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Hello everybody and welcome to the max frequency podcast. I'm your host max Roberts and joining me this time I'm getting ready to be educated by none other than professor RPG himself Scott white. Hello Scott. How are you? Hey max, not too bad yourself. I'm fine and dandy People here are max frequency. You may have listened to chapter select season 1 paper Mario Scott joined us to talk about Paper Mario the Thousand-Year Door. It was fitting at the time. Professor RPG playing RPG games with us Personally my favorite Paper Mario game. That was a lot of fun I thought I'd invite Scott on the Max Frequency Podcast to talk more RPGs and Mega Man because Capcom is finally acknowledging us battle network fans. They're giving us what we want in a glorious way like glorious fashion Like it's really the best case scenario so far. Oh, yeah But I wanted to start off I have to I don't actually know the story How did you become professor RPG? Like why is that your name? Sure. So I Actually have still in my Google Drive my initial Pitch doc like where I came up with the idea for RPG University and it was on February 22nd And it all really stemmed from the idea of stats in RPGs and me not knowing what the hell they did. Like the luck stat or wisdom or various things like that. It's like, I should just... I'll do something. Like what could I do? It's like, okay, I want to do something where I learn or where I teach people and stuff. So at the time, I'm pretty sure the idea was that it was going to be a video series. So RPG University Episode 1 was for Final Fantasy VII. It was Final Fantasy VII-101. So I wrote down, I typed out the script and the general outlined and professor, like to keep it in a educational motif and kind of theme. Initially, it was always Professor RPG, but the RPG had stood for something. It was Professor Reginald P. Body Glumbottom is the official name of our professor RPG. And the script was, all right, settle down, settle down class. Now then I am your professor, Professor Reginald P. Body-Glumbottom. You all are here for Final Fantasy 7 101, correct? If you're here for another course, you are in the wrong place, and we'll be going over the introductory information and data pertaining to statistics, history, vocabulary, and geography of the Squaresoft Classic Final Fantasy 7. By the end of this course, you'll you will know the complete statistics of each character, share uh Obviously this hadn't been edited at the time of the characters share and what exactly they influence in simple to understand and relatable terms. You'll be able to recite the history of the game's production and then go into the important figures and names that will be important to know when playing the game. Your vocabulary will be expanded significantly as I give definitions to important terms that are used throughout the game that you should be aware of. And finally, at the end of the discussion on geography, I shall pull up a world map and label all of the main cities and caves. So the idea was it was going to be broken up and I would give you a breakdown of like the stats, like what they do, kind of character backgrounds, important terms, and kind of the world map. And that would eventually, like that stewed in my mind and kind of that idea of helping new players get into the game, give them the knowledge so they're better prepared. they could ideally have this open up this document or a PDF that I would release with the video opened up while they play a game so they would have information and that kind of got shelved and then when I started writing for irrational passions this this kind of idea of providing beneficial introductory and information in a non... in not much spoiler detail turned into my Professor RPG primer series of guides for that I did for some of the games on the site and really from there that took off some of them did very well and then later on I

wanted to... it didn't have the RP... those primers was just Professor RPGs like Final Fantasy 7 primer and I had my little logo sure and it wasn't until I mean it was then July 14th 2019 that I put together my pitch for the podcast that would go on to become RPG University so yeah it was a gosh at this point six-year-old kind of idea that's just kind of evolved but it was always about helping and providing information to new players without spoiling them too much in an easy to digestible guide. So yeah, February 22nd, 2014 is when I put the initial idea down on paper. I love that you have a record of that. I'm a huge proponent of keeping track of things and dates and ideas. You can track a lot of ideas. Like chapter select I think is... I have the date somewhere but it's old. It's an old idea that just finally kind of came up. It's in the teens somewhere and finally turned into a real thing. So I love that you have the record of that. I think it's cool to look back and see the growth of anything we make. I'm like, I'm skimming your primer for Legend of Heroes Trails of Cold Steel 3. -Yep, those did really well. -These are full-blown, like, they're guides. They're full-blown. This is awesome. -It was... It's one of those things that it took a lot of work to put them together, but they did really well for the site. And I think the most read article on rational passions has been our Alliance Alive guide, which for the longest time, for a very long time, was actually towards the top of search results when you search Alliance Alive guides, which is not even the top page anymore, but it was it was at one point. That is so cool. I had no idea. I thought this was just like a nickname dubbed to you by friends or something because you play so many RPGs but it is a whole character and world you've made which is fitting for a role-playing. Yeah, it was a thing I did. Yep. You've role-played your own role-playing character. This is amazing. So when did this turn into RPG University the podcast? So my initial pitch was from July of 2019 and I want to say it was a month or so later that year that the first episode came out, I want to say. Some, yeah, summer of 20, 2019 is when it started. So first episode was with Alex, with "Tales of Vesperia" was the very first episode, so. - Yeah, I've, 'cause I remember you on the Paper Mario episode that we had discussed, you had brought up that you did a "Thousand-Year Door" Episode third, you know what I have it. It's literally show notes episode 29 with David Breivik Yes creator of Diablo turns out big paper Mario fan Like that's you just seem to have a really wide range of different people's people I know people I don't know all the time talking about this genre that is encompassing I think is probably fair. I feel like RPGs are everywhere and RPG elements are in everything. - Yeah, I feel like every genre has kind of adopted some aspects of the RPG genre. And I don't know if it's a good thing 'cause a lot of times I think they use it as a cushion to inflate perhaps game time for frivolous needs. Not every game needs RPG mechanics. Assassin's Creed, I think, is a perfect example. I really jumped off hard of that series when they started really upping the stat in RPG systems and mechanics. So with Origin is when I kind of started diving off hard. I think they're good games. They just weren't what I wanted from an Assassin's Creed game. - Yeah, I haven't touched that series since Black Flag really, so it's not terribly surprising. I think of God of War, 2018 in Ragnarok specifically. I think the gear system in there is so bloated, and it's all like grind your gear up, get your stats up. Kratos, I think maybe basic stats would have been fine, but there's just, especially