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Hello everybody, welcome to Chapter Select, a podcast where we bounce back and forth between series of games, exploring their evolution, design, and legacy.

For this season zero, we're covering The Last of Us parts one and two.

We thought it'd be a good, quick pair to explore and give us an outlet to talk about the impending sequel.

My name is Max Roberts and I'm joined by my very long-time podcasting friend, Logan Moore.

Hi Max, good to be back doing one-on-one podcasts with you after... what did we stop doing this for like two years? Two years? I burned it all down two years ago.

I don't know, yeah we were both getting kind of tired of it I think to a degree.

I don't know. But I always get blamed. Yeah you do. For those that may not be familiar with our podcasting legacy which would not be surprising, we did a video game news podcast called Millennial Gaming Speak for about two years Logan?

It's like 130 episodes so whatever that shook out to be yeah yeah sure that's what we did Logan is the managing editor over at DualShockers.com. At least as of when we're recording this I don't know how long. As of when we're recording this very episode here in um what is today today is June 11th 2020 the PS5 was revealed a couple of hours ago, so we're coming off of that high for a bit. But tonight we're here to talk about The Last of Us, or I guess technically now The Last of Us Part 1. It's just The Last of Us, no one calls The Godfather The Godfather Part 1. It's so weird because Naughty Dog does refer to it, sometimes, as The Last of Us Part 1, like officially. I guess video games are a little bit different though in that scenario because people do retroactively refer to them as so-and-so

one just like I don't know even with the PlayStation like the original PlayStation console is now PlayStation 1 to everybody here mm-hmm I don't know what about the Xbox I guess that I guess people yeah people call that og Xbox because you can't call it Xbox you can't I was gonna say wait people don't call it Xbox one why is that the reason then I clicked in my head so the idea very quickly of this show is that we play the game and then talk about it and then and we're gonna bounce to the most recent release, play it, and then kinda bounce back and forth between those times until we meet in the middle.

So with "The Last of Us" that's super easy.

We just have to play two games.

And that's also super easy 'cause we both replayed "The Last of Us" before "The Last of Us"

part two release on June 19th, 2020.

So very quickly, just a brief history of "The Last of Us" itself.

It was originally released for the PlayStation 3.

It launched on June 14th, 2013,

kind of the tail end of the PS3's life.

It actually came out like a week after E3 that year.

And the PS4 had its big reveal, so very close to the end.

It was later remastered for PS4 on July 29th, 2014.

Both versions were developed by Naughty Dog, the first party studio for Sony.

Creative director was Neil Druckmann.

The game director was Bruce Straley.

The two of them were responsible for Uncharted 2.

and then they split off to make The Last of Us  
inside of Naughty Dog.

And then the other big kind of name I thought  
was important to mention was Gustavo Santoyea,  
the composer for the game,  
because the soundtrack in this game,  
as I'm sure we'll discuss, is pretty incredible.

It reviewed super duper well, lots of 10s,  
it had the most Game of the Year awards,  
and it's even won a couple of Game of the Decade awards  
because that's how old it is.

When, I think we both probably played around the same time,  
But what's your history with the game?

So it's funny because you mentioned that the original game on PS3 came out a week after  
E3.

And it's funny because I totally missed I think most of E3 2013.

I just wasn't paying attention because I went to Bonnaroo that year, which is a music festival  
that happens each year in Nashville, Tennessee.

It's like near Nashville.

I can't remember exactly where it's at.

I can't remember that little town.

Anyway I went to Bonnaroo that year and it coincided with, Bonnaroo is typically the  
second week of June so it typically overlaps with E3.

I missed all of E3 and I went to Bonnaroo and that's like a Wednesday to Sunday affair.

But when I got home on, I think The Last of Us, so it came out on the 14th, I think it  
may have come out that Friday?

I don't know if you want to look up one day of the week that came out.

All I remember is that I got home and then the first thing I did after falling asleep in my bed for a few hours was I woke up and in the middle of the afternoon I ran out of Best Buy and I grabbed The Last of Us and then I came home and began playing that game for the next couple days.

And so yeah, that was when I first played it.

And it was, I don't know, I think a lot of our conversation, some of the things I want to touch on here, you can talk about your own experience.

But great game in the moment, the swan song for the PS3 obviously, but it's still surprisingly holds up like crazy well to this day.

Everything that resonated with me really the first time still resonates with me now.

We can get into that more in a bit though.

I assume you were there day one on June 14th though playing it while I was at a Tom Petty concert.

I was there on launch day.

I actually, in hindsight, probably one of my big video game like collecting mistakes, regrets,

I did have an opportunity to pre-order the post-pandemic edition,

but I wanted the art book instead of the statue, which if anyone knows me now,

I would much rather have a statue than an art book.

And I also didn't know the art book would be available separately.

Now the post-pandemic edition is worth well over \$1,000.

Unboxed.

- What the heck?

Unboxed too?

- Yeah, because it was only available at GameStop.

It was like a GameStop exclusive collectors.

It was a mess.

- I forgot we used to do that a lot.

'Cause that used to be way more common, didn't it?

- Retailer exclusive content and additions

was a big thing back in the day.

- Yeah, I feel like that's gone away a little bit more  
over the past few years.

- Thank God.

But I was there day one.

I had actually, like,

I had just or was getting ready to graduate

high school. Either the ceremony was like that week or the week after but I was out of school at the

time so it was the best time for this game to come out for me. So I went to GameStop that morning,

like picked up the game, came home, played the game, broad daylight which probably isn't the best setting to play this game, and got through the intro of this game with Sarah's death and was

in Boston and then my PS3 crashed and I lost my save. So I actually had to go through the intro

back to back twice like up front which was not pleasant like emotionally. But then the game was

smooth after that. But yeah I was there day one and I forget how many days it didn't take me very

long days wise to beat it. I think it was done by that weekend. The thing I re- to chime back in,

The thing I remember most about this game, and like this is, it was weird that I was

kind of in this, I would say 2013 was weird because the first half of it I was like, I

would still, I was paying a lot of attention to games at the time, I mean I always have,

but I wasn't following stuff as closely as I do now, now it's obviously like my day job.

But like, I wasn't following the game super closely, like I missed E3 that year and I was like kind of fine with it.

