I've become becoming more and more open to especially after having played a I Was drawing a blank on the name returnal Yes, returnal is is one of those that's got it gets your hooks.

It gets its hooks in you.

Yes It strikes the right balance of like design and Randomization it really worked for me.

So it's kind of eased me into being a little bit more interested in that kind of thing so hey Hades was the game for me and But it's similar to what we were talking about with Dragon Quest Hades did not click for me on Nintendo switch I like I'd beaten Hades once and then was like well, what's the point of keep going here?

like I'm not I'm not getting the loop here and then For some reason I got it on ps5.

I truly don't know it was physical.

It was cheap I'm like, oh I'll get this and then playing that game at 60 frames per second in 4k or oh Is the switch version really not 60?

I've was when I it seems I mean I don't But my understanding like what I was like, oh this is not feeling great Yeah I'm just I'm just surprised cuz like that's that strikes me as a game that like they would definitely want maybe it does Target 60 on all systems, but it felt wrong.

It felt wrong.

I get it.

It did feel wrong and it definitely looked wrong I mean, yeah, it was not there was there's a game later that looks pretty rough as well on switch Falls, maybe a cat or something, but Hades on ps5 That game was like that turned into that addictive thing for me and the only reason I stopped was is I'm one trophy away from the Platinum and It's just pure RNG and you have to get down to the third world and hopefully meet a character and Then hopefully that character decides to progress the conversation of their relationship forward and I had like three more layers of that Conversation to get through and I was like that can't I'm not gonna keep doing this so hopefully Hades - doesn't have that type of RNG at least trophy related, but I digress then we get to The Nintendo switch online they gotta have one of these in the middle and there's a couple of layers here to this first of all just the setup of Legend of Zelda link to the past four swords for Gameboy Advance and then zero mission like finally Also just foreshadow some stuff later in the direct But also it was kind of like up here's our Zelda and Metroid moments Like they kind of like fake you out a little bit and also tease you a smidge.

I'm happy those are there And what's cool about four swords is you can play online together with your friends So it makes playing that game the intended way much much easier than digging down That's true.

I didn't I didn't really think think that through but yeah, that that's pretty interesting Yes, so I'm happy to see all that what would Side tangent.

I really wish I don't think it's a thing But I really wish they would figure out a way to make it work with fusion and Metroid primary mastered where you could get the Fusion link connection stuff.

Oh, that would be really cool Yeah, anyway, yeah free a free idea Nintendo in retro, but then They announce Nintendo 64 Nintendo switch online mature version Yeah, Turok and perfect dark separate app keep the kids away that I just learned that the other day When I was on the Nintendo website and it was there and it's like free download.

I was like, oh, it's a completely separate I mean, I don't even have access to this because I've never gotten the expansion pass Okay I've got a million other ways to play these games.

Sure.

I So I have that expansion pass because when it was launching You could get the Animal Crossing DLC and my wife Has a switch and she loves Animal Crossing.

So I was like, well this makes some sense there and then I've expanded that to give it access to my father-in-law and sister-in-law who have like they share a switch at their house and so and then my sister-in-law plays like the n64 stuff all the time and so When I consider the family plan aspect, yes And then it's like oh, this is just I get all the Mario Kart tracks and whatever I can play and 64 stuff whenever So it makes sense there but you're absolutely right if you have this stuff either the real physical versions or like rare replay in the sense of perfect dark or a flash cart like there's a million ways Limited run just put turak out like you can play all this stuff any other way.

So but it was Very funny to see mature 17 plus n64 I saw a picture online of you know, the the mature 17 plus icon with the n64 controller on it and they like Mosaic the middle handle Oh My gosh, that's so good You don't even think mature with the n64 that's what makes it even funnier I Remember, I think it was manhunt or something like seeing that box.

I think it's manhunt There's I feel like there's some rockstar rated the list The list for rated mn64 games cannot be that long Probably not that long.

I mean, I remember I remember buying Conker's bad fur day at Best Buy when I was like Maybe like four or five months from turning 17 And like back then they like didn't actually like really Enforce like, you know, you have to be this age to buy sure the game but like I was like kind of nervous and like they they I Think some stores like enforced it a little bit but I didn't see the game out on the shelf.

Maybe they didn't put it out on the shelf, you know, since Bad fur day.

I don't know but like I asked a guy like hey, do you have I don't see Conker's bad fur day on the shelf do you have me in the back and he went went in the back and he got one out for me and He was like before he had been he's like now wait a second how old are you 17 in August He's like he's like they won't say anything at the counter go for it Nice, I I remember buying my first rated M games they were I Went on a guard God of War frenzy ghost of Sparta Chains of Olympus God of War - like I just bought a bunch of God of War but also I bought Animal Crossing city folk Like I'll take these please, you know, I'm pretty sure I did that - I think I bought like Super Princess Peach and some M Ray game at the same time Some Kirby game.

I can't remember what it was.

Yeah, I I definitely did something like that before my first, you know funny enough I mean, it's it's the game the games were dying, but I'm pretty sure I'm positive perfect dark was my first M Ray game because that I'm all I'm pretty positive that came out before Conker's bad fur day Maybe fairly sure but I believe really Conker came I think Conker was last I really do because I just did For my other show chapter select we did at banjo-kazooie season That was season three, but we ended the season by playing conquer just for fun And we had never played conquer So we played on the Xbox and I can't tell you how many times I nearly gave up and threw the controller away at the final boss I I was like this I don't believe anyone's beaten this game It's not possible Gosh what a what a final boss Conker's a very interesting game.

Yeah, very interesting history Yes, oh, it's it's all and you know the Game Boy game Well, hey, hey, I'll give you I'll give you a little spoiler for my next episode Which will hopefully come out by the end of next week, maybe Scoop I'm I'm looking at black cart Game Boy games and comparing the monochrome modes the Super Game Boy modes and the Game Boy Color

modes because I feel like most people look at those and they're like Oh the Game Boy Color games Game Boy Color is the better system So like that's just the definitive version, but actually I think in a surprising number of cases I think the graphics kind of look a little cleaner in the monochrome modes or There's like some weird sort of compromises in the way that they section off like the color regions on the on the Game Boy Color Well, this blew my mind I can't believe I never knew this I you know, I I didn't actually own Conker pocket tails and tell just a couple of years ago You know, but I you know, I as a big fan of the developer rare I just feel like I should have known this somehow.

It's like almost a completely different game on the original Game Boy Really my mind blew my mind it like like a Game Boy the Game Boy Color completely different almost completely different like the the event structure is As far as I could tell almost the same but the level layout is different the way the game operates is different like the way the camera just like scrolls is completely different like it the The graphics are like some reused tiles and sprites between versions, but it's it's Almost It is shockingly different.

It is shockingly different like it the broad strokes are the same but the layout and visuals and Puzzles it's it's It's a different game.

It's a different game.

That's crazy.

It's all on one cartridge, right?

That's the black cart Yeah Yeah, so conquer the the depth of history on conquered goes even deeper wild Phantom brave the lost hero.

This was Something I have no idea about I'm completely unfamiliar You're you you familiar with this well So I I did some digging and I didn't realize that phantom break like this is like phantom brave, too So like there's like the disc Gaia series, which is like a strategy series and like phantom brave I think it's like I don't know if it's like a spin-off or it's like I I think it's kind of a kind of thing like you know how like Atlas has shin Megami tensei and they've got persona and like Their son is the spin-off Yeah, it's the spin-off but it's like it's also like a separate thing cuz like in Japan They've never given persona the shin Megami tensei Labels.

Yeah.

Yeah like that It's always been separate in Japan as my understanding and they started separating them with persona for golden on the Vita They were they just call for so nonetheless like they share like the demon designs and The spell names and item names and stuff like that.

It's kind of similar to how like some Square Enix games use Final Fantasy How they use Final Fantasy names for in games that aren't Final Fantasy, you know, I believe that's a thing that has happened on occasion and The world's screen.