in Ragnarok, have you played Ragnarok yet? - I started Ragnarok and I played it once, And then just with things I had to play for review and whatnot at the end of the year last year, I was just like, "Okay, this is cool." It's pretty. -Oh, yeah. -But it's one of those things where, and I think I've said this on like a Game of the Year podcast or something, it might have been for RPGs, if you showed me two screens back to back between God of War 2018 and Ragnarok, unless there's lots of snow in the Ragnarok picture, I probably couldn't tell you which is which. They're both PS4 games essentially just one has a PS5 or it's just they really they doubled down on the gear system in the second game and made it even more intricate and more terminology more just I think bloat and I'm like ah this does not this is the opposite of what this game needed we needed less of that and more combat I think and depth in there but it so many games just seem to have it now I said I kind of appreciate it when a game almost doesn't adopt little pieces and now when the game is an RPG go for it right yeah I'm 100% but when we can just be a little lighter on it I think it can be help other games stand out and lean more into their mechanics yeah not not every game do I want to do I dive in to looking for Or like you said, intricate gear crafting or

hunting down resources to craft materials or craft gear so my stats go up. I don't look for that in everything. I love RPGs but sometimes I want just... My favorite game of all time is still Mega Man X for Super Nintendo. I absolutely love that game. It's my go-to when I don't know what to play. I play Mega Man X. But that doesn't mean, "Oh man, Mega Man X would be so much better if it had RPG mechanics." I think there's a pleasant simplicity when you don't have to worry about a lot of that stuff. Yeah. It can really enhance it. It goes both ways, you know? Sometimes adding RPG mechanics does enhance a game. Makes it more engaging, more enriching. Yeah. I'm trying to think, I probably would have to pull up my list of games I played last year. It's pretty focused on chapter select stuff. Like Ragnarok probably was the last thing that I... I guess Pokemon. There was some Pokemon in there. But that's so... Pokemon's still the same, you know? It's so lighthearted and it's... What would you say? You know? Just pick a team and put people out. It knows what it is. It definitely knows what it is. It definitely does. How did you get into RPGs? I feel like, for me, RPGs are daunting. It took me, I think, three years to beat Persona 5, and that was when I would hit a wall, I would stop and be like, "Alright guys, I can't forget where I left off." I think I remember for months I would just randomly pop in my head, Futaba, right? She's the hacker girl, right? Futaba? Right. Yep. Futaba and her palace. I was like, "I can't forget this palace. I know where I'm at. We're in a pyramid. Don't forget it." Great soundtrack. Love the soundtrack in that dungeon. Soundtrack's awesome. But it took me a long time and I finally, finally beat it. And now everyone's like, "You gotta play Royal." I'm like, "I don't know if I can do that again right now." How did you fall in love with RPGs? - So legitimately, I think I was just kind of destined to like them because my first memory I have of anything was of the original Dragon Quest, which came out like the year I was born or maybe the year before and my brother had gotten it. And I remember trying, we had this smaller TV set up in our living room with Nintendo hooked up to it. And I remember trying, just fiddling around with the controller with the game in, and you had to, to like use the stairs or open a door, you had to go into a menu, click door, click stairs to interact with them. But as I was a baby, I, I couldn't read, I didn't know what I was doing, but I vividly remember that, trying to get out of the throne room. But what really sold me, and I'll always remember this, is in my neighborhood it was like a weekend in the summer and we were doing a garage sale. And my friend two houses down, his name was Greg, for whatever reason I was dead set that I wanted a lava lamp. And I had sold enough stuff so I wanted to get a lava lamp. And when we were done with the sale or whatever, my friend Greg told me to come down that he had this new game that he wanted to show me on Super Nintendo. So I went down and it was Final Fantasy 6. Like he had shown me Final Fantasy 3 at the time. And I remember the opening of the Narshe scene, I remember the music, I remember all that, I remember watching him play for a while. And then I was very torn. Do I want a lava lamp or do I want Final Fantasy III? I went with a lava lamp. But I'll always remember that and I think that's when the itch started. Which is strange because I was really bad at reading growing up. Like I was a hooked on phonics kid, reading just wasn't doing it for me. I had to take private lessons and classes to get better at reading. So of course I would want one of the most reading heavy genres, but I think it was then that really solidified that this could be cool. I would eventually watch him play a bunch of it and he'd let me try it and we'd rent it, but I think it was that moment in my friend's basement watching the intro that really sold me on RPGs and from there I just kind of I couldn't tell you what the first RPG I beat was or the first one I bought but I'll always remember having the conundrum of do I buy a lava lamp or Final Fantasy 3 and I chose lava lamp. It was pretty a cool one it was like in a rocket ship like shape and it was red and got really hot and I melted a Superman action figure cape on it once and it was there for the rest of time and last year my mom actually found it in the basement. I think you should, do you still have it? You should keep it. It's at my mom's house. You should put it next to a copy of Final Fantasy 3. I should be like together at last. I my I guess my first RPG would have been Pokemon Blue but then to make a long story short my parents just thought I was too obsessed with Pokemon and they made me get rid of it all so I feel like my love of RPG was stunted early like they got in there and nipped the bud unintentionally and since then they've apologized whatever and then the next one would have been Paper Mario and the Thousand-Year Door I was infatuated with the demo

kiosk at Target oh yeah I just it's Hooktail's castle my Mario can turn into a paper airplane and then we bought the game, I want to say it, a Hollywood video probably? I don't think it was a blockbuster. It may have been a blockbuster, but it was one of those two. It was scratched, so we returned it and they, because we had bought a used copy, and then they bought me a new copy, which obviously, and so I fell in love with that and played, you know, fell in love with the badge system, the cast of characters, you know, all the stuff I think are really good. RPG has mechanics, characters plot. And I've just dabbled, I guess Kingdom Hearts would have been the next major thing in my life. A kid across the street had it and you go on from there. But to tie it kind of to yours, Final Fantasy 3, or I guess technically Final Fantasy 6, I think of it as 3 because I had a Super Nintendo that was broken here as an adult and I saw that a local store got in a copy of Final Fantasy 3, just a loose copy. I was like, "I need to own that. I know that's an important game. I'll buy it before I have the console is kind of one of those. So I did finally try and play it actually in 2021. I hook had it in this a super NT on the CRT printed out a game facts walkthrough like I was going for the authentic