I remember going and getting the game and like being excited to get it because I liked

Uncharted and I knew Naughty Dog was a great studio. The thing that I remember from my first playthrough though was

Like yeah, I'm gonna go to get it. I've heard reviews are great. I've heard people say it's awesome. I was like

Surprisingly like gripped by it in a way that I didn't expect which is probably like I said

I started probably playing it that Monday and I had seriously probably beaten it by Wednesday in it and that wasn't an

Intention of mine. It was just one of those things where it was like it quickly

Grabbed me in a way that I didn't expect and it was just something that I didn't want to put down like I am

Seriously remembering multiple instances where I was like oh, I'll stop here

I've been playing this for a few hours time to go do something else and then that next story beat comes up

It's like well how I don't want to stop

And so it just kept going like that and I was surprised by how

How it did that because even compared to like Uncharted which I think those games are all great

they had never really sucked me in in that way where I felt like I actively like

didn't want to stop playing because like in chartered and chartered once you get to like a

the next chapter or whatever you're typically like, okay, this is a pretty good stopping point because the

rising action at the start of each chapter typically there's a good breaking point and

They're good stopping points in the last of us too, but I feel like it was just more about that emotional connection of the characters and just being intrigued by

their relationships developing

Seeing what was going to play out in the midst of all this. So yeah, it was

It was certainly a game that was very different for Naughty Dog

Not so much mechanically as a third-person action shooter game. I mean they've been making those since the ps2

But just narratively and on a maturity level both just the intensity and like graphic nature of the game

It was a big change in direction for them

And the game was very well received.

Plenty of 10s out of the gate, like I said, the reviews came out like 10 days before the game even released so there's plenty of time for that to saturate.

And a lot of people were just talking about how crazy incredible this game was.

Before we go into it, and I think we'll probably start with the story, we both, for our most recent playthroughs of the game played the PS4 version which has some graphical differences like you can play it obviously at a higher resolution or a higher frame rate or both.

We both have 4K TVs now. We do which kind of sparked my desire to play it again this year because I did play it last year in September back when the game was still scheduled to be out in

February. I was like this is great. It's early enough like close enough to the game but far far enough out for a break, and then everything happened with me and I ended up playing through

it two more times here in February and March.

Anyway, I'm curious what settings you played on, what I played on, and like what we think of the PS4 version of the game compared to, you know, the original PS3 release.

So the PS3 release I've only played, so I've played this game three times in total.

I've only played it once on PS3, I believe.

Okay.

I mean my trophies probably verify this but I'm like 99% certain this is the case played it once on ps3

And then I play I bought the remaster when it came out in 2014

And I just never played it

It was just one of those things where it's like oh this is I don't know first year the ps4 lifecycle

Nothing else is really coming out. It's like oh, okay. I'll grab this game

Even though I've already played it and I just want to kind of have it

So I bought it but I didn't actually play it until

Teen surprisingly enough just actually really

insane surprising because why did I see that year was why Walton well, no, well

It's surprising because I guess I'm looking back on my younger self and wondering why I said \$60 on a game

I had no intention to play for three years

Because I played the full retail price for it

By the time I played it it probably was a PS PlayStation hit or whatever

I probably could have bought it for 15 or 20 bucks

Probably I mean this is a long-standing problem though for you and me both when you bought a fire emblem

Collector's edition last year how many hours you played that game? I don't even think I've played an hour

So I played it again in 2017, I remember I just like got a weird itch for it

I played it again and then this most recent time the past week was the third time I played it

Yeah, I don't know. What was your general question?

I guess like what settings did you put it on because you can choose either a higher resolution or a higher frame rate

And with 4k obviously you can have the 4k resolution and HDR colors and stuff. So I had it

So I had it one step below

2180 which would be what?

1900 or no, maybe 1800 100 or something like that. It's it's higher than it's higher than 14, whatever

because 2180

2180 I think is what it maxes out at or me is it 2160 2160 so it's be

360 below that so it'd be 1800 I believe yeah, I think it was 1800

And I was gonna play it at 2160 on like true 4k or whatever



But surprisingly typically lower frame rate doesn't bother me like even like something way more faster pace like God of War for instance

That's a game I a lot of people I know because it's so action-oriented people

Suggest like oh you should play that game at 60 FPS combat looks way better

I played that game at 30 FPS and higher I chose to go higher resolution

I typically always go higher resolution and I'll sacrifice the frame rate

Something about it was bothering me when I tried to play this and I don't know what it was

Maybe I am just getting more used to 60 FPS

But I opted to dial the resolution back just a little bit so that I could keep it at 60 FPS while I played and I

I thought that was fantastic.

I really didn't see much of a difference graphically between 2160 and 1800 pixels.

And then I played it on survivor difficulty as well, which is what you did too, right?

Yeah, I did the survivor and survivor plus run because I got the platinum.

I did a new game plus run too, I guess I should specify, so I already had a lot of stuff that was carrying over.

Yeah, so you gotta get those trophies though.

Yes.

So I did it on 2160 locked 30.

I prefer a stable frame rate over a variable one.

I just think in the end it's a smoother result.

So that's what I, and the game was originally designed with 30 in mind, so I felt okay with that.

And I also wanted to milk my new TV for all it was worth.

- Yeah. - So I wanted

all those pixels.

And I thought it looked great.

I thought, especially the HDR.

- It's interesting 'cause the game was never designed

for these resolutions and colors, but it looks really well especially for a seven year old game at this point.

It's actually turning seven from when we're recording like three days from now, which is crazy.

But yeah, that's what I did.

Yeah, I was surprised by how well the textures and stuff held up too in this remaster, because again this remaster, I mean I know the game itself is seven years old soon, but the remaster is nearing six years.

And I was surprised by how well it held up.

It seems like a lot...

I mean, people are still releasing these remasters nowadays where it's got these hot talking points of "4K, HDR, 60 frames!"

And it's like, you put the game into a modern platform.

Like, what is a good...

The Vanquish and Bayonetta remaster that came out earlier this year was something I had a huge problem with where the game was running at a more stable frame rate for both of those games

and it like visually looked way more clear because it's in 4k but like none of the textures had been

touched up nothing had really been polished much outside of that so it just looked like i was more clearly seeing what was an old game and everything surrounding it hadn't been really uh fixed up at all and i i think that's what's was surprising me about the remaster still all these years later is that visually everything in the game still looks really solid.

And I don't know if that's a credit to just Naughty Dog's attention to detail as a whole because the Uncharted games still look, I mean, for notwithstanding because it was developed for PS4, but like if you went back to the Uncharted collection now, those games, Uncharted 1 even I feel like still looks rather fine all things considered considering how old

that game is.

So I think that's really just a testament to Naughty Dog's attention to detail and quality at a baseline level in what it is they're making.

So yeah, that stood out to me a lot this time in my plan.

Let's I think dive into the kind of the heart of this game, the point that everyone talks about which is the story.

Like it is this game's bread and butter and he's just selling point.

I think it still holds up incredibly well in this day and age.