So I think this is like kind of a similar thing Maybe I've not actually played any of these games I mean they kind of intimidate me because I think like you like level up to like level 99 Thousand nine hundred It gets really crazy I think with the numbers and levels I'm like that that sounds like too much but there's a So yeah, I guess there wasn't another Phantom Brave game to my knowledge now that I now that I see I I Thought like the I mean the gameplay seemed interesting and the art style was appealing but it ran like Garbage on the switch it looked like Yeah Well, so I'm interested Well, I'll be looking for a PS4 Yeah, some somewhere else it's it



was just one another one of those commercial for PlayStation inside the yeah Speaking of commercial for PlayStation inside the direct It's free it's finally free Marvel vs.

Capcom fighting collection arcade classics Marvel vs.

Capcom 2 is free from its prison Yeah, I mean I think for a lot of people this is this is the megaton of the show for me.

Like I'm I I'm not a fighting game guy Really?

Neither am I I'm super casual with it every time a Mortal Kombat comes out I'm like that looks awesome and then me and my wife play like five rounds.

Yeah.

Well, yeah, I the only like Major fighting franchise that I've ever really gotten into is Soul Calibur.

I really like Soul Calibur and This year actually I have been getting into Mortal Kombat like some friends of mine convinced me to Start streaming the Mortal Kombat games beginning with Mortal Kombat 9 or it's just called Mortal Kombat But it's yeah that one on the one that's on ps3 Xbox 360 So I've played 9 and 10 so far and I think later that later this year.

We scheduled 11 And I actually especially 9 like in terms of gameplay.

I Actually like kind of clicked with it a lot more than I thought I would is 9 9 was the one where Kratos was a DLC character, right?

Yes.

Yes Only of course.

Yes.

Yeah, and I've got I've got like the complete edition that comes with that stuff.

But uh yeah, so like I've gotten into that it's it's a it's kind of a reboot game because like it it like You know Raiden does something that like causes time to reset back to the time of Mortal Kombat 1 And I'm my understanding is I'm expecting like at least two more resets With the upcoming games, but uh, but anyway Yeah, like the Capcom like like Street Fighter 2 Absolute phenomenon for like most people in the gaming world, especially when it came out but like I've just never The Capcom style of fighting game has just never clicked with me.

So That this is a big big deal for some people if you know if they get the emulation Right if they get the input lag, right?

I think it's very important The the one game on here that would be of interest to me personally might be the Punisher because that's a brawler and it is a co-op brawler I don't really know a lot about I don't even know really anything about the Punisher character He he's kind of like in the Batman or not Batman, what am I saying?

Um, spider-man kind of Daredevil and stuff he think like daredevil, but he kills It's kind of the energy there's more yeah, but that's like yeah, it's like what if we made him kill people?

Yeah, so I'm not sure now if I'm remembering right and I don't know if this some of you know about there's it's kind of infamous one of these Marvel vs.

Capcom games has like a version on ps1 that's considered really bad and then the Saturn versions like almost arcade perfect I'm not familiar.

No.

Yeah, there's one where like the juggernaut has like really bad animation on ps1 or like almost no animation or I forget but like One of these games has the juggernaut in it and he takes up like most of the screen It's like oh my goodness gracious Yeah, I mean I'm happy for the people who are into Capcom fighting games, which I think is most most people just not me But yeah, this is this is a big deal apparently I mean some people were saying like this could never happen and here it is.

It's one of those licensing Games that just seems like it would be stuck in this forever.

I'm happy like this is something I want to pick up purely because I feel like it will be delisted again someday.

That's true I mean, I you know, I probably should get it just because like who knows, you know, I got into Mortal Kombat this year Maybe ten years from now will finally be my year for Capcom and I won't be able to buy this anymore So maybe I should just get it I mean the ps2 and ps3 version are like regularly over \$200 when I see them in a shop So I'm just happy that it is accessible to an audience that would want to play it the greatest thing about this particular Particular version of these games though is the switch box art Which I will try to find really good art for the show notes like higher res than what I found here from playasia But it is they just put the logo right over Cyclops and reuse face like just smack dab in the middle So you just see their chests like they're from their neck down So it's that's the switch box I believe the ps4 one is more Like correctly portion them lay out like they just gotta move it down like clearly just move the logo down Don't cover up your key fighters key care Well, I probably would get the switch version in this case assuming that the input lag You know comparable across versions just because like this strikes me as the game that I would Want to play with one of those switch online controllers?

Yeah, it's I agree with you in that sense, but I think I'm sure there's some people rolling their eyes thinking like no you gotta play with an arcade stick, but I I am NOT an arcade I I do not like arcade sticks.

I have I just have the 8-bit dough one and I just have that for my mister, and I mean it would work.

I'm a d-pad man I'm a d-pad man.

I just you know feel like a game of pac-man like I think the 8-bit like it big it works Yeah, it's fun for a little bit, but like I'll know they've Joysticks have always like really wore out my wrist, and I certainly can't play like platformers with no no I want nothing to do with that So I'm glad that's free.

It's finally free from the prison of whatever marketing deals or it's been stuck in forever so and then It's the end of switch life It's time we need another Mario Party game Mario Super Mario Party Jamboree Which is a pretty good name?

I think?

Well, you know the name actually see, I don't really know what to expect of this because so I Stopped by Mario Party games after 6 on the Gamecube You know I bought probably not a bad spot to stop Yeah, I mean I bought them year after year Even though like like multiplayer Gaming was not a big thing for me in college um and so when I you know the Gamecube years were kind of my college years and I like kept buying these Mario Party games like out of habit, and I'm like I'm like wait Like Mario Party 5 I played like once with my cousin, and that was it Why am I buying these?

Why am I buying these?

Like yeah, I probably played Mario Party 6 like once and I'm like Stop, I'm not buying these anymore But like Mario Party 1 and 2 were huge for you know me and my friends in high school Like we played 1 and 2 all the time, 3 a little less But you know enough to make it worth it especially considering that that game is very expensive now I mean like a lot of Mario Party games are actually pretty expensive unfortunately I sold my Gamecube ones at some point, and I wish I hadn't because they are expensive now But yeah anyway So I say all this to say the previous Mario Party was Mario Party Superstars And that was the first one I bought since Mario Party 6 And I loved it now.

That's the one that takes a bunch of stuff from the old ones right?

It's kind of it really goes for the nostalgia play.

You know the The main menu area is modeled straight after Mario Party 1 It's even got like the weird.

You know how everyone was all Officially, I think it's a rumor.

I don't think it's necessarily a totally true although I think there was maybe a reference to something in like an Iwata Asks or something but like People are always saying that there was this Miyamoto Mandate that like you can't create like new characters or have have like toads that don't just look like toad In games and that's why like the Paper Mario games Stopped having like unique characters that like Thousand-Year Door has I was gonna say was that mandate not in effect in Thousand-Year Door because there are toads out the wazoo in that game That are very unique that are unique toads.

Yeah, yeah Yeah, and and and the party members that are you know very?

You know different you know they're not just like a goomba.

You know there's there's some things that never existed before in the in the cast of that game and Paper Mario before like like having this like you know goomba or Koopa Troopa That's like going around with you like like that kind of stuff stopped happening and Paper Mario Yes But yeah, so like there were some weird toads and like the the options menu and the store and stuff like that In Mario Kart 1 oh you don't have that I'm thinking about I think I'm misremembering did they replace those they may have replaced those toads With other characters now that I think about it Yeah, they might those might actually be different I think they might have like replaced them with like a shy guy and Kamek or something Maybe yeah now.

Yeah, I'm thinking like yeah, they even brought back the toads, but now I'm thinking yeah I think I misremembered regardless though.

They really go hard for that nostalgia look They have like all the music from like Mario Party 1 and stuff like that and then like them the boards all come from Mario Party 1 2 & 3 it's like a you know in 64 era which is what I'm all about Although the minigames come from a wider array the minigames come from 1 through 9 or 10 I think But they're good like it's really good You know unfortunately my local friends Mario Party makes them too mad so I?

Rarely get takers to play it, but it's really well done I was very impressed the nostalgia play worked for me This I'm a little less sure about they did mention that there's going to be some throwback levels Yeah specifically The I think there were at least two they mentioned one from the first game, but they were the Western land for Mario Oh - so everyone get together for a hootenanny I mean that that might be that might be my favorite Mario Party well come to think of it mostly because like I always like Well, they didn't do this for Super Mario or Mario Party superstars But in Mario Party 2 they dress up and like different costumes Yeah, like two because it was all about movies or something like each thing was a movie set Yes, something like that so like I I you know I just thought the cowboy outfits were really cool Cowboy Mario's the the best he's on the box.