experience here. And I got to the halfway point of the world is like being lifted up and right. It's it's It's Kefka, right? - Yeah. - Your fight, I got to that fight and I couldn't pass it. No matter what I, and I was just like, I don't wanna do, I wanna move on with this plot. These characters are interesting, this world is cool, this music is great, but I can't get past this, and so I stopped. Then, I read Sebastian Dechon's book from Boss Fight Books. Have you read his book on Final Fantasy VI? - I have not, no. So Sebastian studies opera and music and stuff, and so he writes about the music of Final Fantasy VI, or to me it's III. And I was like, he explains the themes and how they tie to these characters, and basically he tells me the story of, the back half of the story I missed through the music. And it's like, oh my gosh, this is what I was missing this whole time? It's so wild, it has to be so good. I would love to go back someday maybe, maybe throw in like a cheat to get past that fight or something, I don't know. - Or if you ever want, just we'll get in the Discord call and I can help you through. - Oh, that might be better. - Those strats. - I still have, if it wasn't buried in the back of my closet I would go grab it right now because I had a post-it note with, is it Blitz combos? - Yes. - The big, the wrestler dude. - Yeah, Sabin the monk. - Yes. - Shooting command mayo's out. written down and ninja I wanted that ninja guy to like make it it's just shadow show good guy see so I think that at least and that's the only Final Fantasy game I've really played my most exposure actually is to Kingdom Hearts this is where stuff Robin cloud are from right yeah exactly I've yeah I'm still waiting for that third fight from Kingdom Hearts 3 still still one of the biggest Oh letdowns was one last fight one of I'd say many letdowns of Kingdom Hearts 3 yeah that hundred percent that's perhaps another discussion I don't want to get too cracked I would need some to bust out the harder drinks than Mountain Dew for for that conversation oh yeah you maybe you and I kindred spirits here. Man what a game. Oh man, jeez. But RPGs have been... when the game is right and it hooks me, it hooks me in it for the long haul. But then there are just some games that I'm... I don't know. Like these trails... are they... is that how you say it? Trails of Cold Steel? I always want to say trials but it's Trails. Trails, yes. Trails in the sky, trails to, trail from zero to Azure, and then of Cold Steel, yeah. Everyone talks about these. They're supposed to be top tier phenomenal. Story stuff pretty good is what I understand. Yes. But it sounds so daunting. Like I think that's my problem. 100%. The Daunt. It has a big badontadaunt. Yeah, it's... The Trails game has perhaps the best interconnected woven story arcs and storyline of any RPG I've ever played spread spanning across multiple games um Wonderful characters grossly under underappreciated um but yeah, it's It's one of those series that you have to go in expecting you're it's going to be a long haul um and that makes it hard to like he said it it's a daunting ask especially when it's so interconnected especially each arc and cam hawkins is my greatest disciple i'm the one that got him into trails and he's he's one of the people I see talk about it all the time now. He has taken it, ran with it, so it's always always good with his extended far greater reach than I have spread the word, but... Yeah, it's one of those series that it's a classic turn-based RPG and it's daunting, but the more you put into it, the more you get out of it. And I... sure they have have their issues, but any RPG does, any game does. - Any. - So. - I think any piece of art or media. - But I can understand the daunting ask, or gazing upon this monolith that is the Legend of

Heroes franchise, so. - I feel like that with most major RPG franchises, look at Final Fantasy, how many games are in that? Not that they're all connected, I think really the only ones that are connected would be the ones with sequels, like 10-2 and 13, and it's three parts. As far as I know, nothing else is immediately connected as far as numbers. - So Final Fantasy IV has sequels. - Okay. - Those started out as like WiiWare, and it's like Final Fantasy IV, the after years, which is like a post-sequel that takes place a bunch of years later, that then eventually came out on like 3 or DS or Steam and various things. They're fair, but yeah, Final Fantasy 4 has sequel. I guess 7 does, Crisis Core. 7, yeah. Crisis Core, Dirge. Um, 10 does. The most quote unquote, I would say direct games with sequels would be 10 and 13. So yeah. Like 12, 2, but it's like, it's goes on to a DS game, which is totally different. it's more of like a tower defense, it's weird. - It's just a series I've, or I mean, a type of game that I've just, I feel like slightly adjacent to, but never fully committed. And so I just appreciate it when I hear people who are just all in on the RPG. And I don't know how you have the time for it, man. 'Cause these are not short commitments. - Yes. It helps when you're getting paid to review them. Like to push you past any things, but it is hard to just, I'm going to just play this RPG today. I don't have time to, there are some games that I reserve for myself, like that I know I'm going to enjoy. That I want to not necessarily have the strain or stress of, "Okay, I have to review it." Like Final Fantasy XVI, I don't know if I'm going to review it, but that's one of those games where even if I'm not going to review it, I will play and I will love it. Same with Trails into Azure, Trails into Reverie, like a Kingdom Hearts game. Like games, there are some games that I know I will enjoy and I will play just to play, But a lot of the other ones it's, "Okay, well, sure, I'll review it. I'm interested enough, I'm curious to review it, I'll happily do that." It's hard. Like we were talking earlier before the show, like, you have a kid, I have a house. There's lots of things to do when you're an adult, let alone afford living while you're an adult. So... I'm just trying to find time to beat Resident Evil games and those are like six hours, seven hours above. Yeah, I saw that you guys were doing chapter select. That's very cool. It is very cool. It's super fun. I'm Mm-hmm I'm almost done with two as of this recording. I'd never I to a remake to remake So we were playing remakes where there are remakes. Okay, which has led to some interesting Like not chronology just the flow of the show because we have yeah like their original RiRi, which is what I call it, RiRi. I think people call it that. Oh, so cute! Yeah, RiRi. And then there's... but then we jump to 7, and then we'll play Resident Evil 2 remake and 3 remake. The only one we're playing both versions of is 4, because 4 remake isn't out yet, and we've timed our Resident Evil 4 episode to be out right before the remake, because, you know, it should be good for traffic. Get those clicks! Yeah, yeah, you get the clicks and I think it'll be an interesting discussion because that is without a doubt the most beloved of this the series All right, I would think so but I played that actually I played that twice already and I'll play it a third time here because I played it both in VR and Yeah, I was gonna say are you gonna play through the VR one which holy crap? What a good VR game that is Oh my god. Yeah. Have you played it on quest? Yeah, I have a quest - oh, oh my gosh That is 10 times better than normal version. It is so good. It is stupid how good it is and how much work that went into to make that game what it is. Oh my gosh. When I learned later that it's made, I