I think it's definitely, you can start seeing early, the impact of it kind of early on in games.

A lot of people compare things now coming out to The Last of Us.

I remember when God of War 2018 was initially revealed, people were like,

"Oh, they're just doing The Last of Us in God of War."

Ended up being slightly different and incredibly impactful.

But I digress.

The story of this game is the heart of it.

And what did you, how did you feel about it?

You know, the last time you played this was three years ago?

- Yeah.

- And so how did you feel about it?

And how did you feel about it now in the context of an imminent sequel, a confirmed done sequel, you know, not an early announcement, which would have been last time you played it, or even just like the possibility, you know?

Yeah, that was one thing I definitely wanted to bring up to you as well.

So I think what stood out to me the most this time when I played it is that we do all praise the story of this game a whole lot.

It's the one thing that I think, I have a question about this later that we can get into as well, but it's the one aspect of this game that people just love and I think it's more than anything why people like this game so much as the narrative.

But I think what stood out to me this time is that the narrative is really not that special.

Let me explain what I mean.

The broad strokes of the story are not anything too wild.

Joel's backstory is good and well done at the beginning, but then after that, once he comes in contact with Ellie, it simply just becomes "get girl from point A to point B across the country and it's things that they happen to them across the way.

What stood out to me a lot this time was that I don't think it's the narrative exactly that is what carries this game, it's the characters and it's just the writing.

The writing in this game is exquisite and I think the reason why it's so good is because it feels believable and real and that's why people like these characters so much.

I don't even think it's because the characters themselves are anything super special, even though I really love Joel, I think it's just they feel so much more believable than 99% of other video game characters.

I mean, we're like 40 years into the video game industry and it just seems like storytelling is such a hit and miss thing a lot of times, so when you get characters that are actually really well written, it stands out so much more.

And maybe you disagree with that notion, the lead narratives.

I think the ending of the game, there are moments, don't get me wrong, there are moments that I think are really, like the whole ending portion of the game where Joel makes his decision, which we can kind of get into in a second too, I wanted to talk about the ending.

But Joel's whole choice at the end of the game and then how it kind of ends on this

just like unspoken but spoken realization between the two of them, like all of that's super interesting and kind of leaving it on that note where it's not really all nicely wrapped up, which I really liked. But yeah, the broad strokes of the story is simply go from point A to point B and don't die on the way. And it is just everything that happens to them across as they get there.

- Yeah, I think when you put the description of the game

kind of like quickly summarized just back of the box,

it is, you know, man takes girl across country,

girl is immune to pandemic level disease,

and it's their bond that forms, like it's quick.

One joke in particular I saw on Twitter recently,

I think you shared it with me.

It's just, when you bring a story

and you just reduce it down to like its core essentials,

it can sound very generic or simple.

One for Red Dead Redemption in particular was like,

cowboy dies over 40 hours.

Like, I think what Naughty Dog does within these tropes,

this space of, you know, zombie,

they're infected people, but whatever, they're zombies.

shooter and a relationship forming between two strangers,

that in its own, not special.

Been done a thousand times, this genre's pretty packed.

But it's what they do in that space,

and like you said, with these genuine characters,

they feel real and make decisions that, you know,

I think are justified and fleshed out

and feel like decisions other people would make.

I think that's where this story excels

that sticks with people.

And you know that ending in particular.

Life doesn't always wrap up in a nice pretty bow

or clear definitive answer

or always give you the choice in the matter.

I remember huge controversy

when the game came out back in 2013

that people, you know, were like,

"I wish they let me choose whether or not to kill the doctors at the end."

But Naughty Dog told the story they wanted to tell

And it's kind of messy and deals in the gray area.

Yeah.

I mean, just to jump in real quick, I've heard a lot of people say, I think what's important

with this game's story too is the medium it takes place in.

Because the most dismissive people, going back to writing things off that sound like,

"Oh, well, in its simplest form, this sounds bad," is the people who I talk to or hear

that don't care for this game as much are just like, "Well, the narrative's not that

good.

Have you ever read The Road?

those same plot beats or whatever.

I think it's really, the reason people latch on this

is because it is one of the more believable, well-written,

from a dialogue perspective specifically,

narratives and gaminess with the characters

and stuff like that.

And that's why everybody's tried to rip this game off  
so much in recent years,

whether it be God of War, the new one,  
or even smaller stuff like a Plague Tale does.

It really tried to copy the format of this game a lot.

So yeah, I don't know.

I think this was--

yeah, can you think of any narratives  
prior to this that really resonated with people  
on this sort of level?

I can think of old '90s JRPGs, like Final Fantasy VII's  
a big one, like maybe Bioshock.

Or Ocarina of Time.

Ocarina of Time, yeah.

Even those were like text games.

They didn't have like characters acting in them.

Like post the advent of voice acting in video game,  
like I can't think of anything that really stood out.

- Certainly not one is widely discussed.

It definitely as successful.

That's not to say there aren't any,  
but this game really kind of gripped onto people  
and took hold and has been actively discussed  
for the past seven years.

and even in those three years before a sequel was officially announced,  
this game was often, you know, jumped to a lot of people's like favorite games of all time list  
and explored...

People...

People love this game, and it's not hard to see why.

I mean, part of that's why we're doing this particular first, you know, season zero on this game, is 'cause it's...

It's hot right now, we both really enjoy this game, and...

its impact does not go unnoticed. About, I think kind of you hit on it briefly was the medium in which the story is told is essential to its impact. You've got the road, you can read the road, you can go watch, you know, Country for Old Men, but the cool part about The Last of Us is it's interactive and there's something that happens when you play a game, possess the character on the screen, whether that's a game like Call of Duty or a game like The Last of Us, you know, you feel like you're doing those things.

And so they elicit empathy through the gameplay, and I think a really powerful moment of that is the intro of this game, which subverts expectations right out of the gate by giving you control of Sarah instead of playing the game through Joel's perspective or just watching a cutscene, you are put in the shoes of a teenager while stuff is going crazy.

Her dad can't be found, things are shutting, like clearly something is wrong.

And you play through this intro and then it switches over to Joel carrying her and you have no control except where you run.

You can't fight anything off, you can't, you know, defend, like that's all up to your brother Tommy.

And then in the end, Sarah dies in your arms.

And within 20 minutes, you have this connection with a complete stranger.

Like, it's not your daughter, it's not your kid, it's no one you know.

But there's a heavy sadness within those first 20 minutes, and it's all strengthened and powered through the controller.



And I think taking that over the course of 15 hours,  
And having these two characters be the primary focus in their relationship develop I think  
also has your relationship develop not only with Joel but also between you and Ellie and  
then eventually you know you play as Ellie which also is a powerful moment just in that  
sense so.