He's on the box.

I have that box You know sure you're a rich man Well, no.

I mean I I I'm not rich because I bought it expensive.

I mean I bought that game I'm saying no no no I'm saying because you have it in the gasps.

Yes, you have a nice Yeah, I actually don't know what the CIB prices for that in three I'd three is the one that I always think of as being expensive cuz it That one I don't think ever was cheap But but regardless this new one The previous game was called Super Mario Party so the fact that they call this Super Mario Party jamboree Kind of makes me think that they Aren't going as much for that you know Retro throwback, which is less appealing to me They are it appears to be each player uses a single joy con and the horizontal configuration Or maybe certain minigames might require you to hold it vertically for you know some sort of gyro controls or something so I'm I'm a little bit skeptical of this one because I feel like it's Possibly going to go in directions of I mean I don't inherently have like a you know a Revulsion towards motion controls or anything like that because like I actually think the Wii is highly underrated I think I think that was actually a great generation of Nintendo You know some of the waggle stuff was dumb yes, but You know I think there are examples of it having been done quite well on the Wii especially when it comes to like pointer controls and stuff but Yeah, I'm this is this one's a wait-and-see for me like like they brought me back with with Mario Party superstars making it kind of a quasi compilation of sorts The thing that appeals to me about this though is it seems like kamik hosts the games and kamik is Kamik is one of my favorite Mario characters.

I I dressed up as kamik the year that Yoshi's Island came out for Halloween Is there pictures of that somewhere I Have tried to find pictures of it and and failed But like I got like this like long blue like wizard robe and just like a blue winter hat, but I just like I Pulled it up really high to be a little point here And I got like fake glasses with like a big nose on it like you know like like that and like I just Like I held the bottom of the nose like in my upper lip to make it more like a like a Koopa Troopa beak And I was very happy that the first Character to have a line in the trailer for the super the reveal trailer for the Super Mario Brothers Movie and the end of the game and the movie itself was kamik like I feel like yes Yes, Kimmocks kimmicks getting his due like I've always I've never fully forgiven Nintendo for kicking kamik out of Super Mario Kart or Mario Kart 64 and putting Donkey Kong in his place because in the early magazine screenshots it was kamik instead of Donkey Kong Kimmock I freaking love kamik and Yeah, so I feel like you know them.

They're starting to make it up Yeah, late bring them back.

I I still don't know if this is a game for me.

I Don't know either.

I have a bottom are you party game in a very long time and mostly because My friends buy it and then I just play their copy because I'm not playing it by myself Yeah, so I'm interested curious Abby, and I actually the other night other night.

Maybe a month or two ago We put Eloise down to bed, and then we came out here, and we booted up NSO and played Mario Party - oh For the first time in a long time and I used the tink with those profiles to like scale it all nice and crisp and Beautiful so that was great, and we quickly remembered how hard the computer is on normal and And we teamed up against Donkey Kong, but he still prevailed It was really fun, so Mario Party is like super casual in my house.

Yeah, Mario Mario Party one and two back in the day when When me and one of my friends played it we always made the AI characters like one time Mario and Donkey Kong like absolutely crushed us Characters and we were so mad We like immediately went and beat them up and smash brothers afterward Then ever since that point it became a tradition that Every time we played Mario Party the AI had to be Mario and Donkey Kong and no matter how good or bad they did We immediately wouldn't be I love that that's a great tradition.

That's awesome So and Mario Party Jamboree Really quick it's out later this year again.

It's one of those later this year October October 17th, so Nintendo's mo these days like you don't you don't announce stuff for the next year Generally generally looks looks at Metroid Prime Clearly the case all right and then Next is I think the biggest surprise of the show Absolutely I So I had predicted beforehand with my buddy every year we do e3 predictions and I thought and I think some other people thought this too.

I don't know I'm not on social media, so I don't know what the pulse was kind of going into it, but I Had a feeling that the Oracle games were gonna get a remake in that links awakening art style So I thought this would just kind of follow the trend a few trends after breath of the wild was links awakening so like a 3d to a 2d It would be a remake and it would do the Zelda thing especially on handhelds of taking the game and reusing the assets To make another one fan of our gosh spirit tracks Link between worlds triforce heroes like just me.

I just made sense to me so this pops up, and I'm like oh Maybe this is the Oracle games, but you know it's that art style from links awakening on switch.

Which is gorgeous.

I think and then all the sudden link falls into a dark portal shoots an arrow Zelda's crystal cracks and We're finally doing it.

We're finally playing as Princess Zelda the legend of Zelda Finally in quotes.

I mean there's the wand of Gamelan or gamma what however?

Gamelan on the CDI and If you want to count spin-offs Hyrule warriors you can also play as her and smash brothers and things like that, but a mainline Zelda Yeah, absolutely wild echoes of wisdom and the craziest part of it all it's out in three months That's nuts what?

No one saw this coming like there was like no leaks No rumors like this not that I not that cross my path like this I could not totally floor leave it Totally please please go ahead I mean yeah This however is the game that I am worried about performance on the current switch because Links awakening has issues.

I don't I don't know how you feel it has issues it does It's not that but you know maybe the last six years or however long.

It's been we've been able to iron it out Maybe so I I'm actually thinking about so I when tears of the kingdom came out I could not resist Getting oh see yeah the same problem, dude Like I was like I got a switch at launch, and I'm like look I mostly play docked I I don't need the OLED really You know I'm just gonna wait for for switch 2 and then if for some reason switch 2 doesn't have backwards compatibility or the backwards compatibility is bad then maybe I'll get a get a Switch all in for prosperity because I did the same thing when 3ds came out I Did not like how DS games looked or played on the 3ds so I?

Shortly after 3ds launch I bought a DS IxI just you know to have a good system for posterity for playing DS games on so that was that was my thought but then that Tears of the kingdom OLED comes about and I'm like I need I I do need it Yep, same and now we face the same problem with the switch light Which is even less something I need because I only play docked It's yeah, I even joked so my daughter's birthday is the 27th, and she'll be so she's too young like to play any of this But I I'd said to my wife.

I'm like wow we've we've got Eloise's birthday gift right here.

She'll get a switch light And I'll leave him in a glass box until her little grubby hands know how to handle it Because my goodness they did the thing it's just a pure gold switch light with the Triforce You know around its beautiful beautiful.

Yeah, I I can resist that though I don't I don't need a switch light makes it slightly resistible But it does look nice And I would love the the thing I think you have the same 3ds you do actually the Majora's Mask Yes, and that's the problem.

I want I feel like it would match Yeah It starts the signs of my Majora's Mask one started flaking off a bit like the way that that gold is like mm-hmm I'm wrapped on it rusted on it like it just starts flaking off and the top is still fine, but I ended up I Nintendo's online store used to sell Replacement back plates and some of them were like for some of the collector's editions mm-hmm unfortunately Majora's Mask was not one of them The Metroid one the Metroid Samus Returns was one which was a kind of a gold color But I was like it's gonna be a different gold color though, so it'll look weird And also it'll it'll probably flake off just like the Majora's Mask One did so I end up going for the Super Nintendo one, so I've got like this like weird Dual like and you have like the USB cut out in the back for your capture and oh It's micro USB, but yeah, it's on the top.

It's on the top.

Yeah, okay.

See you just got a crazy 3ds setup Yeah, but regardless um I I am pondering since I've got that OLED, and I don't really want to I know that the the Mariko Switches and the OLED like have greater overclocking capabilities when they're hacked But I still don't really want to clock.

I don't really want to hack the OLED one.

I want to keep it stock ideally yeah, but I am Contemplating overclocking hacking and overclocking the launch switch yes for this game specifically because I I'd like to do some research into whether that actually fixes links links awakening Problem now my understanding is that the problem with links awakening is is like I think it's a memory bandwidth issue because what happens is the game targets 60 frames per second and during general play maintains it except every time you go between locations like the game just hard drops to 30 frames per second for a couple of seconds, and then it hard jumps to 60 and it's Like I can handle frame rate drops I'm not the pickiest person in the world about that, but the way that it Manifests in that game in particular is especially infuriating so I'm actually I'm watching the trailer And I'm wondering so links awakening obviously a remake and they adhered to that style of screen transitions But I'm looking at this gameplay for echoes of wisdom And it it doesn't seem to have screen transitions So maybe it's open in that sense.

