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Hello everybody and welcome to the max frequency podcast. I'm your host max Roberts and Returning to the show Phil Summers hand-drawn gaming. Hi Phil. How are you? Hey good. How are you? Oh, I'm well, I'm so excited. You've been on my mind lately a lot Seeing your stuff over at the hand-drawn gaming newsletter the patreon over there and then I finally Went back into the archives of last and media and listen to your chat with Colin Moriarty So you just been on my mind lately and I thought I'd reach out see if you come back on the show to talk about said newsletter and the Nintendo just graciously gave everyone a Nintendo Direct And so I thought we could talk about the two of those things together Alright, that sounds great the last time you were on the show it was talk about the Kickstarter which was canceled the day before Nintendo comes knockin', they're like, "Sir, you're gonna make too much money off our IP, "please stop." And shut it all down, and that was super sad and super sucky all around, and I can only, as someone who was wanting to receive it, it was super sucky, I can only imagine for you putting all this work in, and then it being just pulled out from under you. And, you know, I don't wanna linger too long on the sad, sad time about it all because we're kind of like a year and a half-ish away from that. Yeah. But you know... I want to say how did you feel but I feel like it was it hurt. It did. Yeah it did. No, look you can ask me whatever you want. No, yeah it sucked. It took me I mean, I would say it took me a little while to like, I don't want to say get over it. But um, I mean, I guess get over it. It just felt like I actually felt more embarrassed. Because, you know, I had this whole thing was very successful. A lot of eyes on it. And then when it when it falls apart, you know, that that was the part that I mean, it sucks, because then it's just like oh I couldn't do the thing or I couldn't do this thing I wanted to do. And you know it was such like that month, that whole month, the whole Kickstarter thing was like super positive and then like as soon as it was, you know I didn't hear any negative feedback from anything and then as soon as it was pulled down, you know that's when people can, that's when they like to kick you, right? So like I would get, you know I started seeing stories pop up, I was getting seen you know different tweets from different people, some of them pretty big like internet personalities, just saying like, "Can't believe this person thought you could get away with this." Like I was doing some kind of like, you know, like I was up to no good or something. So like that stuff really kind of sucked. But you know, I kept my mind. I tried to keep busy, right? So you know, I immediately had some of those other offers come up. Like I worked on the Witch and Wiz poster. I had Cathedral come up. So like they were good to kind of like take my mind off it, kind of keep the idea of the brand like still kind of in people's minds. And then it gave me time to think about what I could do next, right? So by the time I really started to work on this newsletter, it was like June, so it was almost like a year later. How did the idea for the newsletter come to you? To me it's capturing a time of old gaming magazines, just things you'd get in Nintendo Power immediately comes to mind, but EGM and Game Informer, things like that. How did it come to you to kind of re-barrance, not the right word, but like, you know, turn hand drawn game guides into a hand drawn gaming newsletter? So the cool thing is that I had the idea for a long time. So I didn't have to like, it was never like, this is how I'm going to pivot. It was more like, maybe I should lean into this idea that I was already toying with. So the guides take a long time. It took me about, well it took me like a year to do Zelda. I forget how long Metroid. I was a little fast for six months. I was working harder on it. But I just thought these are

taking so long. I wonder if there's something I could do in between where like maybe every quarter I could release like this literally four page thing. Maybe it's just some art. It just features like a map or a stage of whatever the game is, maybe like a smaller game. One of my ideas even was just for the Kickstarter, I wanted to include every single order. I wanted to include the first issue with it, kind of like Nintendo Power. And then I did think about even then I was like, maybe that could be supported through a Patreon. I don't know how I would do that. It probably would have been too much to handle that. I'm finding it would have been too much to handle that and the traditional guides. But yeah, I just kind of had that idea for a long time. So once the idea of just doing the full guides kind of was like, well, I probably shouldn't do that anymore. That was when I leaned in on this newsletter idea and then I thought, well, I can expand that to a few more pages to make it like kind of a little more substantial. And I know that's kind of like a kind of a tough sell. I wasn't sure if people were going to be into that, like paying like, well, I tried to keep it as cheap as possible, but almost kind of paying like a premium just for this eight page thing. But people seem to be into it. So I'm, I'm shocked how cheap it is. I'm personally, I can't believe you're selling it as cheap. So all right, well, it's, well, it's nuts, man. Six bucks feels like I feel like I'm robbing you. - Well, so here's the thing. Here's how I did that and what you'll find out 'cause you just signed up for it. So you didn't get one yet. - Yes. - So there's two tiers. I never intended to have two tiers. So to keep it that cheap, in my mind, it was always like, I just want to make this thing I can put a stamp on, literally just put a stamp on it and throw it in the mail. - Yeah. - So that's how we keep it cheap, right? So I actually have to put two and a half stamps on it basically 'cause it's a little more expensive. but what started to happen, and I tried to communicate that as clearly as I could. When you order this, it's gonna be this. The physical item, it's got stamps on it. I tried to be pretty clear about that, and maybe I wasn't. - I don't know if you've changed the language, but I mean, it says. - I did update the language. - They may get dinged up in transit, no tracking. - Issues shipped as is with address, address info printed directly on back. To me that's pretty clear, it sounds like a magazine which shows up loose in your mail and I mean, magazine paper is, they've got that tougher, I don't know what you would, what that paper is on the outside. But again, just to me it sounds like it's a magazine. - Yeah, so I did change to, oh my god, that's another thing, I really learned how to like, try and, yeah, massage the language here. People don't read, Phil, people will not read. - Yeah, it's hard. I'm trying to learn how to communicate better here, but it is definitely a combination. Well, people are busy, right? It's not even so much they don't read. It's just, there's so much information that everybody's just combing through that even if they do care about the thing you're talking to them about, yeah, they're just not seeing it. So yeah, that was the intention. I wanted it to be like the old days, when you go to your mail, you see the thing, and you're just like, oh, this is the thing on the cover. Well, it's not gonna be a new game, but here's the game they're featuring. So that was always the intention. But once they started to arrive, and people were getting them, oh my god, I got, well, I was sweating, because I thought I was just gonna lose a ton of subscribers immediately. And I did lose a fair amount immediately. But they were all just like, "Why would you ship it like this? "I can't believe this. "I can't believe you, like, you know, "it's getting messed up." And then a lot of people were like, "Can't you just put it in like a bag "or mail it somehow so it's safer?" So that was how I came up with the collector tier. And that was, and now I handle that. The other thing was is I didn't, I knew it was gonna be a fair amount of subscribers. And I didn't wanna get stuck with all the mail. So like the place that prints it for me, they actually mail, they mail it for me. - That's gotta be a relief. 'Cause last time we spoke, I mean the name of the episode, A Thousand Labels Falling Onto the Floor is what I called it - Yeah, yeah, yeah. - You were mailing every, I mean I can only imagine just drowning in all of this. - Yeah. - You've got over 1200 people right now subscribes. Mailing 1200 things a month sounds insane. - So that's what I was afraid of. I was just like, I'll be stuck, right? Like I won't be able to keep up with producing the actual newsletter and fulfilling orders. So yeah, the printer handles that. That was like the key. I wouldn't have done this if I couldn't have somebody print and ship it for me. So now I do ship some of them for now. I handle all the collector ones. I think the printer will handle them shortly. Basically I need to stock them. Everything that I include I have to provide to them. they're up