I mean I think the ending of the game is the second most, cause I, and this is something  
they've talked about a lot with the sequel since that's about to come out but just like  
the end of the game, uh, the end of the game 2 is another one of those moments for me where  
You're kind of borderline shocked,  
like when they're trying to escort Joel out of the hospital,  
the fireflies are pushing him out of there  
and he turns around and he shoots that guy in the gut  
like three or four times and blows his brains out.

Like that's a holy crap whoa moment.

And you're sitting there watching it,  
you're kind of wide-eyed the first time you play it.

Even in this most recent play through,  
that moment still is affecting  
and then they put you in control  
and now you have to do that to a large group.

- Not even that, they also, once you take out a guy or two,  
you end up getting that, was it an M16?

You get a big heavy machine gun  
that you've never had the entire game  
and you can just rip through the fireflies in there,  
which is how Joel feels in that moment.

There's an urgency to get to Ellie and that, all of it.

But then, even after that and you escape  
and he murders Marlene, which was a really powerful  
and kind of just heavy moment,  
you then at the very end, you play as Ellie again.  
And like, you know what Joel has done,  
you were Joel five minutes ago.

- Yeah.

- But now it's shifted and now you're this  
and I think that's powerful too.

Just simply switching the character you're playing as  
gives you a different emotional response.

- So let's sit with,

I have a few questions for you, and I have a few things that I wanted to get a little  
bit more in depth into a certain degree about the Indian, about the world as a whole.  
Specifically with the fireflies, I'm curious what your outlook on them is, because the  
first time I played this game I guess in my mind I was like, "Oh, well these are supposed  
to be the good guys.

These are like the heroes of this world."

And this time I played the game and it more stood out to me that these dudes are like  
pseudo terrorists to a certain degree.

And that they shouldn't be trusted anymore.

Every single group of people you come across in this game are bad.

The only people that are not bad are the companions that you come across who end up dying.

Henry and Sam, Tess.

to argue that like Tommy and the people at the dam are...

Well yeah, that's what I mean. Outside of them, yes. Outside of Tommy's group and then  
everybody else you come across that ends up dying along the way. Every other person you

come across in this game is not great. Like I said, the first time when I played this game, like I was a little bit more in shock of Joel's choice at the end of the game to really go up against those people because I'm like "What are you doing? These people People are trying to save everybody.

And this time it more came across to me that this is like a fringe group of outlaws to a certain degree.

And I'm not so sure that I believe they're trying to cure society of this plague to just help out humanity and it's not more to further their own cause, if that makes any sense. It's possible.

I think they just operate in this.

It isn't black and white, it's gray.

They have a strong belief that the government, which is ruling the quarantine zones and military essentially, needs to be broken down and traditional, the government needs to be put back in place.

And they also, I think, are holding onto this hope, particularly Marlene, that a cure will fix humanity

When, you know, kind of like Bill says,

it's the real people that scare me,

I don't know, I don't think humanity comes back from this the way they hoped for,

but they're clinging onto that hope.

You know, Marlene's journal's there at the end, she clearly is struggling with sacrificing Ellie for this, you know, this possibility of a cure.

- Well, it's 'cause she has a personal attachment

to Ellie too, which I think is worth noting.

But I guess I had a conversation with a friend or somebody I work with after I ended this game the other night, we were kind of talking it all over again.

And it became, he posed the question to me like, "What would happen if Ellie was a Caleb?

Everything goes perfectly without a hitch.

They do the surgery on Ellie, they can reverse engineer, they turn it into vaccine.

What happens from there?"

Well they don't just start passing it around to everybody in the world.

They have to find a way to manufacture it.

Well yeah, but they don't just start, the world is so far gone at this point that there is, there's just groups everywhere in Pittsburgh or whatever that you're coming across.

Just these marauder types that are just out to kill people and loot and steal all their, and murder. So what is the fire, if the fireflies get a vaccine, what do they use to levy it into?

They levy it, they use it to levy themselves into a position of power more so than they have now,

I think. And the vaccine to me, when I started thinking about it more, is more of a, it's more of a thing that gets them into a position of power where they're then calling the shots more than just being this underground group.

Right, and maybe as a group as a whole, but in those final moments it's really just about Joel's love and need for Ellie and Marlene's obsession to try and redeem humanity.

And, you know, sacrificing Ellie is a part of that.

Well, here's the other, there's one other thing, and I don't know, because I played this more recently than you. There's one really big tell to me at the end of this game that kind of really shaped how I viewed the Fireflies overall is that there is one of Marlene's docs towards the end of

the game. It's either one of the audio logs or one of the journal entries where she talks about how

everybody else in the Fireflies was telling her that she needed to kill Joel like immediately,

Like the second he got to the hospital, she was like, "No."

I think it's in one of the audio logs.

So she basically says, "No, I told them I will not do that because he's the only person other than myself in this building who knows the value of the life that we're losing."

And Ellie, like he—

Right, understands what she's going through.

Yeah.

He's the only other person that understands who Ellie is and why this is such a shame that this is happening to her because they're the only two people that have personal connections to her.

So, I guess it speaks volumes to me that these people that she leads and is in charge of are just actively saying "murder this dude who went all the way from Boston to Utah and brought this girl in Smuggler."

He did exactly what he was...he didn't have to keep doing it either.

No, and those weapons long gone.

He could have stopped anywhere along the way and he knew that it had been almost a year by the time that he had gone across the country.

He was not doing it at that point for, like you said, the weapons.

That stopped being about that a long time ago.

And Marlene has to know that.

And the larger group probably has to know that too.

And so for their first response when he gets to the hospital to be "Kill him?"

Like that speaks volumes to me about what that group is and that they're not as far removed from the other groups you come across in that game that treat you that exact same way.

So they're just as much of a group of thugs as the people in Pittsburgh and David's group,

but they're just they have different aims and goals that they're looking to achieve.

And that stood out to me a lot.

Yeah. What did you think about the ending, and I'm specifically referring to just that final moment where you're controlling Ellie and you know Joel says it's you know the truth and she says okay.

In context of the fact that there is a sequel from when we're recording coming out in a week like

you know when we originally played this game back on the PS3 that was an ending while messy

in the sense of it's not neatly tied up completely stands alone there's there was no cliffhanger or

need to explore this story further, but now, whether we like it or not, that's happening.

And so, what did you- when I went into that moment, I was thinking about, what does it mean, how is it different, and, you know, where does it go from here?

And you have to look at it through a different lens, and I'm just curious what you thought in that moment.

No, and I definitely did with the whole game, the ending, probably more so than the rest, but the whole game I definitely had a different viewpoint on this time.