I'm not sure well obviously find out in three months I mean you know I would hope that they've been able to polish it out though Clearly the same assets and engine and style and things so maybe they can they've been able to tweak it I mean some of the things that That were said about the development of tears of the kingdom is that you know even though it looks so so similar And plays so so similar aside from the addition of the ultra hand of course Apparently the engine is radically different like like Almost not at all the same like they apparently almost rewrote everything so that makes sense Because it was originally a Wii U game, so they probably like get rid of the Wii U cruft here Yeah, and is this is this Grezzo like links?

I think Grezzo was the developer of links awakening like they've never done like a Original Zelda game, so they've only done remakes, so where is this being developed like the the?

As much as it looks like links awakening What is actually shared by it in terms of the underpinnings of the engine in terms of?

Development staff who knows it could have a completely different You know background there, so But I am I am still nervous I'm still nervous about the performance of this game more so than any other game And like this is the game that I am I'm not waiting for Switch to to play this like I haven't played this right away It looks I mean let's get off of the performance concerns.

I mean the game looks incredible.

I especially love how Zelda finally gets her own game, and she doesn't she's not just link you know They came up with a completely new gameplay system for her, and I think that's awesome Initially I was upset with this not in the Radical like you know loud online person, but it's just like this just seems like overly complicated Like just let me hit a moblin you know not For the listener if you haven't seen the trailer or understand it This is Zelda has the this like tri one staff thing and can summon objects echoes They call them try is actually a wizard or a fairy that you mean so try you're in a Zelda game I'm finally in a Zelda game you made and so Zelda can basically copy any item any with quotes around that any item in the environment and then duplicate it replicate it in the world and use that to solve puzzles or combat and So she uses this to fight and do things and I was like well This just seems like I gotta like drop a rock to like stun a mob But it just seemed overly complicated, but as I've thought about it more and more this game is like comes full circle with what they were doing with breath of the wild which

was taking the ideas and freedom of the legend of Zelda on NES and bringing that into a 3d environment to reinvent 3d Zelda now then Tears of the Kingdom comes out and basically does a Banjo-Kazooie nuts and bolts but in a Zelda environment and as someone playing Tears of the Kingdom for the first time right now That UI popped up to pick anything and I went oh my gosh, they just made 2d Tears of the Kingdom Yeah, now you're not building a car or whatever but you're summoning and connecting objects from all over the world and now you get to use that style of puzzle solving and combat fusing items and all that stuff like what happens if I put this mushroom with a spear will you get this bouncy spear thing and Putting it in 2d Zelda like we've gone full circle from 2d to 3d Reinvent and now back to 2d and I'm through I'm now thrilled with this.

I'm so happy she has her own style of combat mechanics like it's a wholly unique system, and I can't wait to dig into it Yeah, absolutely.

I mean it's it's very much in the spirit of Tears of the Kingdom I would say in the sense that Tears of the Kingdom is a very you know what people will call a systems driven game And you know it's what's so impressive about it is that?

You know Your typical triple-A developer who's making you know big open-world games on you know?

ps5 and Xbox series x and steam like You know remember back to the days of stuff like Red Faction on the ps2 like what what happened to Like being able to like literally change and blow up the environment and do all these crazy physics driven things like it a lot of ways as games have progressed They have become more fixed and locked down and what they allow you to do They become flashier looking, but the underpinnings are simpler And then you you have you know Nintendo do something like Breath of the Wild on the switch which is very?

You know very ambitious in its approach And I thought like oh in three years every game is gonna be just like Breath of the Wild and guess what they haven't Hasn't happened because like Like other developers are afraid of it like you know people there have been games have come out like there was that one weird Ubisoft like Greek mythology game.

Yeah, like oh, this is like Breath of the Wild very Superficially like Breath of the Wild looks like Breath of the Wild, but it's it's not Breath of the Wild It doesn't play like Breath of the Wild like I guess hang gliders and stuff have become kind of popular in games But like for the most part the the structure and ambition in terms of you know What you can do with Breath of the Wild hasn't really?

Become that much of a broader gaming thing because it's just it's so ambitious and they did that on such weak hardware Comparatively and then then they do Tears of the Kingdom and go even further with just the insanity of What you can do in this world?

Right and then then they have that sort of systems driven gameplay kind of brought into The classic style of Zelda Perspective and gameplay, and I just think that's incredible I mean you know you look at you know you have a moblin to summon or you have a fish enemy to some you know There's like one shot of where she's like underwater and kind of that like side side links awakening perspective and like she like I Think she like sends out like another fish to like attack another fish or something I forget exactly what it was, but like you know every object every enemy in the game is going to have like these particular parameters assigned to them in terms of how they behave and react to Each other and so you you can you you can you're essentially you know this agent of chaos Dropped into this world and you can Do whatever you want with it.



I mean that is that I mean just such a beautiful playground kind of concept of I I I love it, and I like I said like Dropping a Zelda game that no one saw coming Two-thirds of the way into the presentation well before it's over and And and having it do just these these you know fresh new things that we've not seen in this style of Zelda before Man like I Was I was blown away, I'm so excited, and I I just hope the frame rate's not too bad.

I hope so I'm the same I'm Absolutely thrilled and it it is that it's out in three months that I just cannot keep getting over like I it is I Feel like I've picked the perfect time to play tears at the kingdom because I'll finish that up eventually you know and then I'll be able to go right into this 2d Zelda and It seems to I saw a picture Perusing the internet a little bit this seems to be if the internet sleuths are correct set in the link to the past Overworld not the links awakening one.

It looks very similar at least yeah Structure I mean asset wise yeah, it looks the same art style right, but like like positioning seems Broadly similar yeah, so I'm I'm curious just from a exploration perspective What that'll be like I I am so eager to see dungeons in this game I would love to see this type of puzzle solving Freedom in a dungeon setting and what that does to that so it's gonna It's gonna be so cool.

Yeah, because well like link between worlds like after After Skyward Sword like like I think EGA and Uma kind of Acknowledged that yeah, we've kind of let Zelda become too mired down in its rigidity It's like what you were kind of just talking about before it's so locked down like Zelda is go here collect three things unlock more temples get the build the sword beat the boss yeah, and so ultimately they made breath of the wild but kind of After he already had said these things kind of as an interim between Skyward Sword and breath of the wild we get a link between worlds which kind of has this this This halfway point compromise in terms of the flexibility versus the familiarity where you have this system where you the shop rent the dungeon items And that lets you choose which dungeon you can go to So they let you have a little more freedom with your exploration and what you do first what you do next like You know I mean many many times in fact.

I would say most of the times.

I've played through link to the past I did some of the Dark World dungeons in a different order Because I forget what it was I think it was like the The dungeon with the moth boss I think I think it's the one in the lost woods I I always waited to do that one until I got some other item if I recall correctly It's been a little while since I played through the whole game, but yeah But yeah like I like you know so you had that flexibility in a lot of the older games and so this was this was an element to Bring that back and go even further however Because you did work you did have to have this dungeon item xyz item to get into XYZ dungeon and complete XYZ dungeon there were still like expected solutions to problems So I think this is going to be the first time that we've seen this overhead perspective Zelda game Where you are going to truly have?

solutions that you can invent yourself You know That halfway point with a link between worlds, but like this is this is really really Bringing some tears of the kingdom style flexibility You know you come up with the solutions Yeah, I'm absolutely thrilled this is for me the most exciting thing from the direct, but they're still I Agree, and yet there was so much It was I mean it was a banger What's not a banger was just another Just Dance video game Yeah, well, you know what like the now that we're at the end of switches life all I want to know is How many more years of Just Dance which one have?

That's that's always the question for the ages like it's it's it's always Enjoyable year after year to see what dead system still gets Just Dance Yeah, it's that's the most entertainment.

I get out of Just Dance anyway Same absolutely the same apparently Abby.

