

This transcription was completed on March 2, 2023 with the application MacWhisper on macOS. This was done automatically, without human input during the transcription process. The application uses OpenAI's "Whisper" model. This produces the transcription as a plain text file, hence the block of text.

My hope is that by offering this transcription – however accurate it may be done by a machine/ AI – will help you, the listener. I'd love to offer full, proper transcription some day, but that is not feasible at this time. Thank you for listening and reading. I hope you enjoy the show and that this document was helpful. Enjoy.

- - -

Hey everybody, welcome to the max frequency podcast episode 9 the man I'm looking at he's stretching right now He's getting ready for a nice long podcast It's Logan Moore Hi. Hello. I have a new microphone. I'm excited to test run it on a show. That is not my own We we both have new microphones The max frequency podcast folks the Alex O'Neill episode. I used my new microphone. So So you gotta hear it there, but Logan decided to upgrade. I've upgraded. Everything should sound silky smooth. - I made like a moderate upgrade. I don't think it's gonna, I don't think the audio quality is gonna be drastically better, but at least it won't have feedback noises and problems with my waveforms showing up kind of smaller than I felt like they should be in Audacity. All behind the scenes, making a podcast. - All good podcast news. - Yes. - If folks aren't familiar, Logan and I, we've been friends essentially our whole lives. - Since we were in diapers? - Pretty much, there was a few years in the middle there where I had moved and we weren't connected, but we've been friends since we were children. Logan found me on Twitter, was like, "Your name sounds familiar," and reached out, and then we've been, we podcasted for three years, Millennial Gaming Speak was three years, roughly? - I think so, yeah. Think 2015 to 18, 'cause I was actually listening to all those old episodes the other night. Actually listened to the final like 20 or 30 minutes of Millennial Gaming Speak the other night. And it's a kind of, if you haven't done that, I would encourage you to. It's a very interesting look into where our lives were at at that point in time. - Just a few years ago, yeah. - Yeah, 'cause I wasn't doing like video game writing stuff full time and I was talking about that on the show a little bit. I'm like, "Yeah, man, I've been kind of depressed lately because I'm looking at this dead-end job that I hate." So I alluded to those things and it just kind of took me back to that point. It put some things in perspective for me, like, "Okay, I should be a little bit more happy and content with where I'm at now." Not that I hate what I do by any means, but I don't know. It's easy to get bogged down with your situation, I think at certain times and listening back to that from a couple years ago I was like, oh things are actually kind of worse a few years ago Things are doing better now in some ways. So Yeah, it it's interesting time is a flat circle in the moment. It feels like that was forever ago, but really I've only been married almost four years and we essentially stopped the show Right a few months after yeah, I was married. I mean it really kind of puts it all in perspective It's really weird that you've been married for almost four. I think one of my friends has almost been married for, let's say like six now, five or six. I think five or six. We just had some of our close friends just had a baby last night. It's blowing my mind. People, I used to drive this guy to school every day senior year. Like, now he's a father. It just, that blows my mind. That weirds me out. In an exciting way for them, but just, what? - Yeah. - Oh, it's weird. - I think that's why we rag on you a lot about having a kid because none of my friends, a lot of them have started getting married, but none of them have kids yet. At least none of my close friends. Like I have some people. I have some friends. - People now. - Friends and people from high school and stuff like that that have kids now, but it's not anybody that I see with or talk to with a ton of regularity. So I'm still looking for that first person like in my tight knit circle of friends to have a child. - To really just make you feel like, oh my gosh. - To really make me feel like, wow, I gotta do something in my life. - So we, you know, I killed Millennial Gaming Speak. I talked about this a few episodes ago. That's why they call me a podcast killer. I think that's episode six. Just because I stopped podcasting

weekly with you didn't mean I stopped coming up with ideas. And one of the, we finally put into action one of my ideas here. We've been working on it for a year. I thought at the top of the show here, could talk about our new podcast that we're doing together regularly, which is Chapter Select. You and I, we pick a series of games, and we bounce back and forth between its entries to explore their design, legacy, and evolution. I've almost got the pitch memorized that I've written, but that's kind of the gist right there. That's what I feel like I've heard you say on other shows when I've listened back. Usually I have it in front of me, but that was the one thing I didn't bring to the show today, and that's fine. Anyway, we did a season zero, which was The Last of Us, we recorded that last year, right before and after part two came out, which, I'll come back to that, I'll put a pin to that. And then we started season one today, which is all about Paper Mario, and throughout the next month of June, we're gonna be rolling out the first three episodes. We're actually still playing those games, but anyway, I thought we could talk about that. So to now go back to the pin, I re-listened to The Last of Us Part II episode. And we talked about that game four days after it came out. Yeah. And that just like, whoa. It's almost been a full year now. Time is a flat circle again. That discussion is so interesting. Coming into that, and it was so hot off of the game for both of us, and now things for most part have cooled off with that game and I think well it depends on what circle of the internet you bring that game up within right it's just I'm having a lot of fun with it I thought maybe we could talk about the show I don't know I just want to kind of promote it and talk about it I mean we we haven't done a project since millennial gaming speaking model citizens. Yeah, I mean, I really like what we are doing with the show in a general sense. I like the format a lot. I'm starting to have better ideas on things we can do in the future, how to improve on the format of each episode and the format of the seasons and things like that. I'm excited in general about the future of the show. I mean, I'll be totally honest, I feel bogged down with where we're at right now. I feel like we have to, like you and I have already been back and forth passing ideas on what we want to do for season two and I think that stuff is more ten times more exciting to us because we just have this daunting like 60 hours of like bad to mediocre paper Mario games ahead of us that we're like oh we know these games aren't gonna be good like I don't know we have a bit of a slog ahead of us and I think I've been sending you stuff ideas for season two the past couple of days because I'm just so jazzed to get to that series. - Yeah. I think we're gonna bank season two out in like two months at this rate. - Well, there's one-- - Which might be a bad-- - There's one game in there that I think may take, it definitely will take longer than the rest, but I'm so excited just for a change of pace. - Yeah. - And I still think Paper Mario's a great first season because we haven't played so many of those games. And I think that lends itself to that discussion pretty well. And it'll be fun to play a series that we're intimately familiar with. I think we've played every game, or at least-- - I haven't, I haven't. - All but maybe one or two. - I haven't played, I know we haven't disclosed what we're doing yet, so I won't say, I have not played the second iteration on handhelds, and I have not played the final version that can-- - Gotcha, yeah, yeah, I know where I am. - Yeah, I don't think I've played those two. - I did, I guess just so you know, little behind the scenes here, I did tease slightly, ever so slightly, on the chasing the stick feed. 'Cause our numbers are off the charts there, so I was like, here you go chasing the stick people, 30 little Ts. All I said is we are returning to the world of PlayStation. So, I mean, so anyone over there who hears that and listens to this show, season two is PlayStation focused. - Well I will say I think that the best thing we've learned from the show so far at least to me is just This has been a really doing paper Mario first has been a really good insight into how we should pick the seasons we do moving forward like season two is locked and loaded and we know what we want to Do and we both think it's a good idea and I think we'll do totally fine with that one But after that we've kicked around some other ideas and I think we'll just need to be way more cognizant of The choices the choices we're making yeah because so it has a good mix of One are the games too long - are there any like really like stand out like bad entries that are gonna be a slog to get Through in this and I don't mind playing bad games and getting through them. It does I Mean like the other day like like I'm in the midst of playing color splash right now And I booted it up the other day and I played it for like an hour and I'm like I'm not feeling this I want to go play something else right now and then

I will come back to this. - Not to go into Color Splash specifically, but at least I feel like with Paper Mario, and maybe Super and Sticker Star, which are the two remaining ones for us, maybe those will be really bad. - I'm excited to play Super, actually. I will throw that out there. I am excited to play that one. - I think these games are mediocre, would probably be the word I use instead of bad. - Yeah. - They're bad decisions, but there are parts that I'm enjoying in Color Splash. So I think that discussion, we haven't, I don't think in our list of ideas for future seasons do we have anything that's truly bad. - Oh yeah. But it's a combination-- - Thankfully, but we do, we need length. - It's a combination-- - We definitely went a little hard with RPGs. - It's a combination of mediocrity and game length. To where it's like not only are the games we're playing some in this series like not the best, but they're not the best games that drag on for 30 hours. Which in my advanced age of 26 years old, that's a long video game for me nowadays. - Yeah. - So, like I used to be able to bang out games like that you know, in a day or two. - A few days, yeah. - Yeah, a week. And now it's like, oh I need a couple, I need to set aside a fair amount of time here. - Mm-hmm. But you know what, the Wii U, the Wii U makes it possible to play and do other stuff. If only there were other consoles that did that. - Sort of. Yeah, I do need to get back to my roots of playing games while I watch baseball in the background or something. I did that a lot when I was in college, when I was a big Vita boy. - I feel like you'll do that with Sticker Star. - Probably. - I plan on doing that. - I can't dedicate 100% of my attention to that game. (laughing) Based on what I've heard, I probably shouldn't do that at least. At least that one's a little shorter. - Yeah. I'm really excited to see where it goes. And I, you know, who knows? Maybe I'll cut this out, but I was thinking, you know, so we have guests for pretty much the rest of season one here lined up. Actually only Sticker Star's the one we haven't reached out about yet. If anyone listening-- - But I don't know if we want, do we wanna do that? 'Cause I know we talked about maybe just keeping it for us. - I think possibly, I think we should try. 'Cause what I was leading into is, should we try to have a guest every episode for season two? What do you think about that? - Um, perhaps. I do like that I because I know we've talked about this before and that's this is just kind of what I brought up about Opening and closing each season with just ourselves. So yeah be smart and allow us to kind of Have that overarching discussion. Yeah. Yeah dictate the book ends of the of the seasons just ourselves Yeah, but at the same time which is the episode is pretty wholly different from itself Like you've been kind of listening back to some of the stuff we've been doing in paper Mario We we talked we touch back on some of the things we've done in the previous episodes But not a lot and I think that's because we've been recording the paper Mario episodes so far apart Like I think season 2 might feel a bit more Cohesive with our conversation at least for you and me for sure. Yeah. Yeah, because well because we'll be probably Banging these out much more quickly So, yeah, well, I don't know I think that's something maybe we just See how it naturally evolves over time and see how we feel about it at this point in time. I am not really Sure We'll find out I just I I was thinking about that today Looking forward in season one and then obviously Season two is very much on our mind if you could see my text messages to Logan the past two days. It's been a Season two is definitely in on the forefront of my we both had that same good idea We were in line in that situation, so. - Yes. - With the thing you sent me earlier, so. - Yeah, it's very much looking forward to the future of Chapter Select. So, kind of, you asked me, maybe a week or two ago, I told you, "Hey, you should come on in the show "after we launch Chapter Select so we can talk about it." And you were like, "Don't show me the show notes. "I wanna see how you would treat me "as one of your guests with all these interviews." Because we have work, we do this together so often, you're like, I wanna see what it's like to be one of your subjects. You're not really one of my subjects, this is, I think, far more casual than behind the pixel, but I've honored your request. I've got a couple of topics here before we dive into our E3 predictions, which is a time-honored tradition not only for gaming podcasts, but you and me. - Have we, did we do one? Well, we didn't do one last year for sure, because the world-- Last year was the summer Games Fest babies. - The summer of never ending video games. - 17 months of gaming. - Yeah, thank God that looks to be over. - Yes, I'm excited for everything to hopefully be here in the shoot. - Fingers crossed that PlayStation, I mean, we'll get it into all that soon, but I really hope