The ending specifically though, yeah it was weird because when you first finish it, you don't know in the moment if there's ever going to be a sequel or anything like that.

I'm one of those people who's voiced for years that this game didn't need a sequel.

I like how the first game ended in a messy manner to where you didn't really need to touch that anymore. Yeah, it doesn't tie everything up, but that doesn't have to, and that's kind of an alluring thing, I've always thought. With this, it was more like, rather than being this novel ending where you're like, "Wow, that's really brave of them to kind of end it on that note," it was more this time like, "Well, I know they're gonna explore all that in the next one, so..." I don't know, it didn't have the same... The ending doesn't have the same effect on me anymore now that we know there's a sequel coming and those things are going to be... it's not safe, it's not effective at all, it's just, yeah, way different light

around it this time when you know that there's a new game coming out in a week that's going to clearly cover some of those unsaid things at the end of the game, which it absolutely will.

It just, it gives you like a different, I don't know, a different vibe.

I've always been in the camp that Ellie obviously knows that Joel is, I think, obviously knows that Joel is lying.

You know, she's too good not to know.

And I think her okay is, you know, admitting that she knows they both need each other but he needs her more than she needs him per se.

And she's like agreeing to it.

I think she's accepting the fact that he's blatantly lying to her.

Um, and it's like, cool, like, you know, I can, I can live with this.

Okay.

To, to stop real quick, what do you think the tell is that she knows?

Because I think the tell personally is that she brings up her whole situation with Riley right before that, which she doesn't need to do.

And it's completely out of the blue, but she basically explains in that moment that she feels like she's due death or she feels like she's due death to a certain degree.

Yeah.

I'm still waiting for my turn.

Yes.

Which she, again, Riley's not brought up in any other instance of that game until the very very end.

So she brings that up and then segues that directly into "Promise me you're telling the truth."

So it's almost like she has a weird death wish in a certain way?

Well I think she wants, I think she's looking for all this loss to be justified.

Earlier at the draft scene, you know, before they leave, you know, he goes "We don't have to do this."

and she goes, "After everything we've been through, after everything I've done, it can't be for nothing."

Like she believes that her sacrifice, whether it was just getting rid of the vaccine or ultimately a death, which she probably assumed, you know, had to mean something, it gives those losses meaning.

And Joel robs her of that by taking away her ability to sacrifice herself and she kind was like, you know, swear to me, swear to me what you told me was true. I think part of that tell, but I just think the way she looks and kind of nods, like she has a subtle nod, she's like, okay. I just, that energy and that delivery, I think, and those 12 seconds, it's a 12 second silence. I think it's her just realizing he needs her. And you know, in that moment, Joel, like a parent I think, not misinterprets where she's coming from or what she's trying to say, but you know when she's like "I'm still waiting for my turn" he's like "No, you know I struggled a long time with surviving and you just have to find something to keep fighting for." And you know in that moment he grabs his watch which was a gift from Sarah and even before the hike he was talking about how Ellie and Sarah would have been friends. He found his something to fight for and it just so happens to be Ellie and I think she accepts it in that moment that he needs her and she's okay with it.

It's not what she wants, but she's okay with it.

I can't wait to see how they explore it.

I really, really am curious about that.

Was there anything else in particular about the story you wanted to touch on before we moved on to, I thought, gameplay?

- I thought, I mean, just to hone in on a few things.

I mean, just the moments that really stand out in this game.



The draft sequence in particular, I think is really...

It's almost like a joke or borderline meme at this point, that that section is so...

Is like, I don't know, whenever people...

I don't know.

Even amongst ourselves, whenever we talk to our friend Michael about it, I'm like, "I'm playing the draft game or whatever.

And he, like, I don't know,

just dumb offhand comments like that.

But like, actually like playing it,

like those moments are so well done.

The pacing throughout the entire game is just really,

I mean, no one to amp it up,

and then they know when to dial it back.

And then the draft thing coming right after winter,

I think is just the best,

the whole winter section and in that first part of spring

with the giraffes is just so well done.

And that really stood out to me again this time,

even though I've always felt that way with the game.

It just really resonated with me again.

- It's a great example of using gameplay to tell the story.

I mean, she clearly is off-put and isolated

and thinking to herself.

She's very cut off.

And then using the mechanic of lifting her up to the ladder,

something you've done plenty of times in the game,

and then having her not come when you push the button

really kind of puts weight and emphasis on it  
and then seeing her go back to that old self,  
that childhood, you know, the level of innocence  
that she does have about the world,  
to see that come back to life is a really powerful  
and uplifting moment,  
especially considering what's about to happen.

- We can talk about gameplay.

What would you like to talk about with the gameplay?

I mean, I've always been a fan.

I think the best part of the gameplay on a whole is it creates the feeling of tension.

I think it does a great job of doing that.

The real-time crafting and weapon swapping alongside crouching down and sneaking around

I think is done really well.

I think the human enemies in particular are- do a good job of giving you a sense of fear  
and like moving around and how they try to flank you and stuff.

That tech is obviously seven years old, but I think it still holds up really well.

But that, just that feeling of scavenging around for parts and trying to create things  
that you need and having those tense shootouts in scenarios I think is its strength, its  
tension.

I will say the gameplay started to feel a little aged to me this time I played it.

I don't think it's bad.

But like certain things I started thinking about, again this is, it's weird because  
our whole playthrough of this game has been shaped by the context of the game that's coming  
out in a week. So we, I mean, we're replaying this game in the time period, or at least  
I did specifically, because you played this like, what, a month or two back? I played  
it like a week ago. I mean, we've seen like new, like, state of play stuff for Last of

Us Part II and it's like showing all the different things you can do in that game. This game, comparison like felt very the segments where you're fighting clickers in the cordyceps compared to the segments where you're fighting actual humans it stood out to me way more this time that those are like completely two separate things that never over cross over with one another and I know Left Behind mixes that yeah it does and I think it actually does it pretty well I know you didn't play Left Behind I did not this time yeah I mean I have before but and I know it plays around with those ideas, but part two looks like it's incorporating that stuff a little bit more, which is kind of interesting to me.

It looks like they're giving...

There's a lot of things to think about, and I agree that the game keeps you on your toes and keeps you thinking, especially on Survivor.

I will say this, I will say my gameplay experience on Survivor, I'm sure the same for you, is probably a little bit different because most combat situations have to play out in a certain way where you don't have a whole lot of leeway because you're trying not to expend your ammo

a ton.

When I play a game on Survivor you try to find a brick or a bottle, you chuck it at somebody's head and then you smack them across the face and it's an easy one-hit shot and you can serve ammo that way too.