She's a she's a middle school teacher apparently a thing that the students do With like free time or whatever like when they have flexibility in the classroom is they just pull up YouTube videos of Just Dance Like songs and then just dance to them like they don't even game of you don't even need the game That's actually really funny I mean Cory's Cory's kids like it like I know he that he's like like he set up his like old Xbox one VCR Unit to like oh, yeah It's a play just dance on you know so cool Next up they showed off the probably the surprise from the PlayStation state of play which was Lego horizon Whatever it is running on switch The more I think about this game the more I'm cool with it.

I don't think it.

I'll pick it up, but right away at least But if I was a PlayStation fan, and I had a kid who want I wanted to share PlayStation stuff with this is a cool way to share this IP with kids and play with it It's unique way to introduce kids at an earlier age To you know the Sony pony stable saddle up I think it's cute it's Like this caught me totally off guard on the state of play because I was like what?

My name is not a rise in the game.

I thought Horizon and Lego like who?

Whoever dreamed up that Combination like that's just so strange and surprising, but you know what like I think in some ways this kind of Is almost an indictment of the current state of Sony?

Properties because they have they have gotten so into the you know mature Sad-dad open world which you know don't get me wrong that stuff is is good every now and then but Like they you know you know every games gotta be this like super mature masterpiece.

That is like gonna change your life And as like this is true.

It's like what Sony property do you turn into?

Lego at this point like like ape escape ain't nothing anymore like the closest thing would be Astro bot I guess but like like is is Astro bot big enough to do something like this.

Yeah like it also Astro bot is like so tied to the Sony Brand and the hardware and stuff so you couldn't put that stuff in a game that you want to ship on a Nintendo platform right so if you think about it like Okay You know lady fighting robot dinosaurs is Probably the most family-friendly thing that Sony currently has going on or probably the closest thing Not that horizon isn't family-friendly or I mean it's not like I mean I think it's tea for teen, but it's like it's not for kids like kid kids But also it's robot dinosaurs, so you could make it for kids So so I guess it like now that I think about it in that context is maybe less Surprising, but at the time it was on stay at play I was just like what like I wasn't mad about like I liked your surprise, and I I've not played the second one yet But I mean it looks really good I So I mean you know But I was just like who was asking for this like I don't have a problem with it, but who was asking for it, but The thing that I actually think is the most interesting about this is that it's not developed by travelers tales So even though it looks like those old like Lego Star Wars Lego, Indiana Jones stuff like that Which those were kind of the last ones I played I think the last Lego game I played was like Lego, Indiana Jones on the Wii I Can't remember.

I don't think I've played one since like the first Star Wars one It's been I I don't know why I never like picked up the neck you know to or collections or anything like that I mean lately I've

kind of felt like I could I could See myself maybe being more in the mood for a game like that because like at the time that they were coming out was like Well these are neat for the references, but the gameplay is pretty paper-thin You know I mean There's not much depth to the combat and then searching for stuff is you know you know can be kind of fun But there's not much to it, and I was like really thinking about from like well There's not much depth to the gameplay here But now that I'm like an old man and sometimes like want to play something that Doesn't require a lot of thought what I'm winding down in the evening now I'm thinking like oh, you know those Lego games could actually maybe be kind of fun now.

You know so however that said um the fact that a different developer is handling it and the fact that The way the world is constructed is different because remember those Lego games had Lego the travelers tales games They have Lego characters and Lego objects Around the world, but the world itself is kind of made with like Real materials and and grass and trees and stuff like it's not Lego trees whereas Horizon here the whole world is made of Lego stuff the the ground the trees the environment the houses Everything is Lego based so it does give me this Sense that they are doing something different with it and even though the Lego games From travelers tales are pretty You know mundane from a gameplay perspective.

It makes me think there could be something interesting going on Going on here, so I bet they could be I bet they could be quite fun, so I'm not sold on this at all, but like I could I could definitely see myself getting it someday, but for PS5 Exactly same boat same boat.

I in particular am drawn just to buy the prospect or idea of Playing with Eloise someday when she's a bit older I do plan on tricking her into playing video games in some form of chronological order with generations, so I'm not just gonna throw her into the PS5 but You know let's cut our teeth on some a pit stuff first Speaking of a bit the stray port looks like it's running in a bits cuz You know what at least at least it's not streaming.

This is I'll take it.

I'll take Wolf man yeah, should I say meow I guess Gosh, it looks really rough I Get that stray is a beautiful game And it is one that I have on the shelf behind me that I would like to play I picked it up in a Black Friday sale, I just haven't played it yet But please don't play it on the switch whatever you do It was it was good it was good It took a little while to grow on me actually like I wasn't I wasn't really feeling it first but then when you start getting into these towns that are that sort of have some NPCs to interact with and sort of more Flexible climbing that you can do I started to get a lot more a lot more interested It's definitely kind of stayed with me.

It's it's got it's got a cool a cool vibe to it You know I I can't I can't not like something where the NPCs are Literally like CRT's headed robots You're contractually obligated to enjoy yes, yes But I I will not be picking up the switch version of this.

I've got on ps5, and I'm happy with that Yep, same boat there The next game was that Hobbit farming game.

You know we have to meet our minimum quota of two farming rooms Yeah, at least two farming games Yeah I thought the art style was real rough like I didn't like the way the characters the way the characters animate the way they walk Just like made me feel uncomfortable like that the animations just looked wrong I Yeah, this was I was not into that But then oh my god probably my second favorite thing from the direct oh my gosh Capcom loves us Ace attorney investigations collection the entire series is here Including Investigations to finally translate it officially into English yes Yes, I think some people are like well But you know come on late late in versus ride is a non switch.

It's like, but dude It's an English, and there's a physical copy on 3ds Which you can't say about ace attorney 5 & 6 on 3ds and in English at least so yes There is it there is a physical copy in English of every ace attorney game once this comes out Thank goodness.

Oh my gosh.

I am so excited for this the missing translated ace attorney game Finally finally so excited.

I'm actually I'm actually in the middle of Great ace attorney chronicles - I just finished that oh I just finished it right before tears of the kingdom so okay.

What case are you in I?

Think I finished the third There was the one I mean I don't want to spoil anything the the last one I was on with there was there was a pretty major reveal about the nature of a character who had been mentioned by name Throughout the game up to this point yes, I know where you're yeah.

Yeah.

Yeah, did you buckle up dude this game?

I told uh I have I have another friend dear ace attorney loving friend, and I was like dang I think trials and tribulations has met its minutes match Like this relations is so good.

It is so good.

Oh my gosh that last case Yeah, holy crap indeed, so you buckle up for the end of this one it is So good.

Oh, I oh gosh.

I'm excited I I just I I actually started it right before I took my trip to Germany earlier this year And because I was like oh well this this is you know visual novel like I I can sure play that on eight-hour flight And so that I started it um you know play a little bit here and there on my trip and then Yeah, I think I I wrapped up case three around them, but that was also when file fancy seven rebirth came out so Ace attorney got sidelined, but at least I was in a good stopping point yeah Yeah now that I finished rebirth and You know I've done a few other games like I It's it's high on my list for getting back to and it should be easy to pick up again for sure yeah I the one thing besides the fact that they actually Translated the sequel and it's all finally coming here to the West and physically I wanted to just give them the nod of They do change the art style and they give these chibi character models like chibi ask But they do have the option to toggle on the pixel art for the character models, and I'm just like thank you Thank you so much.

I mean I didn't I was torn like I thought like the I mean I wouldn't really call them cheap chibi the only reason I see chibi is because the website described it as chibi oh I mean Double check that I mean since you mentioned it like maybe their proportions are a little bit off like the head might be a teensy bit Larger now that I think about it.

I mean I'm not looking at any screenshots right now or anything, but yeah now these but I Agree, I thought the pixel the pixel art looked better.

I'm curious if When you turn on the pixel art mode if that will also give you pixel art of the larger portraits because in some ways The asset like the environments I believe stayed the same they say They looked good the environments.

I do think look good So I have actually been wondering for a while how or if they could do HD versions of these games because That the the way that they're presented I mean for people who don't know you know most ace attorney games are from a first-person Perspective outside of the courtroom when you're in the courtroom You know you've got like you know characters that fill up most of the screen, and they're you know highly detailed and animated But then when you're investigating It's from a first-person perspective, it's more of a point-and-click type thing, but the the ace attorney Investigations games where you play as Miles Edgeworth They are sprite based games where you you know actually move him about the scene So they they are you know and the characters are much smaller rather than filling up the entire screen So it's a very different look and I wasn't sure if they could Convincingly HD if I it I was not offended by the HD look that they showed here But I do think I preferred it when they showed what it looked like as sprites.