the street from me. So I, and I talk to them all the time. So like I can just drop off the stuff I need to. But for now, while that collector tier kind of builds up, um, I handle all that. So like I actually, today I got all my collector ones and my spares arrived. Um, so tonight I'll probably be packing for like two, three hours just to get everything all together and out the door. Oh my goodness gracious. Yeah. I did want to say I wanted to confess to you. When you launched this, when did you launch this? - Well, first issue was October, I launched in September. September 1st, I think. - So September, my wife was about, well she was, she was eight months pregnant. Getting, our daughter's due date was the 13th of October, she decided to show up on the 27th of September. But I kid you not, I'm sitting in the OBGYN office, like we're waiting at some appointment, and I'm like, "Phil's thing went up, I'm gonna subscribe." And then I immediately felt guilty because I'm sitting there and there's this kid getting ready to enter the world, and I was like, "I can't spend \$6." So I immediately canceled. And then I felt guilty, 'cause I was like, "Oh no, Phil's like, this is launch day, "and he's already getting a cancellation." And so I wanna apologize. I don't know how Patreon's backend works, if it's like, so it's like, but I did wanna apologize for like, up and then immediately going down, 'cause I was like, I can't do this to my kid. (laughing) - I would have seen it now. I do see, I just like, I see when people unsubscribe. It tells me who it is. But I wouldn't have seen it that day because of just the influx of subscribers and it was just too much to track. So I had no idea that happened. - I wanted to confess. But I did sign up before doing the show because I wanted to see the issues that I had missed, you know, the Castlevania gimmick. And I want to get these, I think it's really, they're beautiful things, I have Zelda over there, we talked about that, I've printed my own Metroid. Actually, I'm gonna grab the Metroid real quick. - Yeah, yeah, sure. - Grab Zelda too, just in case. So the Metroid I like, I spent, at least I think a lot of time, 'cause I went through and resized it to this book, and I had it printed at Staples or whatever, 'cause that was the nicest, closest, whatever. But then I went in the back of your book, 'cause you had to, you released all of this, but then removed all of the mentions of other things, and you scribbled out of the back, but it was in red. You scribbled everything out in red. - Oh, I redacted everything. - You redacted everything. So I went in and took the pattern of your dot paper, and like, massed the red out and just made it look like blank space. So it just looks a little nicer. - Oh my gosh, wow, you did put some, that's great. - And then I tweeted a picture of that and people were like, oh well, can you give this to me? How'd you do that? I'm like, I can't help you, man. If Phil can't do it, I can't do it. But you know, this is, it's a beautiful book. I'm happy it's on the shelf in some capacity. I wish I could've bought it from you. But I'm paying for 'em now. - Well, thank you, I appreciate it. I actually still think sometimes I'm like, maybe I'll just run off 100 Metroids and I just want it to exist, even now. I just want-- - Do you not have a test print in the house or something? - No, I don't have anything for Metroid. I literally, my goal was to finish Metroid right before the Kickstarter. And by finish, I mean just wrap up the book. So I actually had the book, not the actual book, but just had what would go to print. So I printed nothing. So it doesn't exist anywhere. - I wrote a big thing on Naughty Dog a couple years ago. And I printed, I went to Barnes and Noble's website and you can print books from them. And I printed one copy physically for myself. And that's nice and it's on my shelf and it's cool. I mean, if you want just one for you, you seem to know how to get things printed and produced so I'm sure you can know your call. - Yeah, I mean I could make one, - Yeah, I could make one just for me, but I still wanna do the whole, the slip cover. - Yeah. - I wanna give it the whole treatment. - The whole treatment, yeah. - Yeah, that I did with Zelda. And if I made, seriously, if I made 100 of them and put them on the Patreon for people to like, hey, here's 100 of these to whoever gets it first, like no, well Nintendo, would they care? Will they know? It's 100 books, they might, but. - I don't know, it's a whole thing. But I wanna jump over to the newsletter because these actually go out. And I guess kinda to Bridget, are you nervous at all about some lawyers coming to knock on this stuff? - Not as much. So I treat it more like, look, there's so much stuff. There's like all these magazines, there's two Nintendo ones I think off the top of my head 'cause I did covers for Ninty Fresh, there's Switch Player. - Yeah. - There's so many other types of magazine. And they all feature-- - Lockdown. - Yeah, and they all feature, you know, the game on the front. And sometimes, or, and I can't believe I didn't mention Nintendo Force.

That's another one, huge. - Oh yeah. - Actually, the person that runs that, Lucas, he's been such a great help, just with advice and how to do the Patreon and stuff. basically copied his approach to the Patreon. So he's been great. But my thought is, look, they're all doing it. They're all getting away with it because it's a magazine. So it counts as like, I guess like a, I don't know, it's not a guide, right? So I'm kind of hiding the guide and I'm treating it, even though it's eight pages, I'm kind of treating it like this is a magazine. So I always make sure for this I include a little introduction and I include some kind of written essay to accompany it. I try to downplay the fact that yes, this is actually a mini strategy guide. I don't use it to tell - it says Castlemania on the front. Gimmick doesn't say gimmick at all anywhere. The Double Dragon II one, nothing. I tied it in with The Revenge because that game's called The Revenge. I set Revenge real big. So that's kind of me dancing around it. I mean I spoke to a lawyer after the Kickstarter to print. I wanted to print all the books in one book. I still think I could do that. All the old ones. And I told him all these ideas and he's just like, "Yeah, you should be able to get away with that. I don't know why you couldn't." He goes, "But you're on their radar, so do you really want to screw around? Do you want to go to court with--" "Yeah, you would maybe win the case, but do you want to go to court with these people?" I'm like, "Well, no. I like them." [laughs] -Why can't we be friends? -Yeah. And I don't have money for that. I didn't pursue it. That's my other thing, too. It's eight pages. Is Konami really gonna like shut me down because I featured their game on an eight page newsletter that I just ran off like 100 more because I want to offer some to people that came late, but like, I'm not gonna run it off. Again, maybe I don't know. But I don't know. It's just so like, I just feel like they can't go after me. Because I'm just following how how everybody else is doing it. If you go to me, how is everybody else getting away with it? - Well, no more lawyer sad talk now. We're gonna talk about the cool fun stuff, which is, I guess, your approach to the whole Patreon is you pay per issue and then you send these things out, they show up, people read them, but then you do these supplemental material, posts afterwards. You've got behind the scenes, you do a little podcast as well, which was a cool surprise. And reading those, at least the Castlevania one, the first thing that I noticed immediately looking at was how you put it together, which is all in pieces