PlayStation says something soon other than what they said today. - I thought, I was hoping today would be the day with everything they talked about. But first thing I wanna talk to you about, you kind of actually hinted on earlier, you're at a, what I would call a big publication now. I've known you since you reached out to me and you were writing at, what was that site you were writing? You just sent a Doom article the other day from it or something, what was that site? - That was Game Skinny. So Game Skinny is a website, I don't know if they still allow it. Game Skinny is a site where you could go and sign up and make an account and immediately just start writing whatever you want on the site. It's like an open source website to where you can just, It's basically like an open source WordPress. - News, blog, WordPress thing. - Yeah, it's like, so you can just kind of sign up for an account and just start making articles and throwing them up there. And I don't know how exactly that works. Like there's no oversight about it, but I know there is, at that site now, I know there is like a larger editorial process. So I don't know if they've like changed how that all works or whatever, but. - But so I've known you since you were, I've known you since you were doing that, specifically in the work. And now you're over at comicbook.com, which is owned by CBS? - Yes. - Or NBC, CBS. So it's owned by, I mean, you are at a, I would say, big publication now. I wanna, what is, how's that, what's that like? I mean, you've essentially done it, you know, quote, air quotes, done it, you've done the thing that you've been trying to do. - Yeah, I don't know, it's weird, it still feels weird. Like I had done it as well sort of with Dual Shockers I feel like I had that sort of internal validation when I made the jump and quit the aforementioned crummy job I used to have. I went to start working at Dual Shockers full time. Even when I was at Dual Shockers, I was not making anything. It was paycheck to paycheck there for the most part. I got by and I did fine. I just, you know, had to not pay my tax. I paid my taxes eventually, but I had to not pay them on the schedule that the government would have preferred me to pay them, we'll just say that because I needed the money upfront. I was paid as a contractor. So, um, honestly, the biggest thing has just been the, I mean, to be blunt, like the increase in pay has been like, like my entire quality of living. Job security. Yes. job security and just increased pay has been drastically beneficial to my way of life this year. Like, you've seen how much junk I have bought this year. Shoes. There's a shoe behind my head that is an expensive sneaker. Like, I've been kind of throwing money around a little bit more than I should right now, and I'm very aware that I shouldn't be doing that. think it's the byproduct of me having to live so so so tightly for like the last two and a half years that it's just kind of now coming out of me and i know i need to get that under wraps um as for the like whole you know you work at a actually do the video game thing now i don't know um part of me like i had no other plans to do anything else so if it wasn't this i don't really know what I would be doing. I guess working at that dead-end job I used to have honestly would maybe be the thing, but even that, after I quit that, there was no going back there. So I don't really know what I would have done otherwise, because before I got this job, Dual Shockers got to a point when I was working there that it was so tough on me financially to keep working there that I did start applying to a bunch of places around town, around where I live, like similar writing jobs or marketing jobs, things I felt like I could pivot to pretty easily or was a couple steps away from what I was already doing. And I just never heard back from any of the places for the most part. So for me to finally end up at comicbook.com and CBS and stuff like that, I really had no... I'm glad that I ended up there because I feel like it validates me a little bit more as well. I had a sort of existential crisis where I kept trying to apply to other industries and I'm like, "No one knows what Dual Shockers is. No one knows what I'm doing." Every time I would get to the interview round people are like, "What is this? What are you doing exactly?" And I'm like, "It's just a website. I'm a reporter. I'm an editor. Think of it like that." They're like, "Okay." Think New York Times but video games. Yeah, so I feel yeah sure So if anything like I just feel more Validation being where I'm yeah if that makes sense because I kind of got the whole you know OMG, I work in the video game industry full-time now This is so cool Like I kind of had those feelings run their course a couple years ago when I jumped at doing dual shockers now It is more like okay now you're doing this and you feel like an actual professional and you feel more I I feel more self-confidence about what I do in some sense. That's kind of a part of what I was thinking about. So I also, you roped me into Dual Shockers

for almost a year and I enjoyed my time there and I've mentioned it on this show in the past, PAX East, we had a great with Mike and I talked about it with Alex on those episodes and it's, I had a great time, but Dual Shockers was very bootstraps. The site was pulled up by its bootstraps. You know, it was started, my understanding is it was started by three friends, or you know, three guys, wanting to go to E3, and it was a site, and then it turned into more of a thing, a little bit more than a hobby, and it was very bootstraps. And part of that in the video game industry is you gotta earn company's attention, and respect and that's really hard. And one thing at Dual Shockers in particular, you wouldn't maybe guess it by the name, but like PlayStation did not play ball with Dual Shockers. - They did initially. - They stopped PlayStation news. - They did initially. - Initially, but then-- - Something changed. - Something, I'm not even sure. - No one knows. - No one knows. - To this day. - So like that, but over at comic book, I assume relationships like that are better. what does that feel like? Just to maybe have more of a, more industry, like internal industry respect and just acknowledgement that you even exist and are willing to work with, you know what I'm trying to say? - Yeah, so, I'm trying to think about how much I can talk about this and I'm sure it's not a big deal. Yeah, Comic Book is different, you know, 'cause it is a larger-- - I mean, it's not by CBS. - Yeah, it's a larger website by all accounts compared to Dual Shockers. I think the thing we run into though with our gaming team is that, and yeah, we have great relationships with a lot of PR firms and publishers and stuff like that, so that's not to say that we don't. But I think we are still trying to overcome the hurdle every now and then. We come across things where we feel like we do have to remind people that we are a gaming site because the name does not really reflect that. Yeah, and so we have to kind of, I feel like prod people every now and then to where we are like, hey, yes, we are a gaming website, and yes, we have a very large audience, and yes, you should probably wanna work with us based on our reach that we have. So because yeah, Dual Shockers was synonymous with gaming and gaming only, and Comic Book is synonymous with a lot of other things. So yes, while people are willing to play ball with us, more than at Dual Shockers in some instances, I guess. This is also hard for me to speak to because I don't do a lot of the PR outreach. Like at Dual Shockers I was doing all of it. Comic book I don't do much, if any, to be honest. So, but yeah, based on what I've just been told, like sometimes, like certain emails or opportunities won't come our way and then when we end up following up with people it's just because they're like, Oh, like I, oh yeah, you guys are a really big gaming website. And so I think the name is just, yeah, that's the only thing that would potentially hinder us there. - Right. - So yeah. - It's, it just seems cool. I remember, I don't remember which E3 this was. Maybe you'll probably remember you have a better memory than me. But one year, I don't know, this may have been the last day or the day before, you facetimed me and did like a tour through and that was the year. - That was the first year. It was 2017 I think. It was the first year. - Whenever Raymond and Rabbids was there because they had the giant Donkey Kong rabbit. - Yeah, it would've been 2017, yeah. - And I just, I remember thinking you've made it. I mean, you've been, you went to PSX twice. You've been to E3. - Went to PSX once. - Was PSX one time? - Yeah, I think I went to the last one. I don't think they did them in, oh no, wait, did the one after where it was just people sitting on the couches that no one liked. And then they never did it again. You were there though for the reveal of The Last of Us Part II. You've been to the Game Awards, you are the Shik Hydro. You were the guy next to the Shik Hydro Bot. You were gifted by Wario64, can you really go any higher than that? So I just remember that E3 in particular thinking, you know, you've made it, you've done the thing, but from a work perspective, I feel like now at comic book, I know, and you were essentially, I mean you were second in command over at Dual Shockers, is that a fair way to terminise that? You were not the editor in chief, but you were essentially the managing editor. I mean the thing I always said to people to kind of explain what I did, I was like, I I kind of like ran day-to-day ops. Like I would kind of help wrangle our team around on a day-by-day basis for the most part 'cause I was the person around all the time, so. - Yeah, I just, you've done really well and kind of what you were saying at the top there, it feels like it was so long ago, but really it was only... - Wasn't that long ago? - Five, six years ago? - So this month is actually five years for me. See? - I'm doing all this, so. - When you think about it, that's really not a lot of time and you've come

really far. - I mean, my 20s have absolutely been defined by basically my grind to get where I am now. - Yeah. - And I think the latter portion of my 20s, my final years here, need to be defined by me figuring out what on earth I wanna do next, because it's been such a, like the dream has gone from being, oh, I wanna work at this site and do this. The dream has slowly diminished over time to just, from I wanna be here and I wanna do this, and now, or okay, if that doesn't work out, then how about here and I'll do this, and okay, if that doesn't work out, it has just basically become, in its most essential boiled down point, my dream has just become, please just let me make a good living doing the video game writing stuff. And if I can just make a decent living doing it, then I'm fine. I don't care where it's at, I don't care how many people read me or listen to me or whatever. Like if I can just, you know, live comfortably, like that is the thing I have realized, like matters. Like starry-eyed Logan five years ago would have at the drop of a hat, like run out to San Francisco to go work for, you know, your IGNs or your Game Spots or something like that. And heck, I don't know, maybe if I would, I still would if they came to my front door and wanted me for some reason. But also living in San Francisco sounds miserable. And that sounds-- - Yep. - The things I wanted a few years ago are things I actively do not think I want anymore. - I was the same way, I had the same sort of moment. - But I think, I bet I felt like I had to, I feel like you kind of got that way after you got married, if I'm correct. And I, for me-- - Yeah, no, Abby changed my life. - For me, it had to be more about me actually getting the job and turning it into a full-time-- - Getting in the industry and then realizing-- - And then realizing, oh wait, I don't actually want this. Maybe I want this instead. And the pandemic's really opened a lot of eyes, I think too, that you don't need to be entrenched in certain places to do this. - You would think, right? I really thought that last year, everyone working from home would kind of be the moment that the industry realized you don't have to be in San Francisco to cover video games. And apparently that's not the case as far as major news sites are concerned, which is super unfortunate because it's way cheaper. - I mean, I will be honest. I burn out a lot nowadays. Like it has been, the past year, honestly, obviously has been rough for a lot of people, but like I am moving on to year three of working from home. I think next month it'll be three years of me working from home doing this games writing stuff full time. It is lonely and gets old and like, dude, I would kill to go back to an office setting where I do what I do now just in an office setting. - I'm not knocking the office space, but just having that office be in San Francisco. - Oh yeah. - Which then requires people to live in San Francisco. - Yeah. - Like that's kind of the part that I was really talking about. Like, games coverage does not have to be West Coast only. Your team can live and your office can be in a different place. I mean, really, nowadays, how many events are actually, you know, 20/20 aside, like really how many events do you have to go to that are on site in a different place? There's E3-- - I would still say a lot of them are-- - The PAXes? - Yeah, PAXes are, you know, Seattle and Boston. - Boston and Texas. - Yeah, I don't know if anybody goes there. really it's I feel like in the end it's probably I obviously I've never run one of these sites or handled their finances or know what moving all of that gear and people cost to like go to one of these events so I'm talking out of my butt here but I feel like when you take what you would be saving by not paying rent in San Francisco you did up ahead so my company is located out of Nashville so I have like, and I don't know, this is nothing, I've like talked to my boss about it and I don't even know how this would work. I don't even know if we still have the office space because I don't know if the pandemic did anything to us. I know we have an office of some sort. Like I know it's not gone away completely, but I don't know if it's the same one we had before or what the deal is. But anyway, yeah, comic books located out of, I don't even say the name of the site properly, but whatever. Comic book is located out of Nashville. So that's, you know, way more affordable. And Nashville's getting a little bit more expensive. I feel like it's kind of one of the bigger-- - But not-- - Cities in the Midwest. - California expensive. - Yeah, there's Tennessee, the Midwest, or the South. It's like on the weird porter. I guess the South, you would call it. - Who knows? - It's an up and coming city in the Midwest South region here. - Definitely part of it. - So it would definitely be more expensive than probably where I'm living now. But also, yeah, like it's not San Francisco. I'm not gonna be living in like I wouldn't even have a room the size of my office right here like to live it'd be just be I don't know it'd be crazy I don't know how