That's how I play it at least.

I don't know if that's what you do as well.

- Well, I feel like I have a hard time

talking about this entirely, at least fairly or fresh.

'Cause this is my eighth time playing the game.

I know these encounters in and out.

I know where these guys are gonna be.

I know the paths, I know the hiding spots.

I'm pretty good and reactive on my feet.

There are still times where the mechanics  
and all of its layers in a really great way  
that's fresh where I'm choking out one guy  
and another guy wasn't aware it was nearby.

He's like coming down the stairs.

So he sees me and then he's popping off a shot.

And so I have to react.

Like those moments still occur, but on a whole,  
I know what's gonna happen  
and I know how I wanna approach it.

So I feel like I have a hard time,  
at least maybe now fairly, 'cause I don't feel like that.

I know how I was gonna handle a clicker here  
or the guys here.

I leaned on my fist a lot this time around.

And it led to some interesting things.

Like I felt like I discovered a lot of new paths and routes.

I intentionally tried to go away.

I hadn't gone before.

Like an early example is in the Capitol building  
at the end there where you have those two hallways  
where you're gonna run out and go to the subway.

I always go to the left  
because I feel like there are fewer people that way.

And this time around I went to the right  
and it led to a scenario I hadn't encountered before

because I wasn't familiar with that half of the buildings

like route and presence.

So I did try to make it new for me

and that was fun and exciting.

- I mean, I feel the same way.

I'm obviously like very familiar.

I played the game three times at this point.

I feel like I know it pretty well.

It's kind of ironic that this is the first game

we're playing for what we're calling season zero

of chapter select here,

because I think compared to a lot of what we do

in the future, this will probably be the most familiar

were ever with any certain, yeah, I feel like this is the most we'll ever have known prior

for any game. It might be different for you with some games in the future, or myself too.

But I think shared experience between the two of us is probably one of the games we

both will collectively know the most about that we're going to do in this show. So yeah,

It's uh, yeah I don't know.

Gameplay still holds up I think in a large sense.

Playing on Survivor is a different beast though for sure.

I feel like it was almost the intended way.

I do prefer Survivor.

I think having, not having everything you want to make and having to make those hard

choices between a health kit and a molotov, I think have a good weight in Survivor.

I know on normal I just feel kitted out all the time.

- Yeah.

- And not having listen mode I think also helps.

- I'm glad you actually brought that up.

I don't think listen mode should be in the game at all.

Even at lower difficulties I don't really understand it.

- I think it's fine as like an accessibility option.

You've always had the ability to turn it off  
and not use it.

So it's, you as a player can choose to do it,  
just survivor forces you to not do that.

But listen mode is definitely like a superpower.

Like it is not, it's the most unrealistic part of that game.

For a game that tries to be so grounded in its reality, Joel having the ability to listen  
through walls is completely, like it is a video game power.

And Survivor Mode robs you of that, and I think fairly so.

It's just, you have to listen and know your surroundings and stuff.

I think the sound of this game, like the sound design of these encounters is critical and  
is done really well.

Yeah, you just gotta pay attention a little bit more to the environment.

I think the first time I did Survivor on this I thought it was going to be way harder because  
I didn't have that ability to look through walls.

Really it's not that big of a difference, yes, but I don't feel like it's as vast as  
I thought it'd be.

Bottom line, playing on Survivor compared to playing on normal or something, I don't  
think the hardest part of the game on Survivor is not having the ability to look through  
walls.

more just that you're strapped for items and that you're strapped for ammo and parts to  
craft items and things like that. Looking through walls and stuff, yeah it's helpful  
but I feel like it's not as helpful as you would originally think, honestly, which is

why I think it should just be taken out of the game. Or maybe not taken out of the game, I don't know. Yeah, you can turn it off for yourself I guess. Like I said, it's a solid accessibility thing to have I guess but certainly makes it easier for people if they need that um I will say though just briefly going into multiplayer listen mode is essential and it's really weird so it's really weird coming off of playing single-player and not having it and not even trying to use it and then having to teach yourself to use it all the time in multiplayer and be like lean on it as a crutch because it definitely can change the tide of an encounter in multiplayer. And maybe we'll briefly touch on multiplayer later, but I do want to say Listen Mode does have a good place, just not in the story.

Well then tell me about how it has a good place in multiplayer as we get into that then, because this is something you're way more intimately familiar with, unless there's more things you wanted to talk about with general gameplay. Not so much general gameplay, I thought maybe the music though.

Okay, yeah on the music here. I thought that fit closer to the single player

Yeah

incredible

Yeah, I think what's really interesting to me about

The soundtrack and this sounds weird because all soundtracks are meant to complement the games obviously, but there are some soundtracks that

You know all of Gustavo's music in this game is it's a stain apart on its own and you can listen to it separate from

The game but really stood out to me this time is that I have listened to the soundtrack independent of the game

Over the past couple years and I'm like pretty familiar with most of the tracks on the game now

It was more this time seeing how those said tracks were also implemented into the moments in the game

That really stood out to me and like how?

Just absolutely perfect they were for each moment. I mean looking at the drafts draft sequence again

And I really like about that the song that is used there. I believe the song is called

Vanishing grace if I'm correct

Is that song is like really chill and like

There's a

wondrous

Quality to the song that plays during that sequence

but the very tail end of that song and it plays right as you're wrapping up that sequence and you decide to

Go go down the stairs and go out the door is it gets really ominous and eerie there right at the very end

Which is really reflective of that point in the game because it's really the last

I mean they let you really stew on that the edge of that building there and watch the drafts or whatever run around because what

Everything that comes after that is when the game gets

super serious and it kind of pedal to the metal until the credits roll and I like that it just

Like little things like that are sprinkled all throughout the soundtrack that I picked up on this time

where it plays off of what is happening in

Where if you listen to the soundtrack on its own you think it is just like the music is changing because they're shifting to another

the song. It's really a playing off of the actual game itself. Less of what is happening

directly on the screen at that moment because when you're playing the game, again with the

draft sequence and you decide to go down the stairs, the first time you play the game you

don't know necessarily what is coming ahead of you. But if you have played the game, then

you know that everything that lies ahead from that point, the game gets much heavier. So

the music twists like that towards the end, like you understand why he made those decisions

stuff like it's just all perfect for game soundtracks. Yeah, like I said at the top,

like the game soundtracks can be fantastic independent of themselves, but and maybe they're



all way better in this regard than I've noticed over the years. But because I've played this game so many times now, I was able to pick up on like really small things like that scattered all throughout the game this time. And a couple of just key music standout points for me, besides the fact that I just listen to the soundtrack pretty regularly is

Both the opening of the game so after Sarah dies and it cuts to black and it does those opening credits and the main theme plays

I

feel like that's just like a

Buckle up kind of moment like that music is just I know it's good stuff

And then um the end the very end of the game those 12 seconds of silence

yeah, the car the guitar just picks up and did it and it's just like

- Yeah, faster strumming.