and then I assume scanned digitally. How's that process different than the guides and stuff? the guides you were doing in dot notebooks, or you know, dotted notebooks, so what is, what's that process like and how do you decide when to do everything by hand, on paper type hand, or when to do things digitally, like the clouds and gimmick, you did those digitally, you talked about that in the podcast, so like, what's that process like for you? - So, yeah, the old guides were literally just dot notebook, just page by page, some slight digital trickery, like if I really screwed up a page or wanted to change some of the art a little bit. But yeah, they're pretty true to life. Like you could pick one of them up and it's the guide, right? But these, you can't do that. They're just all over the place. So I mean, I'm a designer full time. Like that's what I've done for the last like 20 years of my life. So I mean, I guess my approach how I would design anything, only all my assets are just being built by hand and not on through Photoshop or InDesign or whatever. So, you know, I'm just, I'm laying them out. You know, looking at them, you can see that the big inspiration is Nintendo Power. So like these really colorful like pages just full of all this stuff. Yeah, so figuring out like, what do I handle digitally, I mean, it just really depends. It's like case by case. For the most part, like I said, I try to draw everything. But like for gimmick, the only reason I did that with the clouds is because when I was laying everything out, pieces were moving around a lot. And I guess I could have at the end, once I had everything locked, even though I drew the clouds in Photoshop, I probably still could have went and printed them and did a one-to-one basically, like, "All right, I drew the clouds and now we can put them in." It was more of just like, "I've already worked on this thing for 80 hours and I need to wrap it up 'cause I gotta get to the next one." So that was more, that was kind of the thought process there. - Yeah. - Yeah. - Okay. Well, again, they're very beautiful. I've been flipping through them, reading them the past couple of days. the map and the Castlevania one is fantastic. And I noticed, you tell me if I'm wrong, but like the little yellow circles and lines, those are those are all digital, right? Yeah, those lines are too straight. Didn't I didn't think of that. Yeah. So yeah, that stuff digital too. So in the case of like stuff like that,

even you'll see in Double Dragon, those marks or digital as well because I feel like that's the kind of stuff that can kind of change at the last minute and I don't want to screw up my main artwork with stuff that I might have to change and move around. So like the big map for Castlevania, yeah, everything. So I drew just the map and then as you can see like the call outs for the finding of the treasure or the bosses and all, that stuff is all a separate piece of art that I put in it digitally and then I put a little stroke around it in Photoshop to get it to pop. Yeah, because those kind of pieces move around. And I don't want to make some kind of line like a call out over top of my original art and then maybe I need to move that line and I can't. So it's like- Yeah, flexibility. Yeah, and I and it stinks because at first I wanted to Really stick with that cuz like, you know, if you look through my Zelda book all the lines are Drawn right on the map, but that was different because it wasn't like this, you know I was working within that little confined space and this things are a little more I guess like fluid because of the way I'm kind of cobbling everything together So I don't want to I I don't want to be stuck and have to redraw artwork in Photoshop because I made some line that I decided I needed to move. If that makes sense. No, it does. I... I was just, you know, hand-drawn's in the name, and I'm not... it's not a knock at all. I... it's just... I'm fascinated by the structure of it all, you know, just seeing things... the way you lay it out and the flow of the books, the little newsletters, it's so, as someone who used to write guides, and I write manuals today for all sorts of stuff, but it's, seeing the structure is, to me, it's fascinating, I can nerd out over that. Like, your gimmick guide is, or newsletter, is a guide. Which I, it's a full-blown guide, it's a whole game. I was, I love the tiny maps and then these like zoom in panels of tricky spots where you're giving tips. It's not a full blown guide in the sense of here's step one, here's step two, here's this. It's more just like tips and tricks but also it's a full blown map and you explain each level and kind of the bosses and stuff. I think that's so cool. It's like a condensed version of it. But then you go in Double Dragon, it's a full blown comic book that is, I think, less of a guide, and definitely more tip trick slash narrative focused. It reminded me of the Metroid comic panels, where you were giving a narrative to a game that, while it had a narrative, it wasn't spelled out. This is what's happening and how it goes. And so you're, I'm getting a very creative and diverse vibe here in just the first three issues, and I think that's so cool, and digitally being able to move things around, I imagine, makes your life easier. - Yeah, I actually double dragged, and so that one, other than those, other than the letter markers for saying what panel corresponds with the, where it is on the map, I literally drew that, like those pages exist, like that one actually wasn't, there's not much in the way of like Photoshopping or whatever on that, those pages all exist, They're all colored in marker and everything. - That's awesome. - Yeah, that I could literally just show you and be like, oh, this is exactly it. So there's not much Photoshopping going on with that one. - That's cool. See, that kinda actually brings me, I think, to the next question I really wanted to ask you, which is, in the Castlevania one, you had a couple of the bricks in the background, those were watercolor you said, and the red kinda scroll banner at that first page - With Simon? No, is it Simon? - Yeah, he's Simon. - Okay. I haven't played the original Castlevania. - There's a lot of Belmonts. - There are. I just watched like a seven and a half hour history retrospective. - Oh, that YouTube video, I saw that the other day. I mean, it was seven hours, so I didn't watch it, but I just saw that the other day. I was curious. - I talked to the guy on the show, 'cause I went, "How on earth did you do this?" 'Cause it's so long. It's super fascinating. I watched it in chunks over a week. But it's really dope. And so now my brain has all these names in there. Anyway. And then in Gimmick, you actually busted out like old school cells and painted on them for I think like the character cover art and some of the boss characters and stuff. And you've talked about trying new things, learning new skills. How important is that to you and are you, I mean, I would think you're enjoying it, but like what, how do you go, I want to try doing this this time or what draws you to that stuff? Well, uh, I like to try different things to keep it interesting. And then also there's the, there's the fact that I'm trying to kind of like, I don't want to say emulate, but emulate that old style. So there's, you know, in old magazines, old gaming magazines, a lot of the art is cell art and people have such a fondness for it. So I thought, "Well, I want to make some cell art and see how I do with this." And it was hard and it took me a lot longer than I thought. I don't know if I'll do it again, but if I do do it again, I want it