Yeah, so I am So the website does describe it as chibi Upgraded chibi character sprites so do with that with what you will and then in the trailer around the 25-second mark They show off pixel and chibi side-by-side and the background is slightly crunchy er It's not full-blown pixel art, and it doesn't look poorly scaled pixel art, but it is like it's got a little crunch to it I Think in a tasteful way here.

I'll share this screenshot with you from the video It doesn't seem that bad to me like I would play I would play these with the pixel Okay, yeah, okay It does look weirdly big there doesn't it yeah I understand why though because why the design Why they designed the original characters with those proportions because for one in pixel art it doesn't feel weird it it you know and It just needs to be the head needs to be large enough still so that you can make out their expression But they probably didn't want to make the overall character too big so I understand and they had to stick with those proportions Yeah, yeah Now that you're showing me.

I'm not I agree.

I will be playing these with pixel art But actually option is there yeah, and now that I look at actually they do Not to the same extent, but they slightly pixelate the backgrounds.

Yeah, there's just like a little bit Yeah, a little bit of pixelation on those backgrounds So yeah, I agree the pixel the I 100% agree now the pixel version is the way to go But yeah, oh my gosh is gonna be I mean there has been a fan translation for many years And I don't need this I don't mean to discount that but you know just having this official translation is such a big deal I mean, I think the work of those fans is part of what has helped spark this Yes attorney revolution of bringing everything to the West cuz now now truly it is just we need to date attorney seven You know like we yeah, yeah, yeah I'd love to see Leighton versus a saturnian come back because I don't know sure but I think it's really good.

Yeah but But yes, I mean for the most part.

There's nowhere else to go but ace attorney seven.

Yeah so I yeah, I I you know they've Even though we haven't had a new game in so long.

I'd say I'd say ace attorney fans have been treated really well with these Most recent three compilations, you know, we finally got a sit great ace attorney over here Ace attorney four five

six collection has done so well I'm in love with the animation studio mode that they put in there It just it feels like it feels like a love letter and just one of the best The best presented HD Ports that I've seen and in quite some time.

I think that the the 3d games the 5/6 I think they translate so well to HD So well, it was something I was super worried about because I didn't think they looked all that great on 3ds Like I much prefer I've much preferred personally the 2d style from the DS ones but then playing great ace attorney on Switch on my TV and then playing great ace attorney 2 in 4k.

Thanks to the tank.

Oh My gosh, it does translate so well.

I I agree.

I I mean I'm Really compare them directly or anything.

So I'm sure they touched up the models to some extent They aren't you know that I think also just with the power of the switch you can get higher quality Cell shading Outlines, I think that was something that was really they really struggled with on the 3ds Probably largely in part just to the due to the resolution of the screen.

It's 240p on the 3ds.

So You know, but yeah, I mean I I feel like that there's nothing they could do with this game that would top the quality of The great ace attorney ports and the four five six ports But just the mere fact that it exists is a megaton Another megaton from from this Nintendo direct.

This is oh my gosh.

This is right up there Yeah, very very excited.

Yeah, I'm thrilled There are three more games in the direct Something called the hundred line last defense academy.

It's it's dangarappa folks making the dangarappa type game Yeah, it looks way more dangarappa than the last one they did Something rain Oh Was like did was that them?

I thought so rain.

I don't but then there was also um, what was the other?

worlds in club I'm familiar with that one that one it was on some Nintendo directs.

I started that one, but I never finished it But not not because I wasn't generally enjoying it, but I just I just I Just got sidetracked.

I guess I understand it's pretty short So I should have continued with it that that one like it's got a you know, it's got a similar art style To an extent but it's very different.

Whereas this one is just like, okay.

Yep.

We're in an academy again You know and you're probably people people go be murdered, you know, it's very dangarappa Which is I like the dangarappa games generally but like I'm not like a mega fan or anything I mean they're you know, if the time they were coming out, you know, they served as a you know Somewhat quenched the thirst of the lack of Ace Attorney, you know, it did I like dangarappa one a lot So is AI the the somnum files and then master detective archives raincoat, okay So I didn't realize that they that they had done that.

Yeah, but then there's also worlds in club, which I'm Pretty sure is connected to those people.

I don't see it on the Wikipedia page Maybe I'm wrong But yeah Like as soon as this trailer started though Like you look at that main character and the way his eyes look and it's like this is 100% the dang and rompo guys Like there it's a weird art style like some of the characters like have this weird like Like almost like cross-eyed look the way that they draw their eyes like I can't yeah it something something about like some of the character designs that these guys do like I like and some of them I'm just like what I know It's a bit hit or miss for me, but I did think the game looked potentially cool I I looked up the platforms for this and all I could find was switching steam so I bet this has performance issues on switch with like all of the It looks like there's a huge number of enemies out on this sort of a strategy battlefield I'm interested But like not jumping up and down for it exactly Same exact boat, but I think based off our conversation early in the show You are jumping up and down slightly for the next game, right or did I?

interpret this no, so this is romancing saga to revenge of the seven and You know, I I've not played a lot of the saga games You know, but I I've tried I've played a bit of several of them Like a sampling.

Yeah But I mean I you know, I've always been very interested and the thing that is especially Exciting to me about this one Which actually it is a little weird that you know, this is This is a weird situation because similar to Dragon Quest one two and three There is a version of this already on switch.

Oh Really?

Okay.

Hold on a second.

Let me turn around look at my shelf here Cuz I'm pretty sure I have it Yeah, romancing saga - I've got uh this is kind of a It's it like I think I think it uses the original sprites and like higher-res backgrounds But like it kind of animates them and stuff like that.

Sure, you know, it's a very simple Present it's not quite HD 2d It's a very simple style of remake.

In fact, I might even be based on some mobile versions I'm not sure I to be honest.

I haven't played it yet, but this um To me is the whole deal.

Well, yeah, this is a full-on 3d remake, you know camera moving behind the character I Am very curious who is behind this because the reason this excites me is because I thought it looked very similar to the 3d remake of trials of Nana Which I like a lot I could see that I like that a lot like the thing that strikes me about that style like I feel like it's just it's a very cool it Sure.

This is not like, you know Final Fantasy 7 remake tier of Production here for sure.

It's it's definitely like it's it's you can clearly tell this is a game made on budget and I think that's okay because I think they've come up with a very clean and simple style that In my opinion, I don't think it looks cheap I I Think it looks Especially, you know going by trials of mana.

I thought it was a very clean style.

That was a great way to convey the look of a super Famicom game in 3d I thought was very successful at doing that and you know, I would take This style for you know, almost any Super Famicom RPG, I think it looks quite nice.

I just watched the trailer again.

I It reminds me it gives me some Ps2 ps3 energy but like to me looks more polished just visually like smoother assets and things.

I like it It's kind of homey.

It feels a little homey to me.

Yeah, there's like there's something down-to-earth about it, right?

Like it's yes, you know, I mean the industry has had so much trouble with you know, all these, you know Over-inflated budget games and you know when I see something like this, I'm like look if you can pull off Something of this tier and for that to you know be enough of a success like I'm okay with developers like targeting this tier of graphics and so to me this strikes me as is a very appealing way for me to Play through this game for the first time even though it's obviously gonna be quite different from the Super Famicom original but I I think it'll be a I Think it will almost certainly be better than you know, the sort of cheapy Version that's already on on switch.

So I Want to see Square Enix do more More games of this tier now Is it is it appropriate for a Final Fantasy 6 or a chrono trigger?

People would probably be spent expecting something a little more out of that or like you mentioned previously an HD 2d of those games You know, I I I Think that they they deserve something, you know, really flashy But if they just got something like this, but we're still very faithful to the original I'd be okay with that I would be okay with that.

I I like this style of Remake it feels it feels very just honest and down-to-earth and not over-inflated but polished for what it is, so I Like this I'm excited about this I pre-ordered it on ps5 That's the trend I think it was on the DF direct that they did bonus DF direct on this Nintendo direct Where they come in I this didn't jump out to me while I was watching the trailer But they're like, this is 60 frames per second.