- Right, because that's how you feel.

You're like, "Oh my God, he just lied.

"What is she gonna," like your heart goes up

and the music goes up and it's really well done.

- You keep finding something to fight for.

Now I know that's not what you wanna hear right now.

- Swear to me.

Swear to me that everything that you've said

about the Fireflies is true.

- I swear.

[Music]

Okay.

And then my other thing is like my favorite tiny small realistic detail in any game so far.

I just I've always loved this moment but when you roll into Pittsburgh you're playing music on the cassette in the truck.

truck and when you get ambushed and it switches over to gameplay the music

picks up where you left off in the cutscene like there's a continuity there and it's just I love that that song is what is it called Alone and Forsaken by Hank Williams so yeah the soundtracks great and I like I'm curious to see how it shapes up in part two I feel like not a lot of this music has been shown off and I'm very very excited to hear it. One more thing on this I really I like how simplistic a lot of the music is in this soundtrack too. There's nothing super complex with it even like the opening title that you were talking about there a second ago. Like it's there's a little bit more happening in that opening us that opening title sequence part but it's not anything too fancy or anything like that at any point. There's also refrains on the main theme all throughout the soundtrack that I think are like whether he's slowing up the main theme of the game or speeding it up or things like that or playing it on different instruments or different styles of guitar or playing it on an acoustic compared to playing it on an electric or something like that. It's just a lot of variety but what the variety is based around is like a really simple melodies and riffs and things like that all throughout. He does a lot with a little in the game and there's a reason you can tell that like, I mean, obviously Neil Jackman like praises everybody at Naughty Dog who works on this game but I feel like he's always been much more boisterous about Gustavo's work on the game score and like they got him, he's doing the score for the HBO show too, isn't he? Yeah, so it's also the first time Gustavo has done a sequel for anything he's done in the past. So yeah, it's pretty great that he's back for this game.

They also have the composer for Mr. Robot doing some music in the game too, part two.

I think to kind of begin to wrap up our discussion, really, I want to at least talk about the part of the game that no one ever talks about,

forgotten, which is the multiplayer, the faction's multiplayer.

And I know that you didn't play any on your most recent playthrough.

Did you play it when it was originally on PS3?

Max, I don't think I've ever played a single match of factions.

Oh my goodness.

Like, I legitimately don't think I've ever played one match.

I can't ever remember doing it.

That's alright.

It's sad.

So I'm sorry, this is my blind spot for this part of the discussion.

It's okay. To be brief about it, it's just that talk of tension that I brought up in the gameplay is mirrored perfectly in the multiplayer and it really, really stresses you out. Your heart rate really, it's going. And I think it's, it kind of reminds me today of the Battle Royale. When you are in the final ten, five of a Battle Royale and it is you and you don't know where the other people are and like the map is getting, and the Battle Royale's case is getting smaller and smaller and smaller, so conflict is being forced.

That same feeling today I think was captured back in Factions and The Last of Us.

Just that very tight, you're scavenging for items, collecting, building up your character, and trying to be the last one standing or to unlock the safe or whatever the mode is.

I just think it's really well done and has this cool metagame of building up a clan and of digital survivors and things like that.

And even when the game came out it would tie into your Facebook account so you could see that Logan Moore has dysentery.

And it would, you know, that's kind of, it was cool at the time.

I don't think, actually I don't think Facebook integration is even supported anymore in the PS4 version.

I think they took it out of the PlayStation 4 as a whole.

Yeah, so that's why I think that, I think it's why it doesn't work.

It was after that whole falling out with Facebook and like data or whatever.

Remember that whole thing?

I can't remember what it was about specifically but Zuckerberg had to go to like Capitol Hill and testify and all kinds of other stuff.

I can't remember the specifics of why that was the case but all sorts of crazy stuff.

Sony distanced themselves not long after.

So the multiplayer is great.

The trophies are really hard because they're so time consuming and that's kind of maybe one shame just about it.

That side of it is so hard to get.

It feels good getting it.

This is totally an aside.

You saw the trophy.

We talked about this right?

The trophies in the sequel right?

No.

You read it.

None of them are tied to difficulty.

Oh yes, yes, yes.

I'm sorry.

I thought you meant like the list is posted.

Yes.

There is no difficulty trophy.

No, no I'm sorry.

Which is great.

run or necessary for the platinum which would be great. But the multiplayer I feel like is often overshadowed by the single-player and maybe the single-player is kind of obviously the core focus of the game but the multiplayer in the game

was genuinely great at the time and as someone who just spent 50 hours playing it it's pretty darn good. There's still an active community surrounding it too which is kind of wild. I really never had trouble finding a game even now seven years later. And I'm super curious to see what whatever the multiplayer in part 2 that got cut out and is being spun off into something else I'm curious to see what that turns out to be. But I think it's important to remember there was multiplayer and that it was good. So I love the multiplayer in this game. The one last thing I can think of and again- I have one more thing too on my end. Okay. Is the DLC? Just briefly

I replayed it this year, but you didn't, but like you mentioned earlier, you've played it before. This was Naughty Dog's first foray into DLC of any kind, at least of the single-player variety. I love it. I think it's a great little short story.

Very cool to explore that time in winter when Joel is out, and it also was able to introduce that mechanic of having the infected fight other hunters.

It kind of explored some more ideas while being in a smaller package. I'm how do you feel about it? I don't know

Yeah, it's been a while since I played it. I actually probably was

Actually, I think it was three years ago when I maybe played this as well

Actually now I'm thinking back on it I think when I bought

Remastered the reason I bought it was because I hadn't played left behind now

This is coming back to me and I played left behind at that moment and I think I've since replayed it

Um

But I'm not sure I like how I like how I can verify all of these things that I'm thinking off the top my head

Why just going and looking back at my trophies? Like when did I ping the trophy? This will tell me

Which is something you've told me to do before is like I'll just go look at the trophy ping data

And like I remember we were having a conversation the other day

Like I can't remember when I played blood-borne and you're like, we'll go to look at your trophies. I'm like, that's a good point

anyway

Yeah, I don't remember a whole lot about it

Jack X combat Jack combat racing is coming to mind

That no, I mean it's cool in the arcade yeah, that was actually a really cool moment

I remember I remember like little touches like that. I remember I I will say I the thing I remember outside of the

Current day stuff when you're playing as Ellie during the winter sequence. I like that the DLC was a little bit more low-key

I don't tell me if I'm wrong, but I don't remember a whole lot of

There's only combat situations in that game really which are maybe two or three

Yeah, like the ending the ending one with the hunters has won and then the clickers

There when you and Riley get swarmed and then there's a couple other ones

But I like that largely I think is great

it does a lot of storytelling through gameplay like the Halloween store for example or

Throwing bricks at the cars or doing the photo booth like all of this is interactive storytelling the carousel

they didn't need to put you in a combat situation to

Give you good or interesting gameplay that was telling a cool story

which is smart and is kind of their design philosophy going forward, but

So what do you got you said you had one more thing? Yeah, I think

What I think this is actually a good final thing to put a pin in this whole conversation

And this isn't something we'll talk about with in every episode of this, but I think it's pertinent to this one because

This is so one of your favorite games of all time

Is this what is this your second favorite game of all time?