to be better. But I thought that would be a good, I thought gimmick would be a good, I guess, kind of like a testing ground for myself for that because the characters are so simple. They're just like these little creatures. They're not too detailed. So I thought that would be like a fun just thing to try out and see if I could kind of get that look and that vibe. And then, yeah, I just want to, the reason I just vary it up is to keep it interesting for me, keep it interesting for the subscribers that are getting this. I don't want them... I don't want it to be the same thing every issue, right? Where it's like, here's the game, here's the map. I want to mix it up a little bit if I can. We'll see how the fourth one will be received because that one is definitely... I'd say it's going to be more of like a retrospective. - Yeah, I wanna ask you about that. - Sure, so we'll see how that's received, but you can ask me. - Yeah, well, I mean let's jump to it. Mega Man, issue four. But you're doing the mainline series, so my first question is, one through 11 mainline, or are you only NES one through six, or maybe one through 10, or I don't know. 'Cause Eleven's the weird 2.5 D1, Nine and Ten were the retro made, but in the late aughts, where's your line? - All Eleven of them. So I was gonna do-- - Holy smokes, man. - Yeah, I was gonna do focus just on the NES ones, just the six, and then I was just like, well, that leaves out the other ones that are kinda retro looking, and then I just started thinking about all of them. I was like, well, maybe I can kind of cram them on. And then I-- - 11 games and eight pages, dude. - So, I mean, basically each game's gonna, each page is gonna basically be two games. - Okay. - It should work. The focus will, I don't wanna ruin the whole thing, but the focus is-- - Don't spoil the whole thing, but-- - All right. - Just whatever you'd like to share. - I mean, the focus is just gonna be mainly on all the robot masters. And so it's like half robot master, half retrospective. So I played through every game, so I have thoughts on them. So we'll see how it's received. It's gonna be less, less maps. There's not gonna be any maps. There's no maps on this one. But I'm hoping people are still into it, just to see my take on literally every single robot master. That, first of all, I like that idea in general because the robot masters are, I mean, they're the staple of classic Mega Man, so that's, it's, and I can't wait to see whatever art you've drawn up for those as well. I don't, you know, however many you decide to draw, but it's gonna be really cool, I think, to see, so I'm looking forward to it. But your take on games is also another kind of thing you're doing alongside this Patreon, and you put 'em up publicly, but they come a little early for patrons and stuff. And each issue so far has you sharing like a personal story about these games or how you've come to experience them, learn about them. Your Castlevania one's talking about you and your brothers playing it at your house and gimmick, it's a rarity. That whole situation, like it didn't even come to the States. So you're sharing these personal stories, but then your opinions on the game as well. you do these retro reflections. So, I mean, you're a critic too. - I guess so. - I like your reflections 'cause they're so short. - Yeah. - Concise, concise is a better word there. They're well thought out. I have a picture of one actually here in the show notes about "Splatoon 3." But why, not why? I guess, why start sharing all these? You keep track of everything you play. What was the draw to start putting more of your opinion into the hand-drawn gaming side of things? Instead of just, here's how to play the game, here's how I feel about the game. - Yeah, so the game reflections things, I've been tracking every game I've finished for over 10 years. I would Google a spreadsheet. If I, when the credits roll, I throw the game in there with a date that I finished it. So I could literally show you, you could see everything I've played. - That's awesome. - And I, before I started to do these, I would say, again, I was throwing this idea around in my head. I was just like, it'd be cool if I just drew like a little picture and wrote just like a little thing about every game I finished. That way I just had more than just a name in the Google doc, just something that had like more of a memory kind of attached to it. So when I wasn't working on hand-drawn gaming, I started these, well, I started these last year in January. And I was just like, well, I'm not working on anything. So maybe I can just start playing around with these. And they're not like these pieces where I'm spending hours on them. They're kind of quick. Like I don't want to spend too much time on them. They're just pretty simple illustrations. Some of them, even when I'm done, I'm like, I don't even like this picture, but whatever. I just want to have some kind of little memory attached to it. And then for the writing, yeah, I keep it short because kind of going back to our point earlier, I know that people are like so busy and there's so much to read and there's so

much to look at that I thought I could probably get most of my thoughts in like two paragraphs and they're like easy to read. And I haven't read a game review, like a real serious game, I haven't read one in so long because when you go to a game review, they're just so long, they're just like these big, and they really break down all the technical things and it's like, you know, I don't really need to hear all that stuff. So like, that's another reason I made it short 'cause like I know how I feel about reading game reviews now. So I just thought, well, if they're short, maybe people will like them and they won't skip them. I don't really know how people feel about them in general. I think people like them. They're not like, I don't think there's people that are like, oh, I can't wait for that next game, Reflections. Can't wait for, you know, I don't know if any of those people exist, but I think they're a nice little supplement. And I just wanted to try it for the year. I just wanted to get through a year. But then when I decided to kind of tie them to the Patreon as like a supplemental piece of material, and I'm like, well, I guess I'm just gonna keep making them because they're just part of it now. - This kinda, they kinda remind me of that feeling you were talking about when you open your mailbox and you see the cover game of the magazine. When you see the little piece of art that you've whipped up for each little game, it's like, ah, that's the game, that's the game he's been playing, and here's the cover picture of it. I like your "Resident Evil Village" one. I'm thinking about that 'cause I'm getting ready to replay that game here for my other show, but you know, there's Operation Wolf or Bugs Bunny in the Crazy Castle. So there's this range of old games and new games. It's just whatever you've been playing. And the art is just like a fun little surprise. And I love the conciseness of it. It's something I've been trying to approach more with the reviews that I write, whether that's TV show or a game or something. It's just like, what do I need to say about this and let's say it, you know, cut the fluff essentially. You know, if other people want the frame pacing or the resolution or all the features or whatever, they can go to this or that or whatever. I go watch those videos sometimes or I read those reviews, but what do I need to say and just get it out there? So I appreciate you taking the clear, concise, straight to the point kind of approach. Thanks. All you say about the bosses in Resident Evil Village, also incredible bosses, like yes, they're great. I don't mean to, and I think it kind of is in line with the guide mentality or the approach that you took to guides, or you do take to your guides. You don't wanna spoil the game. They're using your material to help them through it, so you don't wanna say, oh, you go fight this thing and it's this big monster that does this and that. no, it's like, here we go, we're going along this way, here's what's coming up, how do you deal with that or, you know, incredible bosses? - Yeah, I try and find, like, I generally try for these is to find at least like one major takeaway and that's kind of what I build them around. Some of them feel a little more review-like than others. Some of them are more like a story, like my mother review. Yes. Um, you know, that's less about the game and more about me playing it with my kid, right? So it really depends on the, on the game. I tend to like the ones that are a little more, that are less about the game than like, I like if I can find some kind of little story to tie around it. Um, but that's just the, uh, the approach I take to it. Well keep it up as long as you like doing them. But I, I certainly, I certainly enjoy them. I think they're great. So I actually tried to add the website page to my RSS reader so I could see, but they're not individual posts. It's fine, it didn't show up. I was like, "Oh, this'll be fun." - Sorry. - Not your fault at all. They're really great, so I think they're super cool, and people should check those out as well. 'Cause you do put them up eventually publicly. - Yep. - So everyone can see them, it's just you get to see them sooner if you support Phil over on Patreon. To transition over to the direct, in my notes. I had transition with Dead Cells Castlevania because you wrote about Castlevania and now Castlevania is like semi back in Dead Cells as DLC or expansion or something. Did you play Dead Cells? Have you played that one? - I did not. - I haven't either. - I heard it's very good. Yeah, I hear it's very good and the Castlevania stuff looks very good. - I heard the music and was like, ah, more Castlevania, good. - I know, yeah, and the game does look cool, but I'm not too into the, it's a roguelike, right? - Yeah. - Just kinda running, you're just doing the run. Yeah, like that. - Do the run, die over and over. - It's not my favorite, so that's the only reason I haven't played, I mean, I'm sure it's a great game, but I probably won't play the Dead Cells, Castlevania stuff. - Neither will I, so transition dead, just like Castlevania. (laughing) - Yeah, oh, sadly. - It's such a bummer,