people make it work I really don't it's I don't know I'm just it's really cool that you're doing all this and I'm always super proud of you and I always tell people I have a friend who does this it's great I love it it's still weird to it's still weird to like explain to like IRL friends like what exactly I do not to like my friends from like high school and stuff like that but they're like people like that I go to a church that I have to like tell what I'm doing to and they're like my my grandfather never understood my grandfather never understood what I was doing with like with the guide stuff yeah like you do what I'm like I help people beat video games and it pays at the time well you know for a college kid yeah like my parents totally get it at this point because they've been you know on this journey over the past five years with me realizing that this is "This is what I wanna do." But yeah, new people I meet, I don't know, whenever you meet new people, common question, "Oh, so what do you do?" And I'm like, "Oh, I work for a website," blah, blah, blah, blah, blah, blah, blah, blah, blah. And they're like, "Well, what do you do?" I'm like, "I'm like, write a reporter," is basically just what I say to make things simple. - It's a good default. People know what that is. - Yeah. - So, stepping outside of work. The one thing, this may tie back into chapter select, we'll see someday, but one of the big differences between you and me is your love of Dark Souls and Bloodborne. - Oh my gosh. - How, I think it was Bloodborne, but like how did this happen and why, fundamentally, besides, you know, they're hard, get good, like why do these games demand so much fervor? I mean, the hype around Elden Ring, kinda, I want to understand it more than oh this is hard and satisfying to like beat. And you know Elden Ring, the hype for it is off the charts and you are, I remember what was it, it 2019 game of the year? Oh Sekiro? Yeah that's my favorite game. And you flipped out. You were like yes. Well I flipped out over that because it was good to see it's like it's good to see that studio get the recognition and I think that game mechanically is so incredible. Help me understand. Um yeah so like those games like I get it and like this is the thing that you have to tell everybody like because anybody who's like a Dark Souls stan or a Bloodborne stan or whatever, like they have to... anybody who first tries goes through all the same feelings as somebody on your in your shoes, where it's like I don't get it. Like it's hard. Combat doesn't feel great. It's kind of clunky. I don't understand. And like if you just ingrain yourself I feel like I I don't know anybody who's not like totally like been like all right I'm gonna do it. I'm I'm just gonna play these games and I'm gonna see what happens. Like everybody who comes out the other side is like, yes, I'm now preaching the gospel alongside everybody else. - Praise the sun. - It's a mix of a lot of different things. I think the mechanics are really just phenomenal in those games and they don't feel good at first, but seeing how much variation there is and seeing how many different style builds you can do and how many different weapons there are and just the general combat mechanics themselves feel good There's timing windows where you have to know, "Okay, I can strike here, but I can't..." It's so... Timing... It demands your attention in a way that combat from other games don't at all. So it is very much an experience that demands your focus and your attention. And it's not a game where you're like, "Oh, I'm gonna pick up my phone here, do this..." I feel like there are so many games now where they don't fully pull you in with the mechanics alone. it for that. The release of... what's the thing that makes you happy or whatever in the chemical brain? Endorphins? Yeah, the endorphins that hit your brain the second... I'm not a scientist, don't quote me. I almost said tryptophan, that's the thing in turkeys. I'm an idiot. That put you to sleep apparently. Yeah, just the release of happy chemicals in my brain anytime you beat a boss in any of those games is so satisfying, and it's the progression as well. Slowly progressing from a person in those games. Because seriously, this is the other thing I stress to people with these games, is yeah, you're going to feel like you're getting your face caved in early on in that game, but it comes to the point where if you built properly and you learn how to properly build a character in those games, I feel like I get halfway in or three-fourths of the way in and I can beat a lot of the bosses on the first try because my character just becomes really, really strong. And that feels even better because you were getting your face caved in in the early hours and now all of a sudden you feel like you're just destroying everything that the game throws at you. And that is very, very nice. I don't know, I'm just raving about things I like about Dark Souls at this point. That's kind of what I want. The closest analog I have to that, I think, is games like Hotline Miami or yeah

honestly this is like a lot of the things I'm saying here is the same reason why I like League like if I'm being totally totally honest with you demands your full attention entirely centered around gameplay mechanics and when you pop off it feels incredible it like though like similar things are going on in both Dark Souls and League of Legends for me which is why I like both and they're completely different games but yeah I don't know man like anything that can fully ground my attention to where I am not focused on anything else going on around me is something that I like nowadays quite a bit in a video game. That's why I like Doom a lot as well. Anything with too much talking or like cutting things like and I and I like a game with a good story you know and cutscenes and all that stuff but I will say that I think most video game narratives and writing are not that great so anything that's super narrative heavy that is not pulling me in. Like Ghost of Tsushima is a good example of that last year. Like pretty much nothing in that game really did it for me in terms of writing and story. - You and me have very similar opinions about Ghost of Tsushima. - Yeah. Yeah. And I mean, I've got, I don't need to rant about that game specifically, but I mean, that's just one decent example of it. - It's a recent example. - Where it's like a story that I think is middling or characters that I don't really care about, and it throws that stuff at you quite a bit. And it's like, every time that stuff would pop up, I'm like, "I don't care. I don't really care what's going on here, "what's going on on my phone, let me check my Twitters, "and how much money have I made on my stock, "so I'm down \$50." I mean, that was, but yeah, those are the kind of things I default to doing a lot, if you like, because I have a monkey brain that can't focus on one thing for a long period of time, unless it is something is really like, "No, you need 100% of your attention on this thing or else you're going to lose or whatever." And so, few games do that. League, Doom, Dark Souls, like those are the games I feel like I've been preaching the most about over the past couple years and that's probably why I like those. It's because they're the most like, sit down, shut up, stare at the screen and you're going to be playing a video game and doing absolutely zero else in this time. Which one is like... There are three Dark Souls games, there's a Demon's Souls game, there's Bloodborne, and there's Sekiro, and then Elden Ring, which we don't actually know anything about. So like, theoretically, this is an idea for us on Chapter Select. I mean, I'll just be blunt. The Soulsborne-type games is an idea, which is an interesting dynamic because I've played-- You've played none of them, I've played all of them. I've played the first boss of Bloodborne and a buddy back when I worked at a Kmart got me to try the very beginning of Dark Souls and I was like I don't get this. So I have no real context for anything and you've played it. So like obviously that show dictates the order we would play them in but personally what's the best one? Like where is it just a soft spot for Bloodborne because that's the first one you played or? Well I would say yeah there is that for me that was the one I started with and that was what won me over and made me want to play all of them but I do feel like just like anecdotally Bloodborne is the one I hear people trying the most and then it really clicks with them they're like okay I get it now I want to play all of them. So I feel like that is the one that you would want to play if you are looking to actually be hooked on why you should play all of them that's maybe the best choice, at the same time the mechanics in Bloodborne are a little different than all the others. I think Dark Souls 1 is utterly phenomenal. That game is one that has stewed in my brain. If there's one that has really had, just continued to linger in my brain and me continue to just think very, very highly of as time has gone on. It is hands down the original of Dark Souls. I think that game is so masterfully crafted. I think playing it, it makes so much sense why it blew up the way it did. That game is interconnected in a way that few games are and it is so cohesive in its world design and it is just it's utterly masterclass with how they design that game. So I've heard analogies specifically about Dark Souls comparing it to the original Legend of Zelda. Yeah. It's a similar. In the way like the world and exploring it and actually being a quote quote, adventure, which feels weirder to say about Dark Souls because it's more grim. Like, when I say adventure, my head thinks to more like happy-go-lucky kind of adventure, not necessarily... - Well, it's similar to Zelda in the sense that there are different hubs which have different themes centered around them. So you know, like, oh, the water temple, the forest temple, the fire temple. There's different avenues like that in Zelda. Same sort of thing in Dark Souls where there's different areas that are built around different...

And Zelda 1's hard. And Zelda 1 is hard. The other thing too is that the other thing that's really smart about Dark Souls 1 is that it... Game Maker's Toolkit has a really good video on this. You may have actually even watched this video. Where the design of that game is it starts narrow in scope like, "Hey, go do this one thing." And then it opens up and then it's like, "Hey, now you have to go do this." but there you these three or four objectives but you can do them in any order you want and then it narrows it down to one specific thing again it's like okay now go do this and then it opens up again it's like now go do these four things and you can do them in any order you want and so you really there is no predetermined way to go about beating that game in some senses other than when it does kind of reel you back in and say okay now you have to you know go do this one thing kill this one boss and then after you do that then it opens back up again and it really it allows you to play it in your own way which is nice and novel I like I always like games that allow you to do that rather than you know having to go in the set order I think Resident Evil Village is a good example of a game that gives you the pretense that you can kind of do whatever you want in the game but it very much doesn't and it funnels you down a direct path and I'm curious how game would have been if it would have allowed you to go in any order but also I don't think it would have worked for narrative reasons so that's totally fine but because narrative is kind of on the back burner with Dark Souls you can they're like oh yep go go off have fun go kill whoever you want who in whichever order so so what you're saying is it's a metroidvania sort of it's got like elements of it but you don't need it doesn't mean that actually that honestly to to not uh to make it an entire joke, actually sounds a lot like Ori and the Will of the Wisp. - Yeah, sort of, yeah. - Where that game is narrow in the beginning, and then it opens up to like three or four hub areas, but actually one of them is the last place you can go. Like you have to go to the dunes last, and it funnels you back down, and then it opens back up again before funneling you to the final boss. - I don't even know if Dark Souls ever, because there's no items or anything in that game that you really need too often, it's not like, "Oh, I need a hookshot for this area." You need a specific thing to progress. Yeah, I'll come back when I have the hookshot. There's nothing specific like that in Dark Souls, really. So you can kind of go about it in any way that you want. And it really lends itself then, in turn, to exploration, which is really cool. Because the thing about that game that I was saying is, like you've likely seen it in the other games or whatever, I assume you're this familiar with the Souls games, but they allow you to jump around and you know, "Oh, I unlocked this so now I can fast travel back here, here, and here," or whatever. You don't unlock fast travel in Dark Souls 1 until about halfway or two-thirds of the way through the game, and then you can start bouncing around to different fires that you've unlocked. But the game doesn't do that for the first, I don't know, 15, 20 hours or so, you have to clear Anor Londo before it allows you to do that. And that's why people like Anor Londo. The name of the... I was gonna say the name meant nothing, but understanding that they put fast travel far back in the game. Anor Londo is the big castle city you've probably seen. That's where Ornstein and Smogar... Oh, I've seen the videos where everyone beats them with like rock band drums or DK bongos. Those are good. Yeah, that's like a really... So that is the one section of the game that after you do all the things early on that it wants you to do, then it funnels you into Anor Londo, you have to do all of that and you can't leave until you... You can't leave Anor Londo because you take a one way trip there and the only way you can leave afterwards is unlocking the ability to then teleport around all the different fires and then the game opens up a little bit more from there. That game's really smart with how it's designed though. So to answer your question way earlier, Bloodborne, yes I'd probably say do Bloodborne first because I feel like that's the one that really hooks people. Dark Souls 1 I feel like is the really the best game if I'm being totally honest. Sekiro is like its own thing but that game is utterly fantastic and just there's so many good moments in that game. Like pound for pound I think that game has the best boss fights easily out of any From Software game which says a lot because that's kind of like... Double Monkey. What was it? The Headless Monkey from Dunkey? Yes. Headless Monkey from Dunkey. Yes. Yeah, pound for pound I think that game has the best boss fights easily. There are so many good moments in that game with the boss fights. So yeah, absolutely play. Those would be the three I would suggest. Bloodborne's probably the best one to start