wanna say it's "Armature", but most of that dev team is from "Metroid Prime", I'm like, "Of course, this all makes sense now." That's why there's not a "Metroid Prime 4" yet, of course. - Like, it, Resident Evil 4 in VR, I played it first, so I actually, I streamed that game, so that helped me like play through it. So I streamed it in VR, and I played, ironically, I was like right outside the final boss before I stopped to play the normal one to record the show. Actually, I think, if I remember the time correctly, I got there like right before Eloise was born, and then I was like, "I can't play VR right now." Actually, that stream I tried to, the final stream it was me racing to beat the game before they woke up. - Now I'm curious, have you tried the fan mod that makes Resident Evil 2 remake a VR game? - No, I do not have a PC that could do that. - Okay. - But I, that sounds, so here to, I guess like a slight Resident Evil tangent that won't necessarily be in chapter select all the way. I, what got me into Resident Evil to try it in the first place was seven for PS4. - Okay, yeah. - So that was my first exposure and then I played seven, I picked up eight, really enjoyed eight and then I went back and beat half of two and I platinumed three. And I was like, "These are--" - Okay. -

That was it. Now we're doing the show and I'm playing through everything. And then I played Resident Evil 4 in VR. Now Resident Evil Village is coming to VR here in just six weeks from this recording. And we're gonna replay that game for the show, obviously. And I'm like, "I wanna play it both in third--" - Is it? - In VR? Resident Evil 8? - Village is coming to VR? - And PSVR 2. - Nice. - Yeah. we get to see like 12 foot tall scary vampire lady in VR. - That's right. - Yes. - That's right. - So it's, I wanna play it both in VR and in third person. I'm like, well, I'd rather play it in VR. And then they've also teased that there's some VR component to the Resident Evil 4 remake, which I'm honestly just hoping is the whole game in VR. 'Cause clearly the RE engine is so multifaceted that it can be VR third person, first person, whatever it needs to be. I really think Resident Evil is like a VR series to me, more than it is in any other way. And that's because of how I've approached it. I think it's so much better. And to tie it back to Resident Evil 4, I played it in VR first. And then going back and playing the PS4 version of the game, which is just whatever, with tank controls, I'm like, this is awful. Why can't I move and shoot? And I should be zipping through this. And it's just it felt immediately clunky now the remake shouldn't feel like that. It's gonna have modern controls. It's gonna feel fine But I've you've you've played Resident Evil. I think far longer than I have right No Evil was well, I wouldn't say far longer. Like I think the first one that I really played through Was Resident Evil 5 because I hate tank controls But it was always one of those games that I wanted to play through like I loved the concept of it I could just never get my mind around tank controls. Yeah, not fun. I would like to they are So I played through five and I thought that was just kind of like a silly good silly fun time I Rented six, but I thought that was garbage. So I really didn't spend much time with six. I'm so excited to play that game Cuz it's everyone says it's so bad Yeah, um, and then let's see. I remember then pick, er, then picking up, I imported the physical copy of the PlayStation 3 remake of Resident Evil, which was like an eight, high res version of the GameCube game, but with new controls. That was the first Resident Evil, like retro Resident Evil that got rid of the tank controls. And I was like, okay, cool. I can finally play it. And then I realized I still like get lost and I had no idea where to go. So I didn't really play it much. So it really wasn't until honestly the pandemic when I was off work. I was like, I'm going to play through the Resident Evil franchise that I played through the most of the Resident Evil games was during the pandemic in 2020. 2020. Okay so you wow you're actually we're pretty close actually together here with our relative like timelines of sinking into it. It's so funny I never had played them I never it never really I don't know I just never was appealed like drawn into it and then now I'm just having the best time it's so much yeah I you know, I guess the only game I played so far with tank controls is Resident Evil 4 because 1 and 0 remake Changed that and then I'm obviously playing 2 and 3 remake which are modern fine controls and I 5 and 6 don't have tank Yeah, so really it's only 4 What I always found strange was I didn't have as much of an issue with the tank controls with Oni Mooch on PS2 But I was like, okay, whatever but for whatever reason The Resident Evil games, I don't know if because it was slower or what, but I just... I'm- I- I want to play the old versions of Resident Evil 1, 2, and 3. That's- that's my goal. -The original... -At least try and get through one of them this year. -That's an admirable goal. -But yeah. So we'll see. -Yeah. I've dabbled a little bit just as like preliminary research and stuff and... it's interesting. -Yeah. -Especially playing with the D-pad. -I know the soundtrack in the first one was rough. - Yeah, so we'll, it's all fascinating, but I just, VR is, I think, the best, and I really hope Resident Evil 4 Remake is just the whole game in VR. I really hope that's what it is. There's not some contractual reason it can't be. So, we'll see how that shakes out. But, another series that I think, well, I know we both love, I feel like you're the only person I know who actually talks about this series, is Mega Man Battle Network. - Yeah, there's a small group, There's some of us out there, I know Ray Apollo also is a big Mega Man Battle Network fan. - Okay. - And Ash Polson also is a big Battle Network fan. - Well I'm glad that there are four of us. - There's four, yes. - At least. And then the online competitive community, so we have some numbers. So before we talk about this and how Capcom is just treating us so well this year, not only with Resident Evil but also this battle network. I have to be honest with you. I have only played Mega Man Battle Network 3. - Well you have a lot of battle network games to look forward to. - I do. And so I wanna explain this to a certain degree. Mega Man Battle Network 3

is a game I saw at a Costco. I saw the box for Mega Man Battle Network 3 white. And I was like, "Mom, I want this." I had never played a Mega Man game before. Like I was aware of Mega Man, I guess. Just cartoons. I know that I had, I don't know if this came afterward from getting Battle Network the game, but I had like the pet toy and the chips. So like I was aware clearly of Mega Man. I was like I want this and I got it. And I became obsessed with this game. Going through, collecting all these chips, I don't think I actually 100%ed it, But playing this game, and I remember distinctly in my mind, we were in the minivan heading to a local park in the winter to go sledding. And I am busting my head up against Dr. Wylie's final boss, I think it was Omega. - I think it was Duo in that one. I think the final boss was Duo. - Duo, Battle Network. I remember the look of it. It was like a big glob with a gold glowy orb in the heart. Anyway, I'm like finally trying this again, Alpha. - Alpha, that was, yup, okay. - And I finally beat it. And I'm like, my mom's like, "It's time to get out of the car, we gotta go." I'm like, "I can't, we're in the final cut scenes here." I'd finally beaten this boss, it was so hard. And the sacrifice that Mega Man