man. - It's such a bummer. The Nintendo Direct yesterday, so what was it yesterday? The 8th of February, 2023. 40 minute Direct, right after they did their earnings call and all that jazz, which makes sense. They wanna hide because their numbers were down so they're like, here's the bad news now, quickly, here's all our good news for the year. So it kicked off with Pikmin 4, which was announced last year. You play Pikmin, you a Pikmin fan? - I do like Pikmin, yes. - Okay, I've never played Pikmin, so are you excited for it? - Yeah, Pikmin's not like, I like it a lot. It's not like one of the ones where I'm like, I'm getting this the day it comes out. Like I might not get it the day it comes out, but I will, would like to play it eventually. No, they're really good. If you've never played one before, then you'll, I think, I mean, I don't know if you would like it, but like it'll be a nice surprise. They're very unique. always been a series that's kind of been in the periphery. I remember like a Neighbor Kid had Pikmin 1 kind of you know back when that was out and then I think I got Pikmin 3 on the Wii U for free. Yes. It was one of the games you could redeem for some sort of thing because they were like please buy our system. Yeah, yeah when they were crapping the bed. I never played it though and then you know now that's on Switch and Pikmin 4 is coming out so I think surprisingly here in July, which was a little surprising to me, I thought it would have been maybe a fall game, but it's two months after Zelda, which is a pretty good summer cadence I think for them. It looks, the camera angle looks different. Pikmin's mostly top-ish down, right? This seems a bit more 3D flow camera, kind of poking around. - It seems a bit lower, yeah. Like, thinking back to the first one, yeah, it's definitely pulled up more overhead. I'm sure maybe you can kind of play around with it, but. - No, I think you might be right. I think it might be a little lower and set closer to all the little characters of the Pikmin than the original. But I think Pikmin 3, I only played it that one time when it was free, when I got it for free. See, that's what I mean. 'Cause that was free months later. So obviously I didn't buy it. I downloaded it and I loved it though. I played it and loved it. I think that may have been similar to 4. The camera angle. I could be wrong. But I'm into it. It looks good, I mean it looks great. So I like the little, the dog Pikmin thing. - It reminded me of Poochie from Yoshi. - Yeah, yeah, yeah. - Same energy, same, basically I guess every Nintendo game will now have a dog come to it at some point. So that'll be cool. One, the next thing I wrote down that I definitely know you and I are passionate about, Splatoon 3's getting an expansion pass. - Yeah, yeah. and Splatoon's one of the games you reviewed or reflected on. And Phil, I can be a person that you know that will play Splatoon. - Oh cool. - I did not buy Splatoon 3 at launch, just because I had to prioritize some other things, but I did get it for Christmas, so I'm inching closer and closer to actually playing it here. Forgot some other stuff to do. But I did buy the Switch OLED. I did. - Oh cool. - I sold the old OLED and got the new one 'cause the Joy-Con were beautiful. I solely vlog for those Joy-Con. - Yeah, yeah. - But what did you think about this expansion? We're going back to the original city, Splatoon 1, Wii U. - So, all right, my daughter loves these games. I love 'em too, but she really, she's like into the whole, like, the lore and the characters. - Oh, she's into the, okay. - Yeah, so like, when she saw the Inkopolis reveal, she melted, she just completely lost her mind. But me being the adult and the person that's played all the, you know, I'm just, I don't wanna say I'm jaded, but like, I'm looking at it so much different than she's looking at it. 'Cause she's like, "How are you not freaking out right now?" And it was cool, but in my mind, I'm like, "What are they selling us right now? "What is this? "Is this just like a skin? "It's like a hub skin. "Like, what does it do?" Like, I still don't know what it does, right? - He's like, "Why?" We joked, I mean, a buddy joked that the first wave of the expansion pass was Inkopolis, and then the second one would be Splatoon 2 sub world. We would just get both hubs. Yeah, that was my thought too. I was just like, what do they just- you get the same items here. So I'm just like, so this is a skin. This is literally you're selling me- that was enough for her. She's like, we're getting that. We're getting that. We're like, all in 100%. Has to see Callie and Marie dance. Whereas I'm just like, that is the biggest waste of money I've ever seen. However, the wave two will probably be, I'm assuming, especially the way they teased it, like a campaign similar to the Octo expansion of the second game. So that'll be cool, 'cause that was great. - That's the thing I'm most excited to play. I do enjoy the multiplayer. It's just, there's something about where the goal is not to just get kills on the other team. It's, there's a team objective, and it's frustrating when no one



actually plays the objective, which is to paint the space. But anyway, I'm excited to play the single player campaign because I thought Splatoon 2's campaign was great, super fun and inventive, and your reflection, did you love Mario Galaxy? Splatoon 3 single player is sorta kinda like Mario Galaxy 3, I'm like, that's all I need to hear, baby. - Yeah, I mean, that's my sell on it. So I had a, so, Going back to the idea of what do I want to focus on for these little reviews. My main focus of that game has been Salmon Run. I absolutely love Salmon Run. I put a bajillion hours into it. I barely played Turf War. I almost just wrote about Salmon Run, but I was just like, "I want to try and sell somebody on this game." So that was why I decided to focus on the single player 'cause the campaign is great, but it took me like, oh, I don't know, two months to get through it 'cause I just slowly kinda chipped away at it, whereas I was just all about Sam and Run. - Sam and Run was also something I loved on Splatoon 2. See, I need to just play it, but I've got other stuff I have to play first for my other show. I'm so excited. I promise, in-laws, I will play your Christmas gift soon. I promise. What's the Christmas gift? - It was Splatoon 3, was the Christmas gift. - Oh, oh, that's the one. Oh, that's the one. I thought you were, I'm sorry, I got confused for a second. Yes, I just said you got it for Christmas. That was the, all right. - You're all good. It's just sitting there. I opened it up, I'm like, it's time to be a squid kid. Time to be a squid kid again. - I thought when you said, I have other things, I thought you were talking about the games you were playing for the other show. That was where I got confused. - That's Resident Evil. I've got a lot of Resident Evil to be playing, which is-- - Sweet, cool. - It's gonna be a good time. But let's, I'm gonna jump down the list a little bit 'cause it's smaller, but it kind of fits in here with the expansion pass. Mario Kart 8 Deluxe, a new track and a character. The expansion pass continues to just be great. Brand New Level, Yoshi's Island, and Birdo Returns. Are you a Mario Kart? You and your daughters play Mario Kart a lot? - Yes, yeah. - Kart eight is great. These, you know, I bought the pass to get all these things. I'd actually never, I did not play the last set that came out. So I kind of have fallen behind on that. And I do think I actually, when they showed Birdo, my daughter got real excited about Birdo. I was like, Birdo's not in this game. - That's what I thought too. - Yeah, and she's like, are you serious? And I was like, how is Birdo not in this game? But like, so. - Was Birdo, was the last Mario Kart game Birdo was in, was it Double Dash? That can't be. - Birdo had to be in Wii U, in the Wii one. Birdo had to be in the Wii one. 