The switch is not gonna be playing this game at 60 frames per second Which that's not to say that you know switch, you know, the next game is also 60 frames per second It looks a lot more impressive.

But that said like I don't foresee Them getting 60 frames per second out of an unreal game This is almost certainly unreal because the trial trials of mana was was unreal and the the visual style looks very similar to me So It's just you know trials of mana was 30 frames per second on



switch it was 60 or at least targeted 60 on ps4 Didn't hit it, but I played on ps5 in this totally fine But regardless, yeah that there is a bit of skepticism about whether that particular game was kept on switch But it doesn't matter cuz I'm buying it on ps5 There you go So that's cool.

It was good to see that just for the I know there are a lot of fans of that that particular series and then we get the The closer the one more thing I gotta be honest.

I didn't think it'd show up.

I just kind of thought it would be part of super switch crossover type title Allah breath of wild Allah Twilight Princess, but they They showed it off Metroid Prime 4 Beyond I like the I kind of like the the logo like that kind of like black hole object.

Yes I like the purple and yeah, I like the vibe of it.

We see it and I won't lie trying Samus hops out of her ship and this choir comes in Oh my gosh chills the choir chills It is very much a Metroid Prime game a very beautiful Very retro in that retro studio not retro art style They kind of just showed off the things that Say prime they just scanned she scanned a dead space pirate She shot a few of them morph ball going into that third person I'm guessing this was kind of like a slice of the game that's like very much the beginning Sort of a linear section that's setting up the story And then at the very end the cash show that Vista shot would like the gigantic tree the dreams and waterfalls and I'm sure that's much more Representative of kind of the more wide open areas that you will get to explore I think this was kind of just like a bit of a Action set piece similar to the beginning of almost any Metroid game, right?

Yeah I think it just sets the tone and pace and gets you hooked in early I think that's kind of what they would show and it's I I'm Obviously excited.

I love Metroid Prime.

I'm doing a season on that for chapter select that's next on our list.

It's in production We're getting ready to record that sweet sweet Federation force episode actually next week.

So, you know, I love prime I'm excited but this I Just I feel like it's a super switch game to like I feel like it's doing the cross thing I I think so.

I mean I've thought that for a long time.

I think this is either going to be a launch game or a Near launch game.

I I do think what we saw was switch.

I think it was That I don't Nintendo would not mislead in that way I know and in retro studios does 60 frames per second.

It's 60 frames per second here It's gonna be 60 frames per second on switch.

It might not be 100% perfect, but I bet it will be pretty darn good I mean look at retro Metroid primary mastered that was in credibly well done like yeah, I like at first like, you know that was coming out like Last year and if that even then I'm thinking like oh this is getting kind near the end of the switches life Like I wish we'd get a remaster of this or a remake or whatever you

want to call it on the switch to super switch But then I played it I'm like this is all it needs to be it's yeah It was just it was just perfect like it what I loved about it was it kind of a lot of people Have this perception that it's like actually not that much of a remake They they they I mean, it's very faithful to the original but they they overhauled all the assets But the thing is the reason people don't think it it goes for what I would call a as you remember it Like it the way you remember it in your head like looking that good It looks like that and it it holds up so good it it Like once I played that like that increased my high for metro prime for significantly because I'm like man They've done it like this Like metro prime for doesn't really need to be anything above and beyond what they've already done here with metro primary mastered So it's always it's all art direction and just yep optimizing for the hardware in retro Retro is met are their masters of Optimizing for hardware.

Look at what they did with donkey country tropical freeze on the Wii U Are you kidding me?

Donkey Kong?

It's immaculate.

Yes the first shading is like It's good like at least at the distance from the camera that he is and the resolution the game is like It's as good as the first like a CG movie.

It's like they are Masters yes, and clearly you just look at Tropical freeze on switch Metroid primary mastered they may not have the highest output of a studio And I think there's been a lot of turmoil there kind of as they've shifted through projects and things that have who knows and if anything if you just take that speculation and then you look at all of the Stuff that did you know gaming has pulled up over the last couple of years from their interviews with former retro staff?

That studio is pitch crazy all these wild Zelda games that were pitched is so cool Yeah you yeah, if you are at all interested in retro or lost Zelda history or any or Starfox or f-zero anything go to the did you know gaming channel and watch those videos?

There was a tactics game They pitched very far.

There was a Sheikah game there's just Really cool history, and I'm glad that it's been able to be brought to light especially since stuff doesn't seem to Will manifest in any way in the future the prime prime for beyond They gave us a date of 2025 Thus further reaffirming to me.

This is a cross gen title And I'm fine with that.

Oh yes It's I'm not here for it and just I mean I hope I hope it is because as good as this looks I would I Would I would not play it awesome where it looks even better.

Yeah, I'm in the same camp there with that.

I'm so It's just good to see it it's just kind of felt like a little bit of a homecoming for prime because The last game was Federation Force technically And if you don't count that corruption, I mean it's been a very long time.

It's almost been a decade it's almost a decade since Federation no more a decade because Prime 3 was 2007 yeah 2007 yeah and Federation Force was 2016 so by the time prime for comes out it'll been Nine-ish years did retro even do Federation.

No no that was um Next level game or whoever did Luigi's Mansion 2 and stuff They are I was playing playing Federation Force for the podcast and I kept hearing the sound effect I'm like I swear that's from Luigi's Mansion 2 and I look it up Absolutely is the same studio so they they do good stuff Federation Force is um I Would say it is not a prime game Yeah, I did not play that much of it talented so do but but kind of a game founded on a Premise no one wanted yes if I if I may Do you care about narrative spoilers from Federation Force?

Not at all all right well if you do listener skip ahead a little bit So there's a mission of Federation Force that where you are sent to go get a Metroid egg You're like go get this Metroid egg.

It'll be great for research.

I got major aliens vibes like trust us We'll do good research with a Metroid egg so you get to the end of the level and Then everything starts blowing up and the guys like forget the egg you don't need to burp grab it just get out of there Well, you can still get the egg, and if you manage to bring it out and I did not know this at the time, but I did it anyway because I needed some sort of challenge in the game and If you do that you get a secret cutscene at the end and that secret cutscene at the end is a chibi model of Sylux the the other bounty hunter from prime hunters and who shows up in the prime for beyond trailer Stealing the Metroid egg so this shot in Metroid prime for beyond Directly ties into the end of Federation Force Exactly so I just found that I lost it on the inside I'm like of course of course they acknowledge and there's like these Metroids like hovering like like seemingly like pets Pets like loyal to him yes So that is a very interesting concept to me narratively and this the fact that they acknowledge Federation Force I'm sure there will be I'm sure there will be some sort of like summary or Reference to catch you up to speed a little bit the game has to be who played Federation And and really who played hunters if you I'm not a lot of people did but like that and so I haven't played corruption but to Sylux show up in corruption I I've only played through corruption one time and it was back when I came out in 2007 so yeah I by the way I've not I've not played Federation Force because I Was conflating hunters and Federation Force in my head is the same game.

Yeah, I played a bit of hunters back in the day I've never played Federation Force you're not missing much To totally allude to the episode that we will be recording But it is a game that it reminds me a lot of like dinosaur planet aka Star Fox adventures It's like this would be a kind of a cool idea for a game.

What if we attach one of our IP to it?

Yeah, I mean it's like, you know kind of like I don't I don't I don't I don't know like if you've ever seen it But like it's it kind of makes me think about how the most recent predator movie called prey ties into Something that happens at the end of predator - they're like all of these bad predator movies in the interim Like just getting no they like they set up something that could have been really cool to follow up on and they just never did it Until this new movie that's actually by far the best predator movies is the first one Yeah And they like they finally like followed up on it So like and predator - is like not that great of a movie itself So like it kind of makes me think of that where it's like wow, they're like going all-in on like Following up on this the plot and characters of the game.

No one cares about in this upcoming sequel that everyone cares about That's like kind of ballsy in a way that even though I haven't played it like I'm not mad about it I'm like, oh like that's that's kind of cool that they're going for it.