with. Sekiro is its own thing in a lot of ways. Well, I may not have a choice when it comes down to it. We'll see. We'll see. Well, if we do it, no promises, but if we do it, we would start with the Demon's Souls and would we start with the PS5 version? Yeah probably. Yeah you would. That would be allowed? You would probably want to do that. I mean why would you not want to play a flashy new PS5 game? You want to go together? That's a very good point. PS3 and play. I mean my PS3 is hooked up. I just would have to go buy it. That's it. I have it as well. If anything I should be the one who plays the original since I've played the remake now. Demon's Souls is a good starter as well though, I will say that. And then I'll be jumping right into Sekiro, so that'll be a good... and then Dark Souls. Maybe we can save it for Elden Ring. See then, well if Elden Ring's out then it would be Elden Ring, and then Dark Souls, then Sekiro, then Dark Souls 2, then Bloodborne, and then ending on Dark Souls 3. That is if Elden Ring's out. Anyway. That's probably in good order honestly. I have quite a few friends who are hyper passionate about these games and I thought I'd drill into that 'cause you're one of the more recent converts that I know personally. - Yeah, I'd say if you can just leave your reservations at the door that it's hard and there is a learning curve. Just go in knowing, yes, I will get my face kicked in and yes, this is not gonna feel great at the first start. And I know that is a terrible way to sell somebody on a video game because I'm one of those people who somebody's like, who people say like, "Oh, it gets great after you know like first 20 hours." I'm like, "Well, I don't wanna play this game then." Once you get past the learning curve of your first Souls game though, then all the others are more accessible from that point. It's not like you are starting over from scratch and you are like lost in the dark. Like it is just get through your first one and all the others will make a little bit more sense outside of maybe Sekiro as the only one. 'cause it's different in a lot of ways. - I'm sure I will eventually get to them someday, chapter select or not, so we'll see. But I know you like those games very, very much. My last topic before we dive into E3 predictions is courtesy of Sony today. Dude, I got so fired up today, I just, this feels very millennial gaming speak. News story broke, I just have to talk about it with you. - Sure. - Because They put out an interview today with Herman Holst, head of PlayStation Studios, and I'm reading through these excerpts 'cause the podcast wasn't up yet, so I couldn't listen to it. And I'm going through, and the man specifically calls out Bend and goes, "They're working on a new IP "that they're very, very passionate about." I was like, "Oh, that's kind of interesting "that he just straight up mentions Bend. "I guess this means everything "Jason Trier talked about was true." - That's why he, like, I don't think they even probably say that unless, you know, like it was so hot in the news cycle. This felt like a direct, this felt like a direct response to that like a public facing that Bend is very happy with what they're doing now. Like, please everybody, everyone know. And then they go, Oh, and by the way, um, Horizons aiming for this holiday we don't know yet. And, uh, God of War is pushed to 22. I'm like, wow, well that's kinda, you know, like get the bad news out before E3. And then they go on and say, by the way, God of War in Gran Turismo 7, cross generation. They're on PS4 as well. Dude, I'm of two minds, but I wanna know how you feel about this. Oh my gosh. - I don't understand what they're doing lately. This is my knee jerk. Like all of this stuff that they said today could have been said so long ago. When they said Spider-Man, Miles Morales, and Horizon were PS4 games, why not just say God of War and Gran Turismo as well? Why not just put them all in there? Well they've been dodgy about it forever too because Jim Ryan, the questions surrounding God of War specifically got way more hot like I think like late last year he did an interview and somebody asked him about that like hey you said it's for PS5 but also you're doing more PS4 games can you tell us if that's for PS4 as well and he's like oh we'll have more to say on that later it's like well if all you're gonna say is like what Herman said today is just like oh yeah by the way they're cross-gen why not just say that because like there's literally been six or seven it's okay yeah there's been six or seven months worth of questions surrounding God of War specifically like is this ps4 like what are you guys doing like just say that like I don't I don't understand like it's not like they're building anything like to anything to any sort of announcement like they're they're not gonna put out a big happy like PlayStation like clearly they tried to bury this stuff in the midst of an odd PlayStation blog interview just to like answer lingering questions that people have had today like this whole thing felt like the Hermann... To

me this felt like set expectations for E3. To me this felt more like let's answer all the lingering questions PlayStation fans have had for the last six months and in a lot of ways I just don't understand why they just didn't say some of this stuff like blatantly. Like as soon as they saw people starting to question like "Oh is God of War PS4? Is God of War PS4?" Like I don't understand why they just didn't give clearance to be like "Yo, Sony Santa Monica, just fire off a tweet saying "Hey, yes, the next God of War game is also coming to PlayStation 4, we just wanted to let you know. Thanks everybody for your excitement." Like that's all it takes. Instead it's just been like, their PR has been so strange lately and I don't know what they're doing. Not to mention, this is such a terrible look on them for everything Jim Ryan said pre-PS5 releasing where "we believe generations. Yeah that quote is gonna haunt them for at least the next 18 months I would imagine. I honestly I think that'll stick with them the whole PS5 cycle. And it's not gonna be anything that obviously you know hurts them they're rolling around in the PS4 they can't they can't keep these things in stock and I don't think that's gonna stop being the case until next year. I mean it's on track it's on track it's about performing PS4 at its launch like it PS5 is doing extremely well. That can't be understated. People want these things. But also, at the same time, they're definitely disincentivizing people to go buy one by telling them that the games are still going to be on PS4. And they're saying, "Oh, well, it's a good business decision for us to bring them to PS4 as well." Well, yes, but why did you- Because there's 125 million PS4s out there. Like I understand that fundamentally, that's hundreds of millions of dollars on the table. I get that. It's kind of this two-sided thing. It's like, we have all these PS4s and we should sell to them. And think about it, Horizon Zero Dawn came out in 2017. That game, actually I saw Colin Moore already tweet today that that game did start as PS4 only. Like that's not surprising at all that Horizon Forbidden West started on PS4 and then was brought to PS5. Same thing with Miles Morales. - Yes. - It's just that naturally makes sense. God of War 2018, by 2018 if the PS5 is launching in 2020, they're in pre-production for this sequel. They know where-- - They know it's on its own. - They know. But also God of War narratively kind of felt like It was almost a, this is a popular comparison, but like Ocarina of Time and Majora's Mask, like using the same assets but telling another story. And God of War kind of felt primed for that. And so maybe, maybe that was the original plan all along, I don't know. But to just be so dodgy about it and not answer just is really frustrating. And this isn't about, oh, I have a PS5 and I want exclusives. To me, this is about game design and what these developers can do. By the time God of War comes out, let's say it comes out on time, fall '22. Let's just, hypothetical it's on time. - Seems about right, yeah. - The PS4 is gonna be nine years old. You're telling me that a base PS4 is gonna run, God of War 2018 ran 1080 with an uncapped 30, I think, on base PS4? I don't know, I'm pulling that out. You're telling me it's gonna run the same thing, but then also, that automatically puts a ceiling on where the PS5 version can go if you want version parity. It's the same issue with Halo Infinite. - Yeah, and that's-- - Halo Infinite is gonna work on an Xbox One and an Xbox Series X? - Yeah, and that's the thing that people-- - Why not just cut it? - That's the thing people have been bringing up for a really long time is like, oh, well, it holds back these other games, and I've always been pretty staunchly opposed to that reasoning because, I mean, one, it makes good business sense, but two, I don't think the games are held back that much. So I've always been of the mind that like, well yeah, Halo is obviously going to come to both platforms. Like that makes sense, especially since Halo was supposed to launch last year with the Series X. To me, I was like, well yeah, that just makes sense guys. Of course that's going to happen. But we are getting into weird nebulous territory now though where they're saying that games that are in the second year of the system's release are also cross-gen. And that's when it's getting a little bit more puzzling to me where, like, yeah, first year after release I totally expect it. Like Call of Duty and Battlefield and all the big releases, Madden this year, they're all gonna make cross gen as well. And I expect that for year one. But getting into year two is where I expect those things to kind of start falling away by the wayside. Maybe less so with your Maddens and your Call of Duty's. Like I bet 2022 Call of Duty is still gonna be cross gen as well. But with the first parties, I expect them to take a little bit of a different approach, and yeah, like okay, but it's time to leave the old console in the past, but-- - They get access to the dev kits first. They have access to tech before everyone