makes in that, makes in that game to like save you know the world it like moved me to tears for first time ever I had cried it from a game and that's always stuck with me so like me man bound over three is the best I love what's what happened at the end because I'm a little foggy on three I it was like the alpha was exploding or something like everything was gonna go bad and Megaman sacrificed his being to like shut it down whatever it was he like got laying out and sacrificed himself to stop alpha and like land was then alone and had no friends and his you know his um Navi I guess or Navi was deleted he'll swallow the cyber world I'm like looking at pictures now and so let's see after defeating alpha door peers There's a psi lab Megaman overloaded himself to save land presumably destroying himself later land gets a message from his father reels alpha wasn't deleted until now because of Tadashi Anyway, Megaman like shows up a little at the end It turns out he's still alive and I just moved me to tears as if however old I was Yeah, like before sledding and then I went sledding and I guess I was okay. And so it's just always stuck with me and Then the neighbor kid down the street. He was a he was an only child. So he kind of got all the games, right? He got mm-hmm. He got everything he had Megaman battle network for red Sun Yeah red Sun blue moon. Yes, so he had that and I Like dabbled with it over there and I think eventually he even went on to get five probably Protoman because we were who doesn't love protoman as a care. It's true But I just I guess that's how I was getting my fill and so I wasn't buying these games myself It wouldn't be until the DS where I pick up Star Force later I'm like that's a sequel to battle that were clearly the same vein and so I got Pegasus and then zerk or ninja like we were talking before the show and I played both of those and So I've just always had an affinity for the battle networks years, but I never went back and played the games I missed I did pick up Megaman battle network 3 blue at a GameStop It was on the counter in the little bin of GBA games back when they did that for like five bucks I guess that's a good thing. I did that. I wish I had grabbed Anything and everything else then because these are expensive so I've always been a champion of it But I've never gone back and played them. So I feel like a fake fan sometimes but you At least own a lot of them. Have you have you played all of them? Yes In terms of the the battle network games the only one I haven't beaten is six But I've beaten at least one version of each of the other ones. Yeah, I remember the the year I got my My Game Boy Advance for Christmas. I got Castlevania, Circle of the Moon and Golden Sun and with my Christmas money I remember maybe the day after a couple days after Christmas going to a a nearby EB Games and picking up the original Mega Man Battle Network. Ooh. And... Very good steal. Yeah. And it was, like I said, a big fan of Mega Man X earlier and this was very different. But no, I just, I fell in love with kind of the more interesting mechanics and kind of the redesigns of all the characters. because I mean at this point we had classic Megaman we had Megaman X there was legends but I didn't really have a PlayStation 1 until later so I didn't really dabble much in the Legends series so this was like a big deal like oh it's a new Megaman designer this is so interesting and yeah after pretty much after that anytime a new battle network game would come out I'd pick it up I remember I was on a marching band trip to like Indianapolis or something and I picked up the beautiful Joe DS game. Can't remember what it was. And then Megaman Battle Network double team DS like the double pack for Megaman Battle Network 5. But yeah it's just that.

And now prior to them announcing the Battle Network collection. I've just been working on collecting the physical carts of all the Gameboy Advance games. And yeah, I just I love them. I think they're, they're definitely fun and unique experiences. I had some friends in high school that played as well. So we would net battle, we would get our GBA connectors out and play and play each other. And yeah, it was just, it's just a good time. That was that was something I never had for Battle Network was someone else to play with. It wouldn't actually be until I bought that blue cart that I actually offloaded all of the chips that that person had collected so I could reset that game but keep all the powerful chips that they had collected. And so I never had someone else to play with. The only, I guess the only other game I had played was we rented Mega Man Network Transmission for the GameCube. - The GameCube, yeah. I rented that one too. - I didn't get very far in it. I remember somewhere on the, I mean actually it's in the Battle Network games too, but the pet, there's like an email option where people, characters send you a message. And I was trying to figure out what to do and I was in the menu and my dad saw that there was email and he's like, "Why do you have email?" He thought it was real. Like why do you have email on this? No, don't hook this up to the internet, like this is bad. He immediately thought this was some sort of hacky scam thing. I'm like, I don't know what to do in this game. So I never really went back to network transmission, but I remember three very fondly. And so, oh, I looked it up for you. Beautiful joke, double trouble. So you got double team and double trouble. Double dose. So it's the, was last year the 20th anniversary or is this year the 20th? It's one of them. - Of Battle Network? - Of Battle Network. Is it 20 or 15 or something? It's an anniversary year. - Well I know Mega Man has its 35th anniversary. - Let's see, it's an anniversary. First released 2001. So was that 2001 in Japan? And the States, okay. So it was two years ago, it was the 20th. But Capcom is finally acknowledging Battle Network's existence. I guess they did put all these games on the Wii U, eShop. Credit where credit is due. They have been accessible. Up and, honestly, isn't it? The Wii U eShop is-- - It's gone. - It's gone gone, right? It's over? - Yeah, they closed it. - Yeah, rip to the real one. So now, the true way to access these games is through the Mega Man Battle Network Legacy Collection. All with an asterisk, I suppose, of 10 mainline games all together. They don't have the DS thing. They don't have double teaming, they just have proto-manning kernel. But coming out April 14th, 2023. And not only is it they're putting all these games together in a collection, they're also adding online and chip battling and trading, just like the community has been for however many years that's been going on. Like they're enhancing these games and making them, Now I can finally have someone to play with. - Yeah. - I'm honestly shocked. - Perhaps one of my biggest and most anticipated games of the year. No lie is this Legacy Collection. - Oh yeah, I just, I have some concerns. We'll talk about those, but I'm just so surprised that they're giving it, Capcom's giving it to us all in one bundle. It's not two separate releases like a year apart like they did with the original Mega Man Legacy Collection. I'm not sure if they did it with X, but they did do it with the first collection. - X was all at once. It was still split into two quote unquote collections, but like the physical editions came with both collections. - Okay, that's good. - Yeah. - I'm really, I would love, I know there's gonna be a lot of art in the music gallery, which holy smokes, the music in these games is incredible. They actually put those up, I think on Apple Music and Spotify, not a couple of years ago in like Japanese or something they're bringing in chips that were only at exclusive events that obviously you couldn't get anymore like they seem to be really pouring care not just quickly porting over a bunch of Game Boy Advance games I'm really happy I think I remember reading or seeing in one of the earlier trailers is that like this is from the code up port. So it's not like just the ROMs of the GBA games. It's actually the code that they're bringing up into the modern collection. So they can do the online stuff. It's the Japanese versions of the code. So yeah, lots of people are hoping that it'll fix some of the more grotesque localization faux pas. Just some things were very poorly localized in some of the earlier games. But yeah, it looks super impressive. We get the voice actor from the old Baon Network cartoon back to voice Mega Man. That's incredible. It's so much care put into it that it seems to be. Yeah. Now, I want to get it on Switch because my brain says this is a Nintendo game, but I feel like it might look better and there's trophies on PlayStation, so I'm like, "Do you just buy both of them? I