It is it there and again I just beat it earlier this year and you know a couple like a month ago maybe at this point So it's all very fresh and I'm just shocked just stunned really and that I stumbled into that Bonus and credit scene without trying or even knowing it was possible.

That's super cool now hunters I played the crap out of as a kid because like I was that perfect agent DS and so I was in there on the multiplayer Running around as the one that like it was a squid looking thing.

Did you use a stylus or did you use the little thumb thing?

stylus stylus I did I was not coordinated enough for the thumb But stylus for sure so I'm I'm happy about that but Metro prime 4 looks good 2025 and that's how they closed the show man.

So I think We said it at the top that this direct really is one of the greats and I think after going through it again It this is a Hall of Famer in the in the context of direct's It's just got banger after banger and even I mean there are there were some lulls like Disney to pharma pharma G a Funko vision for Pete's sake like I'm not saying everything here, but I think the highs were high like Like almost like Why didn't you save some of these for another show like What do you have to show us next time like?

seriously, and it's interesting again to Kind of remind myself in the listener here The switch is presumably on its way out the door with his successor like looming I mean it's so much so that Nintendo even said when they announced the direct there will be no news on the switch successor here Like they have to acknowledge that like that's the level of demand.

That's how close we are and they did the same thing With switch aka NX they were like, it won't be NX at this time We're just gonna talk about the Wii U version of breath of the wild or things like that so whatever the successor is here is close and Assumptions are flying around, you know that it could be a spring release like the switch was you know, six or one No, not six seven years ago So I feel like to have this caliber of games packing out the very end What a strong and high note for the switch to go out on I mean has any system gone out on this I mean the you know, I mean think back through Nintendo's history You know the the Wii U certainly didn't know we didn't the the the GameCube didn't the n64 certainly didn't you know?

I mentioned earlier.

I bought conquers bad fur day.

I'm pretty sure that was a 2001 release same year GameCube release Oh, the only major games that year were I think Paper Mario was that year conquers bad fur day was that year?

And then like I don't know Dr.

Mario 64 Mario Party 3 might have been that year Yeah, like I mean like Paper Mario and conquer were like the big ones.

So it's uh You know, I mean even even go back to Super Nintendo I mean, you've got Mario I mean Super Nintendo did have a pretty pretty pretty darn good last year Yeah Kirby superstar Don con country 3 Super Mario RPG.

That was a really good year, but You know any s had had, you know, some of the NES's best games came out after the Super Nintendo was already out But yeah, I mean you look at the

3ds I mean the 3ds I feel like kind of I think the 3ds went on too long Like it just had a way too long.

Yeah, it it kind of went out on a whimper, right?

this is I It makes me also wonder What they saved for switch to?

Like so again, we're operating with a Metroid assumption Yeah, you fee I I personally feel like the next 3d Mario may not be a launch title, but they're gonna Be the first it'll be in the first year.

Yeah, I agree with that and so you just dang, man, I mean, you know we go for it I Mean, yeah, I I cannot think of any system that has why been wound down in this way I mean When they announced Nintendo World Championships like that Set the tone.

Yes for this year.

Yeah, like that was like I guess we're going out like this Yeah, I mean that was like I mean I was like, okay, this is cool I definitely want to pre-order a physical copy of this but Yeah, it was like that was like yep.

This is you know, we're gonna be getting stuff like this this year And then these guys and then I know I can quest Zelda a new Zelda game Like Kirby is the only thing missing here truly and I thought there would be a Kirby game, but I guess we got that return or Which one just was remade?

Last year was a return to dream was returned to the X.

It was awesome.

Yeah But oh gosh, I can't wait for the next 3d Kirby I mean now since that wasn't announced here like that's almost a shoe in the next 3d I'll be assuming assuming they make a sequel to forgotten land in that same gameplay So like that's gonna be a switch to title and oh my gosh Robo bot or whatever would be remade like I kind of thought I I thought the switch would go out with that like that made logical sense to me That would be a good one because I mean that's that might be that there's an argument to be made That's the best Kirby game.

It's really good and I would love for it to be on any system other than the 3d yes But Yeah, yeah, man, I think so That does it I think for the direct.

Thank you.

Try.

Yeah.

Yeah.

I mean my goodness you I I Thought we were like man.

We were like going down the list I'm like, oh really we're like really far down and we're only like an hour and 15 minutes and this might be this might be shorter than most podcasts I record and Oops, we hit three hours I think this might be the longest episode in the history of my

show It might be I'd have to check but I absolutely love well, I mean there's there's like so much to talk about with like Again, aside from Kirby like every beloved Nintendo thing ever.

It's that slash kind of moment.

Everyone is here Everyone's here.

Plus we've got Hironobu Sakaguchi here.

We've got Dragon Quest here.

We've Marvel vs Capcom Ace of Turtie Like holy crap like what like Like oh my gosh like I mean dream still I mean I Mean you remember that one years of Sony e3 that was like the games that you thought would never happen I don't I don't know if this is quite that but like you remember that one that was Shenmue Final Fantasy 7 and Last Guardian.

Oh, yeah.

I was in the movie theater for that You remember when they did those movie theaters you go watch e3 at the movie theater The whole theater was erupting I mean just absolute bonkers Thought it was an MCU, you know finale Yeah, I mean, you know obviously these this isn't like some of these might be gay like, you know There were games like Dragon Quest 3 that were that was kind of like man's been a long time since we've gotten update on this Maybe it's not happening anymore.

And then you know Metroid Prime 4 I mean, obviously we knew it was coming but it just been so long, you know things like Zelda getting her own game things like Ace Attorney investigations to getting localized things like Hironobu Sakaguchi's game not being on mobile anymore.

I mean things I mean this is I mean It's not that far from that level of like, oh my gosh Here are three games at the Sony conference that seemed like they would never happen that everyone wanted I Mean this is I mean not just within Nintendo.

I mean this is this is among the all-time the all-time great Video game presentations.

I mean it really is I think this is It's the tail end of Switch's life like Unbelievable.

It's truly the craziest part about it and it makes me feel even better about you know, Super Switch yeah, because everyone's been saying like apparently the real like everyone expected to come out this year and then It's like it sounds like it's gonna be delayed to 2025 and you know The rumors say whether they're they're substantiated by reliable sources or not the rumors say that the software just wasn't ready so Evidently, they have been banking software for switch to well if it's not this what What is it?

I mean, I do think Metroid Prime 4 and You know possibly some of these other games.

I'm sure we'll see games like Mario and Luigi and and games They're already out like, you know, some of the most popular switch games I'm sure we'll see some updates where they you know, look look a little better run a little better You know, I mean you've got to get Mario Kart 8 deluxe plus Right for Super Switch Get some 120 FPS Mario Kart.

Why not?

Oh my god.

Can you just imagine that Mario Kart 9?

Finally will be announced.

Oh my goodness.

Oh my oh my gosh that finally that'll that'll be a moment I mean the last time we got a new Mario Kart game that wasn't mobile Was that we knew?

that's Well, they haven't had reason to because like Mario Kart 8 is somehow still like Regularly one of the top-selling games.

It's so every week.

How does someone how does everyone not just I thought they just handed it to people like they have a kid and they leave the hospital I can use your copy of Mario Kart 8 deluxe.

I Don't know man, you'd think everyone it's kind of like the it's like Mars It's like Nintendo's Grand Theft Auto 5 like how how do people not just already own it?

I don't know But thank you so much try for coming back and talking about all this with me This was an absolute blast Folks can find you over on YouTube at my life in gaming one of my favorite channels online Like I said earlier new video comes up immediate click always watching my life in gaming So thank you so much.

You guys are cranking out some more stuff this year Like you were talking about you teased a little bit some black We're not as quick as we used to be but you know, we're we're doing better than we were last year.

That's right Thanks to your Synology and just wait till you get fiber.

You'll be Yes, so please go check all of that stuff out As for myself, you can find my writing over at max frequency dotnet and my other show chapter select which seasonal retrospective podcast Where we bounce back and forth between a series exploring its evolution design and legacy Season 7 which is next is Metroid Prime We are chipping away and building that out getting it ready to launch and then following up with Castlevania after that So it is kind of like try just said about their own work.

Not as fast as they used to be Little slower than I would like but we are getting it all cooked and ready for you So hopefully you will enjoy that but until next time thank you all so much for listening and adios