else, it just makes sense. And then, I think we didn't necessarily have this with PS3 to PS4, 360 to one, but we're definitely have a more technological leap with one to Series X, Series S, and then four to five. The SSD in both of those just alone opens up completely new design potential, especially on the PS5. I mean, holy smokes, the thing's lightning. I mean, just look at what they've been doing with Ratchet and how they designed that game. Ratchet and Returnal. Yeah, Ratchet and Returnal are really good examples. Those games are both PS5 solely, and look what they've been able to show off that they can do with those. Like Ratchet, it's like, oh, well, we can switch environments at the drop of a hat because we can, you know, there's no loading really that's needed anymore, so we can just blast people around all over the place. And so that was like a design. They were able to create a game design pillar around what the PS5 is able to do in a lot of ways. - And they can't do that with these cross-generational games. - Yeah. - It automatically cuts them off at the knees. Look at, think of God of War with the, So God of War 2018 camera, one single shot, no loading screens, you're walking around the tree while the game is actually secretly loading in the background, it's very clever, very cool. That's not a thing that would have to be done on the PS5. But if they do a similar mechanic, that has to be faked on PS5. Like, it's almost like the elevator in Mass Effect where the elevator ride-- It's been funny going back to the Legendary Collection because they used to pad out the loading on the elevators, but they would like, do like character interactions on the elevators as well, so there's like at least something going on. In Legendary Edition, like, the loading happens so fast, especially because I'm playing on Series X, like you'll get on the elevator and it'll start going up and the two characters will talk and a prompt will appear on screen and say, "Oh, like, if you don't want to hear this conversation, you could just press A to skip and we'll let you get off the elevator." Like, that's how fast it is now. Right? And it just, again, this is not like a selfish, "I just want new PS5 games." I just want to see what these developers, like I want to see what next gen really can be and I feel like supporting the older system with the same games for this long afterward is really crippling the design of potential of these games and where they can go. And it just kind of bums me out in that sense. I'm very happy that over 100 million people could go out and buy the new God of War game and play it right away. That's great as someone who loves God of War. - Yeah. - Or Gran Turismo Sport. Like I really, I'm personally happy about that. But I just, I can't help but think what if. What if they were designing this solely for the PS5? What could they do and push it forward from a game design perspective? And it just, and the fact that they were just, they could have told us. This had to be decided from day one. You don't go, we're gonna make a PS5 game. Oh wait, pivot. Now we have to make it for both. Like that was upfront. Like why not just tell us? And then you don't have this negativity going into E3 or Summer Games Fest or whatever, where presumably Sony is going to have some sort of showcase. Rumors were floating around that it might be June 25th. as of this recording they haven't announced a day in time yet. But I mean, I get getting the negativity out in front and good for them. And they have Ratchet coming out right before, which I think will kind of swing the pendulum back. But another thing I saw today, Ratchet is the only PS5 exclusive first party game. - Yeah. - That is currently announced. - That we've been told about. Yeah. - And it's coming out in 10 days. - Well, and this is-- As of this recording. - So this brings back to the one, I guess, thing. with all this that I want to mention is like, and this should be a good segue into their announcements is, I don't know what version of Sony we're going to get. Like this year's E3 or press conference, or like whatever the heck they're doing this year when they're gonna assume really make more announcements about what they're doing in the future. This Sony does not feel like the Sony we got at the beginning of the PS4 generation where they're just like, hey, we're gonna tell you guys everything we have in the pipeline over the next five years, over the next two events, and we're just, here's Death Stranding, here's Spider-Man, here's Days Gone. - You're just gonna be excited about it for years. - Yeah, 'cause they showed their hand really, really early on in the PS4 generation of what they were doing, and when it was all, like they were pretty, their messaging was totally straightforward with the PlayStation 4. They're being so cagey now about every little thing, and it doesn't make sense to me, and it makes me think that, um, like when I was crafting my PlayStation predictions, that was the hardest thing is like, should I predict this further down the

line? Like, are they, do they want to talk about things that are, you know, four or five years down the line at this point? Like, I don't know what they want to do anymore. Um, yeah, I don't think anybody who plays, pays really close attention to the video game industry would disagree that they've had a messaging problem over the past 18 months, probably for sure. Maybe even longer, probably back to 2019 when they started doing the... Remember when they were revealing the PS5 details exclusively in WANU? Yeah, I was going to bring that up specifically. Ever since I feel like the Layden stepped out, Ryan stepped in, Holst stepped in, not that they're bad at running the company, but ever since a lot of key shakeups happened within Sony, they've clearly decided that they just want to operate the company from a PR perspective in a much different manner. Which is fine I guess because I mean, they're ga- I mean let's be honest, like Horizon's gonna be really good, God of War is gonna be good, Ratchet looks really good, like there are all these things going on with Sony and I don't think anybody's doubting the quality of the games that they're gonna have coming up. It's more just like why not just like be a little bit more upfront with us, like the questions that fans have are not really complex. We're not asking Jim Ryan to tell us how Atreus being Loki is gonna fit into the narrative of the next God of War game. Like, "Oh, J.R.R.I.T.E., who blew the horn?" Like, there's nothing like that. Just very simple consumer questions that people want answers to that they refuse to get to. It's almost like they're resting on their laurels of the PS4. Like, they consistently in the PS4 generation put out excellent first-party games. I mean, that really was a huge strength of the PS4, was first-party exclusive and second-party exclusive titles. And they almost feel like they're resting on it. And they're almost, so they're not currently telling us, like, "Oh, you're gonna get this game and that game, "and here's this, and here's Naughty Dog's new IP, "and blah, blah, blah, blah." And we won't see that for four years or whatever. But also, both Jim Ryan earlier in May, and then today in Herman Hulson interview, we've got 25 games in development at PlayStation Studios, and over half of them are new IP. we've partnered with Jade Raymond in her new studio to make a game. We've partnered with Firewalk to make a new multiplayer game that looks incredible. They're talking about stuff, but it's behind this veil of mystery. Maybe that's kind of giving us a little bit of whiplash. It's just giving people, it feels like they're talking out of both sides of their mouth in certain instances as well. Like, "Oh, we want to craft experiences that'll only be available on PlayStation and nowhere else and then they're like "oh yeah by the way we're bringing Nunchuk 4 to PC" like which is fine I think their PC initiative stuff is totally makes sense and it is like a 2021 mentality to take if you're a video game company but that's why people keep getting upset with that stuff these hardcore fans is because it feels like they're stringing everybody along in some senses and just saying what they think people want to hear rather than just you know being like totally up front and like like the reason why xbox is so popular right now is just because they are just very blatantly up front like their whole turnaround a couple months ago with their like we're increasing gold actually no we're not we made a bad decision here like i don't want to i don't want to praise them for that situation because that was a stupid call in the first place and they should not have moved forward on that but like they made the right response yeah imagine Sony ever doing anything like that in respo- like they would never do something like that in response I don't think. The only time I can think of them really kind of admitting they screwed up was with when the PS5 pre-orders went live and everybody's like "Sony you just flipped this like what is going on?" And I know that wasn't their fault but everybody was screaming at them all the same about it. And that's a great point but also look at the PS3 and the Vita stores. Yeah yeah yeah. They did actually hear the out-cry and pivot. That is fast. And that was a very, very rare thing. That was a shock to everybody when that blog post went live. Like, wow, they actually listened. Because you don't see that side from Sony very much. And Xbox has been very face forward and is like, "No, we hear you." Xbox feels entrenched in these gaming communities and Xbox feels like they get it. Sony is starting to feel like a large corporation that wants to sell you video games at the end of the day, and they don't really care about anything else. A couple years ago they didn't feel like that because they would have things like PSX and they would have these, like Jim Ryan, like we don't see this man like talking, like even Herman Holston, a lot of this has just been you know because of COVID and things like that but like Nintendo does directs and

they at least like put people on camera a lot of times. They have personality. Yeah instead of like disembodied robot voice lady on from State of Play. Like that is like There's just such a separation of personality and engagement with PlayStation right now. It feels like they're keeping their audience at an arm's length. It just makes them feel very monolithic. It's confusing. Yeah, it's just weird. I really hope they can kind of pivot and return to the good graces. To the community. 'Cause obviously they're super successful. Like PlayStation's not hurting. - I love PlayStation 5. I've played it. - Oh, this isn't an Xbox One situation where everyone was like, "Oh no." This is just like, they have made, you know, it's one step forward, two steps back almost. And then, you know, Returnal, great game. I assume Ratchet's gonna be, I'm really excited about Ratchet. Cannot wait. If I had the PTO, I'd be taken next Friday off. Like, I'm pumped for it. And I'm still excited about the future. You know, God of War is gonna be great. They just did the Horizon state of play. - That's awesome. - That looks like a proper, like those look like the kind of improvements I wanted out of the sequel for Horizon. I am stoked to play that game. I hope it does come out this holiday. So I can have this big open world PS5 game to play. But I guess really, we'll go to our E3 predictions here in just a sec, but I just feel like I'm a little lost in the woods with them. Like I don't know where PlayStation's heading officially. There are rumors out the wazoo. Naughty Dog's working on three games apparently. I'm excited for those games, but am I gonna see them this year? Probably not. - They've got stuff cook. They've got a lot of stuff cooking. It's just, what do they wanna talk about? - And the difference is last year we knew what was in the oven. We knew what was cooking. - A little bit. - If the kitchen took, if we knew the kitchen took a little longer, then we'd be fine, 'cause the meal still came out great. But right now, I got, it's like a mystery menu. - There were some surprises last year. Like Miles Morales was a real, like no one expected that. - Huge surprise. - Like no one expected that. - Miles was huge. - No one expected that, no one expected, I mean, Demon's Souls we knew about, God of War sequel, duh, Horizon sequel, duh. Ratchet, I think people expected to come back as well, but it wasn't really confirmed, so. - Well, I think the surprising thing-- - Insomniac's been the potential surprise. - I think the surprising thing about Ratchet was 'cause they did, they had just done Spider-Man, and they also opened with Spider-Man Miles Morales and were like, oh my gosh, Insomniac's doing two games? And that was before we knew Miles Morales was a smaller Lost Legacy style game. It was just like, holy smokes, they're cranking two PS5 games out? That's crazy. Oh wait, one's PS5, one's PS4 and five, and oh, and by the way, Sony bought us for \$200 million and it's like one of the best deals ever. - I don't know how they did that. I don't know how they did that. - This is not a prediction. I'm gonna mention this now, just for the heck of it. Before they were bought, Insomniac was making all sorts of games all over the place. They had some Microsoft exclusives, they did VR games for Oculus and stuff. Do you, what if Insomniac's making a VR game for PSVR too? - They probably are. - That would be, oh my gosh. - They have a whole segment of their company that was dedicated to it. - Right. That would be, I totally forgot that they did that. Wow, oh wow, that'll be, that has a lot of potential. - I didn't play that robot game, I forget what it was called. - Yeah, they did something. - I forget what it's called. I played it though, and it was like super impressive. I played it like a demo of it, but I cannot remember what it was called. - One of the greatest buys ever. - Yeah, it makes me think that they just wanted to be acquired kind of in a general sense, and wanted PlayStation to be the one acquiring them, 'cause I feel like they could have gone for more. They've had the longest relationship with them for sure. - They've been one of the most impressive developers in the industry over the last five years. So I feel like they could've been sold for more, but I don't know. - Yeah, I don't know, man, it's crazy. - Big fan of Herman, I guess. Cut him a deal. - Herman, I mean, yeah, Herman. I do like that the head of one of their best studios is now the head of all of their studios. - I like that too. I like Herman Holst a lot, but I feel like we've just not seen, I just feel like we've not seen him. - We need to see him more in this role. - Yeah. - He was around a lot for the press tours for Zero Dawn, but, and you know, kills them and stuff. - I mean, real quick aside, what have they done since he's been appointed? Because they've left E3 entirely. Obviously COVID ruined everything last year and everybody went digital last year. - You mean like event-wise? - Yeah, what have they done? Like any in-person events to where