Last time I did a public list. Yes

Okay, so only in Chard 4's ahead, which is wild to me. Um

We've had this discussion. I know we have

We actually I don't know if we ever did actually have the great Naughty Dog debate did we we on our old program? I feel like that had to be an episode. I feel like it should have been. Anyway, it would have been in our Uncharted 4 spoiler cast. Yeah, this game still resonates

with people so much, even today. Like seven years later, which is crazy to say, holy smokes.

Is almost like, okay, so you and I both graduated in 2013. One year from now we will have been through high school to form more time since we graduated.

I guess my broad question is, this game since its release has gone on to obviously be one of the most popular and beloved games of all time.

It wasn't the moment, but people still feel this strongly about this game all these years later which is why again we're recording this before the other game has come out and we haven't I know the leaks situation that has happened with the second game but a lot of people are really mad about what they perceive is like things they don't like about the second game supposedly and I don't think people would have that strong of a reaction to leaks for any other game and And it's because people do feel so strongly about this game.

And I guess my overall question is just kind of put an end to this episode.

Why do people, I mean we've talked about it in broad strokes throughout the whole episode, but what is it about this game that has stood the test of time so far as we near almost a couple years away from the decade anniversary of this game?

And this game, it seems like something that's going to, like this is always going to be something a touchstone game that people look back on forever like I don't see that changing either this game's legacy now even if the sequel is bad in some regards I don't think it's going to taint how people feel about this game so I don't know just a general question for you and I know you have your own feelings about it we've talked about a lot of it over the course of this episode but just in a general sense like what is it about this game that you think really

clicked with people and why is it just become this all-time classic I think

It's the level of authenticity from the characters, the story, the... how they get kind of muddled in the gray instead of dealing in black and whites. There is no good guy, there is no bad guy, like people's actions are justified to them.

You know, Joel does the things, it makes sense for Joel and he believes what he's doing it right but Marlene was doing the same thing. Heck the the hunters in Pittsburgh have their reasons. Henry and Sam have their like everything is muddled and gray and real and grimy and it's not glamorized and it's while it's not relatable in the sense that obviously there's no I was gonna say no pandemic but no you know mutating fungus pandemic and people aren't you know scavenging for supplies and brutally murdering people, you know, for shoelaces.

It's messy in a way that feels authentic and I think that's what people connect to is because it is, it feels genuine, it feels real in that space and I don't think a lot of video games feel like that.

Yeah I've been, I mean I obviously knew that I wanted to bring this up in this episode so I've been kind of pondering this question the past few days myself.

I think for me, it's many of the things we've talked about throughout this episode, just how well-written the characters are and the overall beats of the game and things like that and how well done they are.

Those things all, yes, obviously.

But I think more than anything, people like discussing this game and I think a lot of it is because, kind of what you said, it's not a clear cut, Spider-Man is fighting Dr. Octopus, and Spider-Man needs to defeat Dr. Octopus, and one is the good guy and one is the bad guy. It's this game where there are various factions and people in this world who are very self-seeking and who are doing things for their own benefit, and people like to discuss the moral quandaries that are presented in this game. Like at our own stat, again I talked to some people again the other night after I finished this game and our whole staff



at Dual Shockers was talking about this game as if it had just come out last week and we were all dissecting the plot like it was all brand new to us. I think because there is much gray in this game, it has just been able to live on because people like to discuss certain things or they replay it and they see things from a new angle and they want to express those things. Like my whole thing where I was talking about this time where I have a new perspective on the Fireflies that I thought was interesting and noticed this time that it is now something I've wanted to talk about with people. So I just think There's a lot of different angles to it and I think there's a lot to break down in some regards.

And I think that's what's kind of kept it lingering on in the larger video game zeitgeist for the past seven plus years as we've gone on.

It's just a game that prompt discussions and people like to talk about it.

There is an energy about it that does create discussion.

And I think generally, at least in the people I've talked to, creates good discussion, you know?

It's not, it can devolve very quickly, but I also think it's like maybe it has views that change over time.

Maybe someone initially thought Joel was the bad guy, but now it can change because things in their life have changed, possibly.

- Yeah.

I think it's an adaptable game and it's accepting in that sense.

I think it's an accessible game to a wide-ranging audience.

Like even somebody like your wife is not a huge gamer by any means, but she likes this game, doesn't she?

Yeah, she's watched me play it.

So one of the most recent times I played it here, she sat with me the whole time

and she got to watch it and kind of experience it that way.

She finds just games controlling a camera and a third-person game intimidating in general, but she still really enjoys it and connects to it

I mean she's excited for the sequel just like I am she's she's not gonna be able to keep up with you

We're gonna have you had that have you had that conversation yet? Yeah, we did the other day on our walk

We're gonna do our very best

We'll see how that goes next week. I think that'll do it. But thanks for doing this with me Logan. Um,

If you would like you can go check out the next episode.

I believe it will be out right now. I think that's kind of our plan now.

The next episode of this season zero is going to be our discussion on The Last of Us Part 2.

Which will obviously talk about the game itself and how far along the gameplay styling of The Last of Us has come along.

You know, visually how it looks and things like that.

And also its narrative impact on the game itself and The Last of Us, the two games together.

together, how they stand as a pair.

Maybe even if there is a third one coming down the pipeline.

I don't know.

But you can go check that episode out.

If you'd like to find us online, you

can find Logan on Twitter @moreman12.

And check out his work over at dualshockers.com.

Managing editor, they're doing great stuff over there.

If you'd like to see anything that I'm working on,

you can find me on Twitter @maxroberts143,

and also over at maxfrequency.net.

But thank you for listening to this.

I hope you all enjoyed and we'll catch you next time.

- Bye everyone.

- Adios.