'Cause I feel like, I feel like, well I love the, I still play the Wii one. So I'm pretty certain Birdo's in that game. - Birdo is in Mario Kart, this Wiki page is not helping. Mario Kart series, here we go. Double Dash, the arcade game, and Wii. Okay, so she is-- - Yeah, I knew it. - She is in the Weaver. So she hasn't been, she wasn't in eight and seven. - Okay. - Which would have been after. - Maybe that's why, maybe that's just why I assumed Birdo was in it, because I still play the Wii one. - You still play-- - But that's cool. - Wait, you still play Mario Kart Wii? - Yeah, I still play it pretty often. Me, my nephews, like family members, are like super into Mario Kart Wii, yeah. Oh my gosh, I'm actually, I'm fixing my original like childhood Wii, trying to at least later 'cause it has the save date on it still 'cause it's locked to the console 'cause of wifi. 'Cause I just like, I wanna, Brawl is turning 15 here in a month and I'm thinking of Mario Kart Wii, so like I'm gonna dabble with those games again soon. And just hearing that someone is, people are still playing Mario Kart Wii, that actually like brings a smile to my face. I remember getting that game for my birthday. Like it was such a big deal. - Nice, that's my favorite one. - It's the first game I ever reviewed actually, I think. - Really? - Yeah, I took my dad's little point and shoot that could record video. I put it on a tripod in front of the CRT and I did like a, this was back when YouTube, you could only upload a video in like 10 minute chunks or something, so it was a four part review where it was like here's the single player, here's the multiplayer, here's the live. - Oh man, you went for it. - I did, I don't know, I'd have to look up how many views that thing got, but I did. I remember I needed my brother to help with the multiplayer part, and I think we got in an argument before or afterward, so he doesn't sound thrilled to be helping me (laughing) in the video. I recall a fight around that, but I don't recall the specifics, so that piece of history is up on YouTube somewhere for people to find. I might include it in the show notes. We'll see if the audience gets lucky. That's great, that's so funny. - I was just gonna say, but my thought on the CART8 is like, the new courses are cool, but I'm kinda just ready for like Mario Kart 9. - Yeah, me too. -

'Cause I've been playing this since the Wii U. I mean, I guess I shouldn't say that 'cause like, I still play the Wii version. (laughing) You know, so like, it's kinda like, I understand how I sound right now, but I'm ready for what's the cart that's gonna have the new hook, whatever that new thing's gonna be. I want that. But no, it's cool. I mean, geez, the price for all those tracks. What was it, like \$20? You can talk to these things. - Yeah, for-- - No, it's great. - I think the final count in that game is 90-something tracks. - Oh my gosh. - Which is just bonkers. Absolutely insane. And it feels so strange to be getting this much support the Switch came out five years ago, six years ago? - Yeah. - And Mario Kart was a launch game, so launch window or something. Feels strange to be getting five years after the game's out, which it was already out on. It's a weird game, the life this one's had, but it's a good game, it's a fun game. - Well it's still the top selling game, right? Is it the top, so like, I mean there you go. - Yeah, I think the numbers on it, They just reported it's over 50 million, and I think there's over 100 million switches out. So it's essentially a 50% attach rate. - Which is insane. - For a Wii U game. Like let's be honest, it's a Wii U game. It's crazy. - Oh yeah, yeah, for sure. - It's absolute bonkers, so I get why they're doing it. The next thing, to me a finally, but the Game Boy has entered Nintendo Switch Online, Game Boy Advance, Game Boy Color, all that stuff's here. Are you an NSO subscriber? - Yes, but not the expansion pack. So I don't have no Game Boy Advance games for me. - It's so Nintendo. The Advance games will be behind our extra paywall. The N64 is behind our extra paywall. The stuff you really want. - I mean, I probably should have just gotten expansion pack because I ended up buying because I think the Mario Kart and the Animal Crossing comes with it right the DLC for those correct it's like part of it so I bought them so it's like I already gave them money for that and then now like at first when it was just when they introduced it it was just Animal Crossing and just N64 I was just I thought this is just ridiculous and then I was a little more inclined once the Genesis was added now that the Game boys there it's like, "Well, I don't know, maybe I should do this. I don't know. I'm torn." I do it because, well, first of all, I just give Nintendo money apparently as part of my problem. But I have my Switch and then my wife has it and she's big into Animal Crossing, so I saw the DLC was that, I was like, "Oh, that makes a little bit of sense." And then my father-in-law is on our, I do it with a family account, which is even more expensive. So then he gets to play games, you know, old games that he likes too, so I just, I kind of do it for the whole family or whatever. But that's how I get to play the DLC and fiddle around with all these old games, so I'm happy. I'm happy to pay for it, even if it's not inherently the greatest value out there. But it's, it was, these rumors for Game Boy were being added to NSO were swirling around, I think at the end of 2021. So it's kind of finally coming to fruition, much honestly like the next game we'll talk about. But have you fiddled around with it at all since it was, 'cause they dropped yesterday. It's like, here you go, Game Boy games are up. Did you play with the Game Boy at all? - Yeah, yeah, the first game I played was Alone in the Dark because I just thought, I can't believe this exists. - Yeah, what a dick. (laughing) - Yeah, it's very- - It's a Mario. - I've never played- - Zelda, Alone in the Dark. - Yeah, oh, I've never played Alone in the Dark, like the real one. And then I, yeah, I just thought, it's so weird that this is here. So that was like the one I was the most drawn to. And I played it for about 15 minutes and I think you have to look at that one on a Game Boy. I think I'm, it, I had no idea what I was looking at. So in order for me to even like, because it's, for anyone that hasn't played it, it's, they took like the pre-rendered backgrounds dropped them to like what four or five colors did you try it did you not alone in the dark I did not try that okay so it's like you know think of like an old resident I don't know how it's probably just like alone in the dark but like old resident evil um where it's just the pre-rendered backdrops and polygon character walks around it so this is like pre-rendered backgrounds reduced to like five colors and it's kind of impressive because like the main guy is still like a sprite and he does scale with you know wherever he's standing in the background because he's not polygons or whatever so like it is kind of cool it's kind of impressive um but i could i had no idea what i was looking at so i had to make the screen the small screen not make it full screen and i did add i usually hate the filter i always think the crt filter well in this case it's not CRT filter, it's like the dot filter for like a Game Boy. And I did that and it did help, and I sat farther away from the screen and it did help. I was like, "Okay, I kind of understand what I'm