he could even stand on stage and be like, "Hello, I'm Herman Holst, head of First Party Studios," or whatever. - No, he wasn't a part of the GDC thing. Not that that was in front of a stage, that was Mark Cerny. - That was in front of a fake audience. - Yes, that was a good time. No, they really haven't. No Tokyo Game Show, no Pats or anything. - What did they do during E3 the year before 2019? They did, ended up doing something. Was it just state of plays, and was that it? - It was a state of play or some sort of showcase or something, but-- - Did they do some proper showcase? - What was 2019? So 2019. - They bailed on E3 and I don't know if they did anything. - They would've had, was there a Last of Us demo? - They did like previews and released gameplay and stuff like that and released some interviews with the audio team. - But I feel like that was September, October, that was close to the day. - Yeah, it was like later on in the year. I can't remember what they did in the summer to be totally honest. They might not have done anything. But I feel like that's wrong. - They would've done some ghost stuff. I don't know. He hasn't really, he hasn't been out like a Shuhei Yoshida or a Phil Spencer. - Or Shawn Layden or Jackie T. - Or Shawn Layden or Reggie or even, I feel like I've seen more of Doug Bowser. - Yeah. - Maybe that's just 'cause I follow him on Twitter and he actually tweets but, PlayStation needs more personality in their messaging and executive presence. I'm not saying that the guy's gotta go on every podcast and like be buddy-buddy with everyone. The man has a very important job and oversees teams around the entire world. - Like we said, it just feels like whiplash compared to where we were at. - It just feels cold. - Yeah, well, it's just, I think if this was how Sony always operated or PlayStation always operated, then we would be fine with it. But like I said, it just feels like a total 180 compared to where they were at at the start of the PS4 generation, where they did have all these prominent figureheads within the company. And we did see them out up front talking a lot. Like the whole used game dunk on Xbox doesn't work unless we are pretty familiar with who Adam Boyce and Shuhei Yoshida are to show up in that video. And the thought of PlayStation trying to do anything like that now, I don't even know who they put in front of the camera. Not that you need these, I don't know. - It just makes it more-- - It makes it more personable. People wanna engage with that stuff. - Yeah, Phil, look at Phil Spencer. Everyone loves Phil. Everyone now, whenever Phil's on camera, they're looking behind his desk, like what's he got on the shelves and stuff. There's character and charm and personality there and I think that then reflects back on the company in a positive light. - Like I said, it makes it feel less corporate. It reminds you that there are actual people behind this company working on these things for you. So, yeah. - So, now let's predict what these companies are doing. - Do you just wanna start with PlayStation? May as well. - Sure, we've been on the PlayStation Beat, let's start with them, then do Xbox and then save my sweet, sweet baby Nintendo for last. Yeah, so real quick, we've got five predictions a pop. One of my predictions was ruined today because they said God of War comes out in 2022, which was my prediction, so I fixed that, but I do. - It's hardly a prediction, it's a foregone conclusion, sir. - Yes, very confident, so much so that you had a face tattoo on the line for it, so good job getting that done. But we've got five a piece, let's just do it round robin. When you go, I go, we'll bounce back and forth. And we'll start with you, sir, PlayStation, number one prediction. - Okay, I don't think we'll have very many in common here, but I will steal the one that I feel like might be on both of ours up front. - Mine's pretty out there. - Spider-Man 2's revealed. Black Suit Spider-Man confirmed in the debut trailer. - Okay, I know Spider-Man 2 stuff at all for me. So you're all clear. - I think that game is very much, talk about how impressive Insomniac is. I don't think a whole lot of the core team from, 'cause Miles Morales had like a totally different director and design team. - Again, very similar to Lost Legacy. They let different people head that project. - So, Inhar's team, which I'm sure, again, there's surely a lot of crossover between the two on the levels of people's names we wouldn't know about on the dev teams, but Inhar has been working on Spider-Man 2 since that game ended in, what, 2018? Is that when that came out? So, we're moving on. - Yes, it did, 'cause that was my game of the year. - So we're moving on a full three years since that game came out, which means it's probably about time to get some confirmation that everybody knows it's coming. Talk about a game they don't need to hide. If there's three games we knew a thousand percent were going to be coming for PS5, Horizon sequel, God war sequel, Spiderman sequel. Just get it out there,

tell us it's coming. And they don't even have to show a lot. Just again, we know this black suit stuff is coming. That's going to be the hook of the game. Just show it. Just show Spider-Man decked out in the symbiote, boom. Sold 12 million copies within three weeks or whatever. People killed to play that. So I think that is, because I think them simply showing off a trailer and being like, "Spider-Man 2, here's Peter Parker swinging around the city." They gotta show something that's gonna get people hyped. And that would be the thing to get people hyped to see Spider-Man decked out in the symbiote. Everyone knows Black Suit/Venom, that is the thing. That's the cool factor. hype, that would get people hyped about the game without also having, you know, like get them excited by showing a villain or showing something that they might want to keep a little closer to the chest. Because they hit Doc Ock, they, no wonder Doc Ock was in the game until you start up the game. And then you're like, "Oh shoot, yeah, Otto Octavius is in this game." So the Doc Ock video game. The symbiote is the one thing they can show off though that I think is gonna have to be very face-forward with that game because you would assume you'll have totally new powers, totally new way to get around, and abilities and things like that. So they're gonna have to show that all through. - The box art could be black with the white top that's the PS5, it can match the PS5 console itself, it'd be really slick, real nice. Outside of your prediction, when do you think this game's coming, roughly? 'Cause good God, they're busy. - I think, so here's the, I think next year would have been the year, but I'm wondering if COVID ruined it. Because I think four years between those two makes pretty good sense. Especially when the first game they, I mean the first game they just had to nail so many things that are so hard to nail like the web swinging and the like the core mechanics of that game is what I feel like would have been so hard to get done. They had to build this rock solid foundation. Yeah and the foundation is there so I think four years between first one and second one makes a whole lot of sense. So I would have said next year and I guess I will still say next year but yeah COVID's ruined release stuff so it's so hard to predict anymore but sure next year we'll say is what I think it might show up. Is it a cross-gen game? I really hope not. Surely not. They already did it with Miles Morales. That's the Spider-Man cross-gen game. I would say there's a good 90% chance no but I guess we'll see. Yeah don't worry it'll be announced as PS5 and then seven months later we'll be like oh yeah it's coming PS4 too. I'm very excited for that game. I feel like I don't talk too much about the original Spider-Man and how I like it was really I want to replay it to be honest but I like Black Suit. Remastered on PS5. I like Black Suit. That would get me so hyped like that is the one comic book run I have from the start to the end. So, there you go, that's your moment. Speaking of Insomniac, I'll jump down my list. Sunset Overdrive comes to PS5 in some capacity, whether that's a remake or a sequel, the Sunset Overdrive franchise comes to PS5. They own it now, there are rumors it's coming. - Gotta be easy to port. - You know what? - Easy way to get 60 bucks out of people, you know? - Yeah, like just bring it over. That is, Sunset Overdrive is one of the coolest, like most wacky fun games of last gen. It's one of the first games I picked up for my Xbox One. It's just a hoot. It's Tony Hawk and Insomniac's crazy wacky weapons. Like come on, just bring it, you own it. - It's been gone for long enough that like, people would probably double dip to buy or play again too if they have already before. - Almost kind of reminds me of like, Nintendo with all the Wii U to Switch ports. It's like, we have this really great game, but it was stuck at the launch of a console that wasn't doing so hot. Let's bring it to our most successful, you know. It just, you know what, I think Sony should cash in on Sunset and just bring it over. Easy peasy. All right, you're number two for Sony. - All right, we'll do this. We'll stick in line with very much Logan Moore style video games. Bioshock 4 is revealed for the first time. No gameplay is shown, but the trailer at the very least reveals the location of where it's going to be set. So very similar to the teaser original trailer that they did for Infinite. - Wow. - So what was-- - Bioshock. - I think we gotta see that soon. They announced that, what, back in 2019? I think they confirmed they were working on that. - Yeah. - And I think they're still kind of staffing up heavily to work on it. So it might be a little bit, like I'm not expecting it to be out next year. I think 2023 could make sense as far as a release date. But-- - Yeah. They gotta have something to show, I would think, unless they're not wanting to show anything until it's closer to launch. - Where's Bioshock Vita? - In a shallow grave somewhere. - What a game, what a game. Alrighty, gosh that would

be crazy. Bioshock, the internet would go nuts. - Well, there was also, did you see those rumors the other day? Somebody said that, this is what got my brain thinking on this. Some person said that he's heard that PlayStation is looking to score the next Bioshock as an exclusive timed similar to what they've been doing with Ghostwire and Deathloop. Wow. That'd be crazy. And that Bioshock was in their crosshairs as one that they wanted to snag for that and that it was possible or likely to go through like that. So I mean that would be really cool. Good for them. second party exclusives in some capacity. That's really kind of-- - I mean, it'd be good for them. - And they're bread and butter. - Yeah, I kind of dislike-- - It'd be good for them. - I dislike when anybody does that. - I know, you think of BioShock as an Xbox series? - A little bit. - I get that. - But yeah. - Yeah. - That is one series I have played on kind of everything at this point. So like, whatever. - Switch? - Yeah, a little bit, yeah. I have it on Switch. - Oh yeah. - I reviewed it on Switch for Dual Shockers back in the day. - Oh my gosh, okay. Missed that one. Alright, so my next prediction. This is probably the most vague and boring, not boring, it'd be exciting if it's who I hope it is, but this is all the prediction is. A mascot character returns. Who that is, I don't know. I'm not saying Sly, I'm not saying Crash. Well, Crash just had Crash 4, I don't think Crash, but-- - And also Toys for Bob is down working on Call of Duty, probably not Crash. Uh, you know, so I could, I could see... Naughty Dog's already said they're not doing Jack, so you wrote... basically... Jack? Well, it doesn't... no, Naughty Dog's not gonna do Jack. They gave other people Jack before. I'm just saying, a mask, like a PlayStation mascot character could be Twisted Metal, could be, um, Parappa the Rappa, could be, who knows? Astrobot, do you consider that a mascot at this point? I would genuinely, I would consider Astro a mascot. I don't think, I think Astro's next game is a PSVR2 game and that will be when that gets shown off and that's not gonna be this year, so. But yes, a mascot character returns. I promise the rest of my PlayStation predictions are slightly more exciting or controversial, but someone's coming back from the, could be Sir Daniel again, you know? Remember when they brought him back? You know, just something, some PlayStation characters coming back to life. - Okay, I'll do a straightforward one at least then. Half-Life Alyx is announced for PSVR too. The end. - Before they even show off the headset. - Oh, I mean, I think they'll show off, I think they'll talk about it to some degree. - Oh, okay, that would be great. - But I think they could be like, "Hey, we've got the headset coming. "If you wanna know what games we got coming, "we're not gonna talk about all of them right now, talk more specifics down the road but Half-Life Alyx is going to be one of them. Thanks Valve. We see a clip from Gabe gives the thumbs up and then that's it. I think that's a good killer app for them to get sort of. - If they could get Half-Life Alyx, oh my gosh. All right, my next one in ranking of just simplicity, I think, I'll phrase this a little bit more than what I have written down, but no new Horizon Forbidden West footage. - Okay, so a classic anti-prediction. They just did a 15 minute stage play that screams E3. They've announced today they're aiming for holiday. I don't think they show off anything new for Horizon. No, I think that makes sense. I agree with you. Sweet. Didn't know if that one would be-- my next two are the ones I'm most excited about for PlayStation. But before that, you're number four, sir. OK, another one pretty straightforward. And we were talking before about how far down the road are they going to talk about things and what are they going to confirm and is there anything they're going to just talk about that's coming. I think this will be far away, but I think they are going to just confirm that Ghost of Tsushima 2 is a thing and it is coming and I think there will be a teaser trailer for it similar to what they did with God of War last year because they're going all in on that. They're making a movie of Ghost of Tsushima now. So that's like a franchise for them that they are not going to put to to bed anytime soon. That's totally what Sucker Punch is doing next. They're making a sequel to that game. There's really no reason for them to hide it necessarily other than the fact that it's going to be further out. Like that game is probably not going to be, what, probably 2023 at the earliest I would say. Like absolute earliest. So that would be the only reason I can't see them announcing it right now. But again, if we're going off of how they acted last time around they might just show their hand and reveal a lot of things they've got coming up way down the road of why you should own a PlayStation 5 because we've got this game coming and it's the sequel to the game that you liked on the PlayStation 4. So yeah before I said there