don't know." That's what I did for all the Mega Man collections so far. The Zero Collection, X, Original. I want the trophies for PlayStation and I want the portability factor of the Switch. They win, they get you both times. It's my big boy money, I guess. I can buy Mega Man twice and if it, if it, supporting this tells Capcom I want more Battle Network or something like Battle Network or even a Starforce collection, I will happily buy one for PC and one for Xbox as well just to boost sales. Just to keep, to help the message go through. - Yeah. - It's really great to see. My concern, I don't know if you share this concern. So you telling me it's the code they're burning up actually feels, alleviates this slightly. I'm really worried about the emulation and representation of the pixel art and that stuff. I know there's a filter that you turn on and off. I personally would turn it off, but I'm still worried about just that representation of it and turning borders and things and stuff like that off 'cause these games are beautiful when they're all chunky and blocky and I don't want even slight smoothing and stuff on it. So I'm just, I'm a little worried about the emulation side of things. Do you share my concerns? - I don't, I think it's going, the blocky aspect, those beautiful, beautiful sharp pixels I think will be there. The only thing I think you won't get necessarily is the blocky pixel font. I think that will be kind of original and everything we've seen, it's kind of a new font and stuff. Is this a Final Fantasy Collection situation where we're gonna get bad font? Uhhhh... I don't know if I say it's bad font. Like, it stands out. But I don't know if I'd necessarily classify it as bad, I guess. I don't know, but... I'm looking at the trailer on the chips, but I need to see, like, the gameplay. Like, can I get... This is showing me all multiplayer. I want... Yeah, I think it's the text boxes, like, when people are talking. Yeah, I don't like it when they... I don't like it when companies go back and change the... Mm-hmm. ...the fonts of the games, 'cause it looked good. It was so stylized and it just looks better, you know? I don't know, I just, hopefully that can be fixed. - It's one of those things where for everything else that we're getting from it, if the font stands out as not being the best looking, I'll be grudgingly just swallow it and like swallow my pride and be like, okay, whatever. I mean, you're giving me online battles and trading, so I guess you can have this. You can have the font. You can have the bad font. 'Cause like, they're redrawing the artwork from the chips for when you trade. Like it's hand-drawn, really good looking art for those. Oh really? Oh, I'm seeing some of the font now. The art looks really nice. - Yeah. - I wonder if that is upscaled art from the physical chip toys. 'Cause those probably didn't have pixel art, they probably had. - Could have been. Could have been. - Interesting. Well, we'll see how that goes. If anything, they can't take away the physical carts, the ROMs and misters and analog pockets and things like that that can give me every chunky pixel I ever want. But-- - I'm just gonna be curious to see what the trophies are gonna be like. Because these are RPGs, are they going to have trophies for each individual game, or-- - Or is it gonna be super simple, like beat this game, beat that game, like super simple-- - Collect all the chips or things like that. I don't, that's what I'm curious to see. - Win this many battles online. Yeah, that's gonna be fascinating. What? So which one's your favorite out of, obviously mine would be Three White, like I can't. Honestly, I would, it's been so long since I've really played through all the games. I really like Five because you could control other characters besides Mega Man. Okay. You could like go on like special missions with other characters, other navvies and use those. And I thought that was really cool. But at the same time, I don't know if I found that to be just really cool because I just played four other Mega Man Battle Network games that were very similar in many respects and I can finally use someone not Mega Man. I don't know. I would have found that cool as a kid, so you're not alone. I'm hoping we do eventually get a Star Force collection as well. That would be the logical next step, right? There's no other collection of Mega Man games to... ..ex... like... ..to do. It would be the Star Force trilogy of games. That would be cool to get all those versions, but maybe even get the special crossover remake of Battle Network 1 that incorporated and kind of did a time... ..paradox thing with Gio from Star Force meeting up with Lan from Battle Network for some stuff. Wait, what? Yeah, it was Mega Man Battle Network Operation Shooting Star. It was a remake, kind of a remastered version of the first Battle Network game on the DS that had some quality of life features and stuff added to it, but then an additional brand new story con, some brand new story content and ships where Geo crosses over and you play or interact with Star Force Mega in the Battle Network games

and we never got it over here in the West officially but a couple years ago now I want to say fan translation came out for it. Oh I'm gonna be downloading that for sure I mean I'm going to look into that very just look at it holy smokes how did I never know about this that is so cool I love this you aren't professor RPG I'm not I'm here I'm getting taught I'm going to school right now it is I'm so excited I mm-hmm I've I have not jokingly but joked with Logan that we need to do this season of chapter select which I know would be very long because they are RPGs but again I don't know how long these games take is that at all because as a kid it felt like it took forever but maybe they're not as long as I as I recall I thought would be a how long to be question and it's just getting lost especially in the earlier games is the maps are so intensely convoluted they really kind of honed their craft because this was essentially this was an annualized franchise mm-hmm there are 20 hours of pop it's just crazy to think think about that in hindsight, that companies were cranking out annualized games. I just really learned and realized the same thing was happening with Castlevania at the time too, with gameplay games coming out every year and then the DS games coming out right after that. These companies were cranking out pretty top-tier games very rapidly, which is just unfathomable these days where a game will take