looking at now." You kind of had to blur, muddy up the image to make it playable. I was surprised to see the filter. It reminded me of the analog pocket a little bit. Like here's our filters, and Nintendo actually lets you pick which console. To me it almost feels like they were paying attention to the outside market a little bit of like, the Pocket offers all of the different system screens to look at and the grid filter and things, so we'll offer it too. You can't change it mid-game, but it's there. I thought that was kind of cool that they were adding that in there. - Yeah, no I agree. I thought about the Pocket too when I was, Because then I did fire up Wario and Mario Land. And I was playing Mario Land and I was like, "I really wanted to play this on the Pocket." And it was like, "Now here I am playing it on this instead." I don't know, it was just weird. I just had this thought of like, I haven't played my Pocket in a while and it is awesome. But I did have this feeling like I was going to get it, I was going to play it and enjoy it for like a couple weeks and then I'll never look at it again. And I feel like I'm in that phase of never looking at it again. Mine just sits right here on my desk. Yeah, I do want to play it, and it's like, and now I'm playing these Game Boy games on here, it's like, I don't know, it's a weird thing to, I'm not complaining, but it's just, I don't know. Yeah, it's accessibility of all these different games. Yeah, yeah, yeah. It's a convenience. Yeah, I guess that's what I'm trying to say. I, you know, it's good to see the Game Boy stuff there, and some of the games they teased to be added later, I can't think the big one to me was the Pokemon trading card game. I was like, that's pretty dope. - Oh, that was on there, that was one of the ones? I didn't see that. - It was like on the-- - Scrolling by. - Which was so neat to me to see that. And then it makes me wonder if they would put Pokemon on the service as well. Like the actual Pokemon Blue, Red, Gold and Silver, Ruby Sapphire and then integrate that into the Pokebank or Pokehome, whatever it's called. I feel like that would get a lot of people to subscribe. - Oh yeah, no, I think they should. I'm not the biggest Pokemon person, but they would be ridiculous to not do that, which means they probably won't do it. - When Nintendo zigs and actually, you think they zig, they're gonna zag, so. Speaking of old rumors finally coming true, coming into light. Metroid Prime finally coming to the Switch, remastered. - Yeah, yes. - Ground up. - Oh my gosh. - Retro Studios did it, which it's Retro's first new game since Tropical Freeze. - Yeah, yeah, oh my gosh, yeah. I can't imagine what they've been going through. (laughs) - Someone has to tell the story of that studio someday. Do you ever watch a Did You Know Gaming on YouTube? Their videos? - Yeah, here and there. And I saw they've done what? They've covered two pitched, I don't wanna say canceled, pitched games, right? - Yeah, two Zelda games that were pitched, two or three. They clearly have just been talking to old retro employees for months now, 'cause they've talked about, They just put one up on a Star Fox game that was pitched. - Yes, that was it, I saw that one. - Some Zelda stuff, some Metroid. So there's a treasure trove of retro, someone needs to sit down and just be like, this is the story of retro. And I don't know who would do that. It feels like the fear of Nintendo looms over that studio of talking about anything, but good gracious, man, they've been through the ringer. But they finally put out a game, even if it's just a remaster of an old one we wait patiently for Prime 4. But the cool thing is, is it's out right now digitally and it's gonna be out physically here in a couple of weeks, which no one had that on their bingo card, I don't think. How you feeling about the Metroid Prime remaster? I wanna play it very badly, but I preordered the physical, so I'm gonna wait. Smart. Good man. No, it looks awesome. I mean, I have suspected this to have existed for a long time. I don't know why. I guess because it's just been rumored so much. But my thought is that it was just going to be-- I mean, it is the old game, but just high-res GameCube assets. But no, this is like remade completely. It looks amazing. That's the part I wasn't expecting. I wasn't expecting it to look so good and then actually put some, I don't want to say not put time into the other one, but no, actually remade, like that Tales of Symphonia game, or Symphonia, whatever, that other GameCube game, that looks like a GameCube game, you know what I mean? Res'd up, that was what I was expecting this to look like, where it's clearly you're looking at a GameCube game. But no, this looks awesome. Yeah, I think it looks fantastic. I'm excited to see the Digital Foundry comparison eventually. - Yeah, yeah. - You know John Leneman's over there working on it right now playing the GameCube and the Wii versions and all that stuff, so it looks pretty great. I also pre-ordered the physical one out same

week as PSVR 2, so it's gonna be quite the week. - Oh, oh wow. - Big week, but I'm-- - So you're doing that, you're doing PSVR? - I am, I'm a big VR guy and I've been saving up for a bit, So I'm excited and I get to, I'm gonna be playing Village. - That'll be awesome. - So I get to see Tall Vampire Lady in VR, which is gonna be quite imposing, I think. She's gonna be actually nine, 10 feet tall. I'm not gonna really know what to do. So that'll be super fun. I'm very much looking forward to that. I think kind of the last thing is the biggest thing. What everyone was hoping, I honestly thought wasn't gonna show up because we had gone 39 minutes of the 40 without anything. But The Legend of Zelda Tears of the Kingdom, finally available for pre-order, which is arguably why it was included at the end so they could flip the switch on that and start cashing that in. 'Cause the game's out in three months, which is a little nutty to think about. A new trailer for that game, it's essentially The Legend of Zelda Nuts and Bolts, it looks like, where you get to make vehicles and drive them around. What's your vibe on Tears of the Kingdom here as we get closer to launch? - I mean it looks great. I still wish, all right so first, if this didn't show up on the direct yesterday, it was not gonna come out, right? Like that to me would have just been like, this is being delayed for some other switch or like switch two. You know what I mean? Like if it didn't show up, it's done. Like I don't know what they were gonna do. So no, it was great that they're still committed to that May date. The trailer was great, I was very excited by it. I still, they gave us a taste, like you said, with the vehicles, they kind of gave us a taste of what's unique and what's different. I guess the only, I guess the thing, look, I am pumped I'm gonna pay that \$70. I'll probably pay more than \$70. I might treat myself to the special one. So whatever, the price is whatever and they have me. But I guess my only thing is like, I'm still not sold on the idea of going through the same Hyrule. Like it looks like the maps, I mean, it looks different. I mean, and it's been long enough to where you drop me in there. I'm not gonna remember what I played years ago. So it'll probably still feel a little fresh, but I just wanna know what's unique about it compared to Breath of the Wild. Does that make sense? - It does. I feel like Nintendo has to do a dedicated Tears of the Kingdom Direct and give people the rundown. Like you, they have me, I'm buying it. I pre-ordered the collector's edition actually today, so I've got it locked in. - They have my money. - Ready to go. - Yeah, so, but I'm a little nervous in the sense of what is exploring the sky gonna look like? I think back to the two games that involved exploring vast, empty space, Wind Waker and Skyward Sword. Wind Waker I think is really great because there's something tangible about the ocean and there were surprises like here's an island, here's a squid that pops up, what have you. - Yeah, yeah. But Skyward Sword, which I replayed a few years ago, the sky just felt empty. - Yeah, the sky kinda sucks. - So I'm a little nervous, 'cause we're going back to the sky in a way. So I'm a little nervous, they're like, what does that look like up there and how is it connected to the world below? - Yeah, yeah. And they showed a couple of things that kind of, even like in the past trailer, I'm thinking of the last one where like, it almost looks like he makes an elevator and he's like riding this elevator up into the sky. So whatever they're doing up in the sky, I'm sure it's going to be better than whatever Skyward Sword they're going to be in the sky. I'm not too worried about that. I just want to know. I don't even care about the story. They kind of hid his again and talking to you. You're not sure. And I don't care about that. That's whatever. I guess I just want to see what's the hook? When they were showing Breath of the Wild, it was the open world. That was the unique feature and the big hook. You could just show these big landscapes and that was showing off a key part of the game. Whereas I just want to know what's going to be. Are there going to be more dungeons, actual dungeons? Because if it's the same Hyrule, those hundred shrines or however many there were, they would be in the same spot, like so, like you, I don't remember where they are, but are there dungeons? I would love for these mechanics to be applied to a dungeon, a structure that you go through and explore multiple levels. There's a lot of unanswered questions, and right now it just feels like almost Breath of the Wild 1.5, and I don't mean that in a derogatory way. Breath of the Wild is all mechanics, And so if they have new scenarios to put those mechanics to use, I'm there for it. But what is the new, new hook here? What's gonna get you to explore the same-ish place for another 80, 100 hours? We don't know yet. And they've played this game very close to the chest. - Yeah. And I'm sure it's gonna be awesome, right? It's not going to have, I don't think