were sequels we 1000% knew the four big ones a thousand percent happening Spider-Man God of War Horizon goes to Tsushima. A thousand percent we're getting sequels to all of those. Yeah I agree. So may as well just confirm it. Do some sort of trailer, tease it, get people excited, boom. It's not hard to show a sword in the ground with some wind and fireballs. Just pull a starfield or elder scrolls and just basically confirm it's a thing and that people don't even have to question whether or not it is anymore. Yeah. So my next one, this is really a pipe dream if we really want to boil it down. Metal Gear Solid and/or Snake appears in the showcase. Snake and Metal Gear Solid will be present in some capacity. - I don't know if I want that, if I'm being honest. - The only way I'd want that is if Bluepoint was, you know, if Metal Gear Solid won't be getting another remake. But I'm writing in the specificity of leaving room for disappointment, you know, Metal Gear Survive 2 or something. But Metal Gear Solid and/or Solid Snake appear in PlayStation Showcase. - Okay, I'll stick, that's actually a really good one for what I've got. So I have for my fifth one, a Konami IP of some sort appears in his PlayStation exclusive. - Oh. (laughs) - Because there's been so much talk for like two, two and a half years about how Konami like okay we want our games to still be a thing but we're not making them anymore. Like they've kind of hinted at this for a while now that they are partnering with other people to make their games. They just want to sell their IP out, like rent their IP out to developers. Almost like Disney does with Marvel games. Like, oh Insomniac you can make this and Crystal you can make that. Yeah they've really not made anything in house within the past few years. Like Silent Hill's been on hold, Metal Gear has since survived has done nothing, Castlevania is doing nothing. They've just got all these mega popular IPs sitting on a shelf and they've said that, I can't remember exactly what they've said, but there's been hints dropped that they've partnered with other studios and they're looking to give them to other companies. Sony obviously, I just think it's a good marriage for the two of them because Sony is a company that has been looking to work with parties and to look with second or third party companies in this capacity to make exclusive games where they can't outside of their... they can't afford to buy companies on a studio-by-studio basis like Xbox can. So it makes sense for Sony to go to these companies that they know want to do things in this sort of capacity like Konami has said they are looking to do, and be like, "Hey, okay, you're not touching Castlevania? How about you work with us and we'll do something there? Or how about we do X, Y, and Z?" I don't know. Silent Hill's the big one that's been rumored for a long time, but Castlevania's also possible as well. - And I think a lot of Konami IP are associated with PlayStation. Silent Hill and Metal Gear specifically, those just are almost synonymous with the PlayStation brand. Look at Astro Bot, where you were getting, there were Castlevania references and Metal Gear references with all the little robots. There is a strong relationship there, so I definitely could see them. I don't know, it's a weird thing though, because I don't know how it would, I don't know how it would work. - Like who would be making it? - Yeah, I don't know who would be making it. 'Cause I think Sony could snag the exclusivity, but I don't think an in-house Sony team is gonna be the one making it. But Konami itself also isn't gonna make it. So it'd be very much like a sort of Saint-Zaru situation where it's like, except that was different because Sucker Punch obviously owns the Sly IP, where it's like, hey, you wanna do it? - Sony owns the IP, but they own Sucker Punch, yeah. So like, yeah, Sucker Punch was the Sly studio, PlayStation owns Sly, they look for any of that sort of thing except the rights are a little bit more mishmash between different parties. Yeah. Like that. But I think Konami would be open to it, so. Yeah. I like it. I like it. I hope that's the case. Not just for Metal Gear in my prediction, but just... Silent Hills, everybody's freaking out about. Yeah. My final PlayStation prediction. Final Fantasy XVI gameplay and release date announced. This could be a release window, but a timeframe is associated with the new Final Fantasy XVI gameplay. - So you think they're going balls to the wall here? For the record, we already saw gameplay of XVI, didn't we? Like, it wasn't like, I don't know what it was. - What? - It was, I kinda showed it. - What I remember was that Final Fantasy, like, like, styling trailer. Like, I'm thinking like a chunk. - Okay. - Like a vertical slice. - So you're thinking they're going balls to the wall with Final Fantasy and then this rumored origin game that is a thing that is like the Dark Souls-y final game. - Oh, that action game? - Yeah, the action game. - Possibly. I think there's a lot of heat for Final Fantasy.

- That game 1,000% exists. That Final Fantasy origin game 1,000% exists. Too many people are saying it exists, that no things. So that's a-- I think 16 gets a little bit of time. And we already know it's a PS5 exclusive upfront, so it only really makes sense to show up at Sony Showcase. - Not to add this as a potential wrinkle to your predictions, but are they gonna go really balls to the wall with Final Fantasy and also show off part two of Remake in some capacity? - No, because of Integrate. I think no. If anything there's a tease at the end of integrate or intergrade whatever. Um. I hate writing that name. Imagine me typing that name. Anytime I have to write. Final Fantasy 7 remake integrate. Yeah I hate typing that. I mean. That's like on the short list of titles that I think of. Is it worse than Final Fantasy 1.5 plus 2.5 HD remix with the RE capital M. Kingdom Hearts is the worst by far. But anytime I have to write about - Classic, 2.8 prologue plus 0.2. - Just don't give me long titles and I'll like your video game probably. - Yeah, it's, I don't think they show off seven part two. I think Square would wanna save that for their own thing later. That definitely will get a lot of pomp and circumstance. But 16's gonna show up I think and get a substantial, now will it hit that date? No, but they're gonna put a date to it. - All righty, going on to Xbox and Bethesda. - Yeah, they're joined at the hip now. - They're joined together. When I was entering in the showcase times and stuff into my calendar, every year I have a color coordinated calendar to put it in so I can visually see who's going at what time and I had Microsoft and Bethesda calendars and now I guess they're one in the same. - They're both green, they're both green now. - They're both green now. Sony are Xbox/ Bethesda predictions all merged into one. I'll start it off, since you started off PlayStation. Maybe this is low-hanging fruit, maybe it's too soon. We'll find out. Halo Infinite Beta, today. That's the part I think is questionable. I say they drop it. Halo clearly was delayed, obviously, and is launching later this year is the current plan. They need to talk about the multiplayer. - Better be the only... (laughing) I don't think they can afford to delay it again. - Yeah, they need to show off the multiplayer. That is essential to a Halo game. And obviously with that becomes a beta. And I think that they just say the beta is today. It starts today in some capacity. Uh, okay, so normally I would have, we have pretty similar ones here, but I'll just do mine because I didn't come with the sixth to maybe swap out or whatever. Rookie mistake. Rookie mistake. Um, but I had Halo Infinite Multiplayer will be the thing they primarily highlight. Like that'll be probably the sole thing they show. Okay, I mean that's similar. And I think the alpha/beta date will be revealed, I think it'll be this summer, maybe like July/ August. I don't think it's today. I would love to play Halo in two weeks time, trust me. Trust me, trust me, trust me. But especially because of how they roll these things out, they usually don't do an open beta format. It's usually closed to some. I just said beta, it could be a closed beta. They could. It could be only to certain people or subscribers. I could see them saying sign ups are available now, but I think it would be very surprising for them to do a closed beta test and say it starts today when they've had no sign ups beforehand if that makes sense. - It could automatically go out to certain subscribers or people that are in that Halo club or whatever. - They have like the Halo Insider is what I think it's called, and they encourage people to sign up for that all the time, 'cause it's how they get beta testing for Master Chief collection any time they do that. So that would make sense if they did that. - I think that would be, we both are in agreement that Infinite is gonna be there and then the other players are gonna be there. - Yeah, and I wrote an article about this the other day, kind of like my own spin on it because they didn't really make it blatantly clear but if you look at the teaser image they revealed too, they revealed the Halo stuff in that is not like Master Chief or whatever it's like three or four, five nondescript Spartans all with like different armor sets which is... A.K.A. Multiplayer. Yeah to me that reads "Hey we're showing multiplayer." So and yeah they haven't yet they have to they've talked about multiplayer but they haven't shown it. I do think they should show campaign stuff though a little bit because especially if they have a better vertical slice ready to go that could win people back over compared to the one they showed off last year, but maybe multiplayer just kind of is able to do all of that for them. It's kind of to carry both because really it was the visuals that got chewed and if multiplayer looks good then you can assume. The campaign stuff they actually showed looked good, it was just the visuals people were mad about. But yeah Halo, the thing I wanted to bring up about this presentation is, I think they've said it's 90

minutes, which feels like a very short amount of time for the things they have to talk about I guess. It's gonna be packed. Because when you think about Bethesda now being rolled in, I don't know, maybe I can set something up here for you, but we know they're probably gonna show Starfield as well. And typically when Bethesda shows new games like what they did with Fallout 4 or Fallout they'd go very long about these new things that they've got. Like, "Hi, everybody, we're gonna talk to you "for the next 45 minutes about Fallout 4. "Here's everything that's in it." So for this whole presentation, it'd only be 90 minutes? Really? I don't know, man. I don't know how they're gonna squeeze all this in there. Phil walked in to Todd Howard's office and said, "You gotta tighten this up." All right, I'll take that. I'll take that T that you set up there. Starfield only gets a trailer. No gameplay. But what's in the trailer? Just cinematics? Just space, narration, the visuals. It is not... You do not see a HUD. You do not see gameplay. Like, they are not walking in the environment, like doing things. They're not playing the game. It is a trailer. is a cinematically styled trailer. - Okay. - Maybe in the vein of, the most recent trailer I can really think of from Bethesda is Fallout 76 with the Country Roads Take Me Home. So, and that showed gameplay environments and people running around, but from what I remember, that trailer was not, here's what 76 is actually like. So, Starfield trailer, no gameplay. - So I have no Starfield-- Really get the internet upset. - I was just saying, I have no Starfield predictions, so I'll chime in a response to this. I think that would be a bad choice. No one knows what the game is. You have to show people outside of purely just going space, like why they should be excited about it. So they gotta-- - I'm mostly making this prediction because the internet is so upset at Starfield, possibly being not till 22. - I don't know why they are. - Just get over it. - I don't think anyone's actually upset. I think the internet is just kind of latching onto every rumor that comes about nowadays. Some of them have said this year. Everyone thinks it's going to be the next great thing and I feel like they're putting a lot of stock in something they haven't seen. I don't know if anybody even thinks it's going to be the next great thing. I don't hear anybody hyping Starfield up like "I can't wait, it's going to be the best game ever." I think everybody is just like, kind of where I'm coming from for this, where it's like "that is one of the most interesting games out there for me right now because Bethesda Game Studios has not done another IP, another new IP in the last 15 years or so. So they have not done anything new since Fallout 3. That was 2007 or 2008 I believe. So it's close to 15 years. And Fallout wasn't even a new IP per se because they had reinvented what Fallout was. Yeah, it is their first wholly new IP in forever. So I think there, a lot of people are misconstruing that like the hype, kind of what you're saying, because I've seen more people say what you're saying, like people are way too excited about Starfield. I don't know if people are excited about Starfield, I think people just are excited about one of the most prominent... A new Bethesda IP. Yeah, one of the most prominent developers in the industry is finally breaking the mold that they've had for two decades at this point and is like, "Hey, we're going to do something new." And that's just... I mean, that's kind of the potential I feel with Naughty Dog. You know, really, I want them to branch out, they haven't made a new game since 2007. Same sort of thinking. It's just, when you get a studio with that much talent, and they've been making Elder Scrolls and Fallout and publishing Doom and Wolfenstein, it's like, let's shake it up a bit. Not that those games are bad or don't even have a future, but like, when you say new IP, that's exciting. That's even why Sony is touting these 25 games and over half of them are new IP. That's 13 games at least. You know, so that's really exciting to see, but I just, I'm kind of leaning into the other side of Starfield right now just kind of for the fun of it and say it's a trailer with no gameplay. So. Well see it for sure, they teased it in the image. So it's coming. It's coming. I'm excited, I'm very excited to see it. It'll be fun. Alright, I'm gonna do this one before you steal it. Alright. A new banjo game will finally be announced and it's being worked on by a second party company. So this is really the Sanzaru Games situation. I don't think it's being developed in-house but I think they're finally gonna be like "We gotta do it. The fans want it. He's in Smash. Somebody make this video game, who do we call? Sanzaru Games, what are you doing?" - They're bought by Facebook making VR games. - But I think they're gonna do that. Do I really think they're gonna do that? I don't know, probably not. But I have to, it's not a real Xbox prediction list from me for E3 unless I throw this one out there and start praying. - Well, I want you to know Banjo was not