three to five years to even make yeah I just more games like this please I think this would be really fun pretty much everyone go buy Megaman battle network Legacy Collection please yep do it please for us for me for the four of us that love this series go and buy a copy you'll be glad you did you seriously will be. At least play Battle Network 3. At least play that one. At least that one. I'm sure the rest of them are good. I've seen a couple copies. Loose ones in the wild and they're expensive so. It's also really nice to have an accessible and affordable version of all of the games. Like thank you. This is great news. It's almost like video game preservation is a good thing, right? - Occasionally, sometimes. - Occasionally. - Sometimes. I can't see when it's really not a good thing. Especially when it's done well. Especially when it's done well. And speaking of preservation in old video games, you and I also kindred spirits in collecting old stuff. - It's true. We like the retro stuff. - Oh my gosh. I could, I can talk about this all the time. I just snagged a copy of Ace Attorney Investigations with some Christmas money. - Oh, nice. - Finally completing my DS collection of Ace Attorney games. - Oh, pretty. - Oh my gosh. You know, one of the things that you and I I know we have in common, at least physically speaking, is we both have and review GB operators. Your review actually informed me that they're sending out press units of these, So I reached out and they sent me one and I was able to review it. And how, like, what do you feel about the scene in the market right now for retro gaming and collecting and all that sort of stuff? It's been interesting over the COVID years. - I think during lockdown and everything, for whatever reason, the concept and notion of collecting old video games became hip. So then everyone seemed like they just wanted to throw money and get into it. And just paid stupid money like millions of dollars for like a graded Super Mario Brothers. It's like, that's stupid. But yeah, it's the prices are super volatile right now like everything has just shot up in price and I think part of it is because it's become hip but at the same time I think another reason is because a lot of the systems and digital marketplaces that at one point house and allows you to buy digital versions of these games are being shut down and you can no longer get them I think that's had a bit of an impact as well but yeah it's just it's getting more and more expensive just - Just like everything. - All right, it's a little nutty out there. Sometimes I just look at things, I'm like, I can't afford my own hobby at this point. Some, just you see some games, it's like, how does it cost this much? And then that turns me to emulation, or copies of games on real hardware, so I'm just not emulating it, but just an affordable means to play things. It's just, it gets so hard. But then there's this big part of me that's like I want the real thing. Like I, Ace Attorney Investigations, that's available on iOS. That's, I could easily put this on, you know, a modded 3DS. Just load the ROM and just play it on real hardware. Same game. But it feels different when it's the real thing. And do you share that same sort of feeling? Yeah, and I think that's part of why I want, like I was mentioning, wanting to collect all the Battle Network games. It does feel good to play them and feel the actual, like mentally know that they're the actual physical cart or disc or what have you. I am super, super pro emulation for out of print content. Um, I'm not big into the let's emulate switch games on a steam deck. Um, I get, I get the draw,

but at the same time, it's like, not quite my thing. If you do it, have fun, but like games from the 3DS or Vita era or PSP, Super Nintendo, all these where at the end of the day people just want to play games. They just want to experience these and like with Square holding back and like, nope, they're not being a good way to play Chrono Trigger right now or Mario game or Nintendo with their wide breadth of library of games that haven't been re-released on the virtual platform. It's like, so many of us, especially like in our ages and stuff, we remember fondly these old games. We talk about these old games. Streamers play a lot of these games. And if people are interested or want to try them themselves, if they want the physical product the "legal" way, it's a big turn off. It's like, I don't know if I'll like this game, why do I have to pay 80 bucks, 70 bucks, And it's just so easy now. Like everything can run Super Nintendo games, even GameCube and stuff now. Yes, it's wildly easy these days. To just play anything, during the COVID time, I kind of got this kick of how do I back up my collection and my save data? And that led me down to having, basically up through, at least on the Nintendo side, up through the GameCube. I have a digital copy of every game and every save data I have except for N64 save data, so I don't have means to get those off the carts yet. But that opened my eyes to the Dolphin emulator and the state that that's in. That runs on Apple Silicon incredibly well. emulation on iOS that is super solid. And I think in the intervening years, while I definitely prefer to play the physical game, I think I've more settled onto playing hardware accurate emulation or versions of things. Whether that's on real hardware through a ROM or whatever other means, or through something like the analog pocket or the Mr. FPGA. It's like this is as close to the real experience as I can get and in an affordable manner. The company can't possibly make money off of it because they are not giving you the option to buy it from them. Mega Man here, I will happily buy the Mega Man Battle Network Legacy Collection. - 100%. - No problems with that. But let's say the collection wasn't real. The Wii U eShop just shut down. these games would have been no longer accessible to the market. And so what does someone wanna do when they see, or they just wanna explore Mega Man games and they're like, what is this chip battle trade? What is this? Well, you're out of luck. It's so hard and difficult. And I've just, I've stepped away from necessarily like I gotta own it all. Maybe that's a bit forced by the fact there's a kid in the house. - Man, it's so expensive. - Everything's expensive. - And yeah, you have a kid, want to get a house it's yeah it's like well I can just play these I can play the games this way and so I've leaned more into just using real hardware or hardware accurate emulation and then I've put more money into like upscalers and playing them on modern displays because yeah my tube TVs days are theoretically numbered unless I can get someone to tune it up a bit so that's one thing I've been really curious to see if a if there will be a rise in the next five to 10 years of like a small business or even a Kickstarter that aims to release tube TVs like CRT, CRT like an actual CRT. Yeah, like a CRT TV, Kickstarter geared towards retro video games or things like that to give you the retro experience. But it's a brand new CRT. I'm going to be very curious to see if we if that ever kind of happens. So I'm gonna... this isn't a chassis thing. I know that there is an open source CRT project. Oh gosh this is a podcast now. No don't pull this up please. Dang it. I'll try and find it for the show notes but I do remember seeing someone taking it to a show. Ooh maybe Maybe this is it. Open source CRT monitor. Yes, this is it. I will send this to you, I'll put this in the show notes. So there are people out here trying to make them because it's so hard to buy tubes and stuff now. It's just not possible. Another project, dang it, now I forget the name of this one too, that just had a Kickstarter wrap up, was a monitor, not a tube TV, but just a monitor designed for retro gaming, you know, the correct refresh rate, and all this stuff for things like the MiSTer to be adaptable to, just kind of that perfect old PC game, old console game type monitor with a really nice case. And I'll try and find that for the show notes as well. So there is a community of people who are trying to find accurate recreations or representations of those displays, and I have to say, someone with the RetroTINK 5X Pro and a MiSTer, the stuff that the community is doing with shadow masks are, it's phenomenal. It really genuinely looks like those displays and those scanline grids. You throw that, combine that with HDR to boost the colors up, to get through that black grid, it really does capture it. It's that part of my brain though, again, goes this TV is like thinner than a piece of paper it's not 20 inches deep with a big old yeah to come to it doesn't take eight