it's going to have the same, it can't have the same effect that Breath of the Wild had. It's just like it can't. But I don't know, I'm hoping for more like, you know, Majora's Mask happened, Ocarina of Time was so huge and big and different. And then Majora's Mask happened and it's similar to this where it looks like it's kind of more the same, but it was so different and so unique and it had such a different like vibe to it that's just what I'm hoping for this one. I'm hoping that even though it kinda right now looks kinda like Breath of the Wild, I hope it's unique enough to where it's exciting, I guess. I mean, I am excited. - I know what you mean, I know what you mean. - How are you feeling about the \$70 price tag? - I mean, we're paying it, but. - Yeah, it stinks. I mean, they're obviously charging it because they can get away with it. They announced a bajillion games yesterday, they're all available for pre-order, this is the only one that's \$70. The new Metroid is \$40. So obviously they're gonna do it all once that they can get away with it. They probably saw God of War, they're like, "Well, they can sell that for 70, "we can sell our game for 70." I get it. And I also get everything's expensive now. A carton of eggs is expensive now. And when you think of video games in terms of what they used to cost, and Chrono Trigger was 70, \$80 back then. So it stinks, but I guess it kind of is what it is. I'm of the mindset generally, and I guess it's usually retroactively, but like The Witcher 3 or Red Dead Redemption 2 or something. To me, those are \$100 games because of just the time they offer, the scope, the world, all that stuff. I think that would have made sense back then. And we've made this, the console generations have made the jump now to \$70 with the PS5 and the Xbox series consoles. - It's interesting to see Nintendo approach that from end of, the Switch is nearing the end of its life, just based off time alone. It's six, seven years, it's six going on seven years old or what have you. - Yeah. - And now they're like, well we can do that too, kinda like you said. And Zelda of course is the game they can do that to. - Yeah. - But I spent 100 hours in Breath of the Wild. I feel like I don't mind conceptually paying \$70 for it. I think it sucks for people who weren't expecting that or for some reason 70 is just harder to swallow than 60. Like you hear that and you go, "70's really close to \$100." My kid wants that for their Switch that I just bought them for Christmas. Like that's too much, I don't know. If someone came to me and said, would you buy this for me?" I'd be like, "Eh, I don't know, man." Yeah, yeah. No, I know. It does, yeah. Yeah, you're right. It's kind of a perception thing, right? It's only ten more dollars, but you can feel that ten dollars. That's a lot of money. It's just like, it's creeping closer and closer to that. And who, you know, I would suspect a Switch, OLED, Zelda-themed console probably that won't include the game, because why include the game with your special edition console. So you know, they're gonna milk Zelda for all they can, I think. Yeah. And then the other thing, the other part of it is, um, that, that price tag, it's not going to drop, right? Like the \$70 PlayStation game comes out and you know, it's going to be \$50, \$30 within six months. Like how, I wonder how long it's going to stay. Like Breath of the Wild is still full price game, right? I think it's still 60 bucks. - I don't know if it's on sale right now or if it's a permanent price drop, but I think it's down to 40 now. Like I saw Best Buy and I think the eShop and stuff have it marked at I think \$40. So now why, why are they doing that? Well, they're promoting their new game. Is it permanent, I don't know. First party Nintendo games rarely, rarely go down in price. So it's gonna be 70 forever. No, yeah, that's my thought. Yeah, it's just always gonna be \$70, but I don't know. And then they'll probably, and like you said, we're at the tail end here, so they'll probably get me for another \$70 two years from now when they release it for Switch 2 or whatever. Super Switch. Here's super Tears of the Kingdom. It's \$80. It has a smoother frame rate, I - I don't know. You can tap amiibo too and get a new costume. - Yeah, oh the smooth frame rate, that would definitely happen. - I've, I'm kinda hopeful, I don't know. I'm semi-hopeful that it's gonna perform better because it's not on the Wii U anymore. So they've been able to take whatever that engine they built for it and like totally 100% optimize it for Switch. - Yeah, that's my thought too. - And they've had six years to learn the system Nintendo knows how to squeeze everything out of their platform so I'm just hoping for a stable frame rate this time. - Yeah, and I thought, yeah, and Breath of the Wild, I didn't have any problems with it. I mean, there was obviously a few spots, right, where you're in the forest and you started to chug, so there were areas, but I mean, overall, it didn't bother me. But yeah, I'm sure, you know, if they do what they did with Skyward, I think Skyward was

sort of 60 frames on Switch, right, I didn't play it. - I think so, I believe it was. If they did that down the line, they would get me again. So yeah. Yeah. They have us in the palm of their hand. Yeah. No. Well, thanks, Nintendo. They would have gotten me on Skyward Sword if I had literally played it probably like two years before that. And I was not ready to play it again. I mean, I like that game. But it's not one of my favorites. Another another Skyward Sword fan. Yeah. There are very few of us. I know. Yeah. Yeah. Yeah, it does some neat stuff. So well Phil, I think that wraps it up today. Thank you so much for joining me Where where can the people find you online what you do your hand-drawn gaming? Where can they go? So you can for hand-drawn gaming you can go to patreon.com slash I believe just hand-drawn gaming If not, just google it it'll pop up and then if you want to follow me, I can follow me on Twitter and and Instagram @hayphilstumpers. - Awesome. - That's how you find me. - All right, there will be links to all of that in the show notes, so please go check it out. I just wanna reiterate, you know, Hand Drawing Gaming, the newsletter, it looks great, I'm excited to get my first physical issue here. Eventually, I think I missed the cutoff for Double Dragon, which is totally okay, so Mega Man, I'm excited to get. Looking forward to that, it'll be super great. And like I said, kinda at the top of the show, I feel like I'm robbing you because it's such a, I think a good deal price-wise. So definitely everyone go check that out. If you'd like, you can follow me on Twitter at maxroberts143. All I really do there now is just post when stuff goes up at maxfrequency.net, which is where you can find all of my writing. And then my other show, Chapter Select, which is a seasonal podcast where you bounce back and forth between a series of games. We're doing season five right now, which is Resident Evil. Talked about that a little bit. We just put up our episode on Resident Evil Zero, and we're getting close to Resident Evil 4 and that remake, which looks pretty fantastic. So, you know, keep an eye out for that. Go check it out. But I think that'll do it for this episode. Until next time, adios.