people to put in your living room right exactly I remember and there's just something warm about a CRT just that warm buzz and if you put your arm next to it your hair smells that's like a static electricity smell it's just there's a warmth to it and I think It is. You know, will Eloise know about it? I mean I guess as long as my CRT works she'll at least be aware of it. Yeah. But, you know, kids today don't even have... they don't even know. Like it's so... it feels a little sad to me, but... Passwords! Yes! I was streaming Castlevania not long ago and I was like, "Here's your password for this level." I booted up Treasure Planet on the Game Boy the other night. It's like, "Enter your password." I'm like, "Yes, level passwords. "What a novel concept. "Bring 'em back." - I think the biggest thing I miss from older generations, though, has to be instruction books. There's just, there was always just something so special about going to a video, like a game store or something, picking out a new game. Like you said, it could have been just because it has a cool box art. And then just like on the ride home, opening the box and just like flipping through instruction books. Like as you get home, like, oh, what's this gonna do? Oh, this is cool. I didn't know about this. Like I missed good instruction books. - Yes. - So much. - I remember one Christmas, my cousin got an Xbox and Halo 2 for Christmas. And he left his Halo 2 instruction booklet, and I took it home with me. And I poured over that book just all the time. I was the human weapons, the Covenant weapons, the world, the lore, how the game worked. It's just you could pour yourself into it. The Legend of Zelda Phantom Hourglass. I was living on St. John at the time, and so the big shopping center was on the next island, St. Thomas and that's where we bought it. And on the ferry ride back to St. John I was reading the Phantom Hourglass manual just like pouring into this world. There's something it is a lost art and I I'm actually really excited to someday theoretically play tunic because I hear that that is an element of that game. I'm hoping for a physical version of Tunic, but I haven't seen anything beyond that and just kind of what I've heard. It's just I miss those books and... Yeah. One second, let me, let me check something. Sorry listener, I'll be, I'll make this quick. You're good. Bummer. I, so I have this small red lot, like, bank kind of thing that's just full of old, like, all my Game Boy and Game Boy Advanced instruction booklets. Okay. And you couldn't find it? I couldn't find it. It's somewhere in my room or in a box still. I, yeah, that's the... I have an old CD binder filled with my DS instruction manuals, so they were all, like, in super nice condition. It's truly a lost art. I think some people are bringing that style of work back. I think of Philip Summers with his hand-drawn gaming stuff and a lot of small publishing, like physical media companies like, is it Super Rare Games or Fan Gamer and Limited Run. minute run. They'll do booklets with their games and stuff so that always is nice to see at least in some manner but it's just dead for the big companies. I think even their digital manuals are essentially dead too like they used to they did a brief transition and now they're just that's all gone entirely. Well and I look at just the plastic they use for a Switch game There's so much. There's no re there's no reason for it to be so empty just like make a small box or something. I don't know why there's they take up so much space when there's nothing in there. Even PlayStation games, Xbox games, you have nothing in there. Why do you need... Okay so the disc I can kind of understand because you need enough space to actually put the disc. but the little which game doesn't make sense yeah makes absolutely zero sense it's it's wild but you know we have this stuff now we go back and we collect it and that's that's part of the thrill of the hunt honestly is finding a complete inbox copy and that real a saturnian investigations again I was flipping through that manual you better believe it yeah I was so happy it was in there It's just it takes me back to a simpler time where games were more than just the game. There was a world of stuff surrounding them and you could learn about the game before you played it and the lore and the people and the items and it can tease you tantalize you like you're gonna be able to do this and do that and mm-hmm. It's It's truly a lost art I think and I wish it could come back Have you downloaded the collection of every single SNES manual that that guy put together? No, but I did almost do the ps2 one Yes, that one also. It's see it. That's so good. Just these scans of lost so good stuff. I do remember that Capcom still hosts the Resident Evil 4 manual like officially for the GameCube High scan PDF like a job Capcom If we've learned anything tonight, it's that Capcom is doing pretty good right now. Good guy, Capcom. - Capcom turned their shit around. There were some dark times there in the like Xbox 360 era, but they've turned

themselves around. - Good for them. Good for them. - Yep. - Well, I think that does it for us tonight on this episode of the Max Frequency Podcast. Scott, thank you so much for joining me. - Thank you for having me. This was a blast talking to you again, dude. Oh, it's so good. It's been too long. Thank you so much. Where can the people find what you work on? Follow you online? Where can they go? Sure, so you can follow me on Twitter @ProfessorRPG. You can follow my podcast RPG University at _RPGUniversity on Twitter. I think I also made a Hive account for both of those things. There's a RPG University on TikTok that I don't know what I'm doing with but it's on there too. And in terms of my writing and stuff you can find me over at Irrational Passions. You can find me at rpgsite.net. I have a couple things on Polygon and Ars Technica. I've done some RPG guides and stuff over at IGN. I'm just I'm just kind of everywhere. So yeah that's that's where you can that's where you can find me. But mostly Irrational Passions or RPG site. All right. Links to that stuff will be in the show notes if you'd like. You can follow me on Twitter @MaxRoberts143 and my writing over at maxfrequency.net. And like we were talking about, all that Resident Evil stuff, Chapter Select Season 5 going on right now, Resident Evil. So if you wanna hear my thoughts on the games themselves instead of just how dope they are in VR, go check that out as we get rolling through the rest of those games this year. But thank you so much for listening, and until next time, adios.