on my list. So I would flip out if Banjo came back, But I didn't think it was prediction worthy, so I hope so. All right, bouncing off of that, in the vein of Banjo and Rare and old Rare games, Perfect Dark from, what is it, the Initiative. I think that's the studio name. Gameplay and release window announced. So they show off some gameplay. So no gameplay for Starfield, (laughs) but perfect dark it's gameplay. So perfect dark gameplay and a release window. - Didn't they also explicitly say that that game is really early on in development in like a blog last year? Like after they announced it? - I don't recall. - I can't remember. - Possibly, it could be, I mean, Phil has been to the studio and seen the game running. That doesn't mean it is in a presentable state. Obviously that's a part of his job. - Pretty sure he's played it. I think he said he's played it. - Yeah, so like there's, this game is in some fashion out there, whether it is quote unquote E3 ready or not. - I mean, Shuhei Yoshida had said that he was playing Ghost of Tsushima like four years before that game came out, I think, so. - Yeah, so, you know, who knows? But that's honestly one of the biggest Xbox exclusives that I personally am excited about. Because it's Xbox building a brand new studio from the ground up, investing a ton of money and time into that. And it seems to be a single player narrative driven game, which is my type of speed. - I'm somebody who missed the boat on Perfect Dark back in the day, so I can't, everything about the initiative excites me so much, like the idea of them establishing a new team and getting established AAA people there to run the studio and being the ones working on the game, like they have a really good team in place to make that game. It is just, I kind of wanted them to be like the naughty dog of Xbox where they're like, "All right guys, let's make something new." And instead they're like, "Hey, what if we did Perfect Dark?" And I'm like, "Eh, okay." I know Perfect Dark excites a lot of people, but it's just, I'm not one of those. - I'm just, I'm just so interested in the new IP, or not new IP, I'm sorry, the new studio side of things. It just, especially after Microsoft went on a shopping spree, it's kind of nice to think of them as also taking their billions of dollars investing that, you know, just a few millions of that into building a new studio, specifically for Xbox and PC. I think that's, my fingers are really crossed that they are producing great stuff, you know, there's a ton of potential and I hope it just pans out. - Yeah, you and me both. Okay. - Alright, what's your number three? Okay, the Xbox ones are the ones I'm least hyped about as far as my predictions that I came up with. We'll do this. Battlefield 6 shows up. So Battlefield 6 is getting revealed next week, I think on June 9th. Yes, it is a part of Summer Games Fest. So Battlefield 6 is going to show up and they are going to confirm way ahead of time that it's launching day in, day out on Game Pass. Oh, interesting. Or at least on the version of Game Pass where there's like crossover between them and EA Play. Maybe. Maybe they would just skirt their own audience. That seems kind of bizarre though. Bottom line, I think it's launching on Game Pass on day one. I think EA really, really wants to get back in the fold, hard with Battlefield. I think they know they screwed things up with 5. And I think they need to, I think they realize that they need to win people back over now more than ever before because modern warfare was such a big deal. Black Ops Cold War not so much, but Warzone's been huge. Between modern warfare and Warzone, like Call of Duty is like, somehow they're dominating more than ever before which is nuts because it's Call of Duty and it's been a juggernaut for the past 10 or 15 years. So I think EA realizes they really really need to get back in. They need to pull people away from Call of Duty and pull maligned Battlefield 5 players back in even though that game was not their favorite. So, I think a good way to do that is just be like, "Hey, just try it out if you got Game Pass." Yeah, that would be great. That would be a really good deal both for Xbox and EA. So hopefully that comes to fruition. So my next prediction, so I did come with six, so I'm kind of toying between my remaining three here. I'll do, I know one of them you're not going to predict, so that feels like a safe kind of back pocket one. I'm going to take Bethesda shows off Indiana Jones gameplay. Again, Starfield, nothing but Indiana Jones gameplay. Yeah, I forgot they're doing that. Actually, not really. I did remember when I was putting together my list, but it's kind of like one of those things to decide that you're like, "Not really. I don't know. It's not at the forefront of my mind." That teaser said to me, "Oh, this game's like 2024. Don't get excited," is how I interpreted that teaser. (laughs) Yeah, probably. But you know, I've joked that this will be the first Bethesda game I actually buy, even though this is Machine Games, it's not Bethesda Bethesda. Well, I guess now technically

it is, 'cause they own it all, it doesn't matter, it's a lot. They paid a lot of money for all this talent. But I am personally very excited for Indiana Jones, not because it could be an Uncharted-like game. I actually hope it's not really Uncharted Tomb Raider-y, even though that makes the most sense. I just, I'm excited for Indiana Jones to get a game, just like I'm excited for James Bond to get a game from IO Interactive. So, I'm hoping we see Indiana Jones and I'm hoping it's gameplay. - That would be cool. I would be down for that, sure. Show me why I should be excited about an Indiana Jones game. That trailer really, I think I kinda needed to be like one over by what they're doing with that game first. Before I let my excitement get too ahead of me. So. Okay. - You're number four, sir. - One of my predictions is like really terrible and I wish I would have come up with another one. But I tried to get like, I tried to really hone in on some. I'll do that one last. Let's stick with Machine Games. Mecha Hitler time, baby. Wolfenstein 3's announced. I think they're just gonna show a logo and that's it though. I don't think we're getting anything else. So I think. - Okay, I see that. like one of those quick world exclusive and then they'll play purely CGI trailer bam Wolfenstein 3 BJ Blazkowicz voiceover or something it's coming mecha hitler yeah that's all we know they're working on it so i did remember when they made a co-op Wolfenstein game but you know i thought that game was like not that bad and i like really every everybody hated it and i didn't like it wasn't that it wasn't that bad like it wasn't amazing even i played i played maybe a third of of it with my dad. That was interesting. - That's alright, that's alright, okay. Fine, some balance problems for sure though. - Alright, I'm gonna take my more exciting prediction here for my last Xbox One. I wanted to say Microsoft announces another studio purchase, but that felt too predictable to me. - That's sadly something they do every two or three months now, somehow. Yeah, it just felt a little too obvious to the degree that we just spent \$7 billion, maybe we can't buy a studio right now. So that's kinda where I was at. So instead, Microsoft announces an exclusive from a prominent Japanese developer. Whether that is Kojima Productions, like a lot of people are speculating, or just something big, They could be an exclusive from Capcom or Konami or someone else that I'm totally miss Square. - I heard Platinum Games has got a really good idea for a game that involves a dragon. Maybe that. - Yeah, same sort of thing, you know? Man, scalebound. But they announce an exclusive from a prominent Japanese developer. I think you get that, you put that on Game Pass, That could really possibly help in Japan. - Hey, PSO2 on Xbox has been doing pretty well, somewhat well. About as good as a 10-year-old MMORPG could do. Modern. - So that's my final Xbox prediction. They are leaning into exclusives and getting those on Game Pass. I think they're gonna try and get some Japanese games on. - That'd be good. I would like them. I'm curious, like, Kojima's like the big, well, I think we can say this 'cause we passed the PlayStation and Xbox stuff, that's the only place he'd appear. I'm wondering if we see that man pretty soon. Seems... He's working on something. That man also showed with Death Stranding he likes to show you what he's doing so he can create some fancy-pants trailers for four years and... Make an 11 minute trailer and then a few months later another six minute one and they perfectly overlap in time together. I think Death Stranding was an instance where that dude created just a walking simulator purely so he could then create trailers surrounding it. Like the trailers were the things he liked to make more than the game itself. Yeah. And Death Stranding good game. Death Stranding? Not being derivative about it being a walking simulator. 2019 game of the year? It is kind of literally a walking simulator. It's so good. Uh, Code Demon Shrine would be cool. Anyway, Psychonauts 2 release date announced and I will get very specific. I've circled August 20th on the calendar. why august 20th just yeah i just you know just seemed like a good date to me okay it's not a shadow drop like everyone no that's not happening anymore i don't think i really states a foregone conclusion that we get it thousand percent like that's take that to the bank but uh i'll go with august 20th on the date okie dokie smoky excited for that psychonauts too I need to, I've told you this before, I never played Psychonauts 1, I didn't have an Xbox. - It's on Game Pass. - But um-- - It's on Game Pass, sir. - Well it is on Game Pass, but I remember Psychonauts fondly because it was on G4 TV and like this cheat show that they had, and they were talking about, I was like, "That game seems cool!" But I couldn't play it. So I've always wanted to play Psychonauts, I just haven't gotten to it yet. - Well if you play Psychonauts, then you can play

the VR game for PlayStation VR as well, which is like a one point-- - VR? What is it, the Rhombus of Ruin? - It's like a 1.5, it happens before the events of Psycho Nauts 2. It's actually pretty good too, I liked it. So. - Yeah, it's another game that I've just always wanted to, I never have. And now I technically have, I think I actually bought it or it was with Games with Gold at one point. So like I air quotes own it outside of Game Pass, I believe. Like I could do it, but I just, I've never sat down with it. I do need to show my series X some love. so maybe I'll get to that. - I think I'm gonna replay it before the second one comes out. So maybe we should do it together. I mean, if it's out later this summer, what else have we got to play besides three more Paper Mario games? - Nothing really, really. In a Mario Golf game and Skyward Sword. - Don't play Skyward Sword. All right. - It's a good game. Skyward Sword's very good. All right, Nintendo, always my favorite every year. No matter how much they hurt me, disappoint me, There's just something about Nintendo that always gets me so excited to predict what they're gonna do Disappointment sometimes disappointment. Yes. So how about you kick off Nintendo? Our five predictions here. What do you got? switch pros not appearing at e3 and At least not as a reveal Okay, I was gonna say that yeah here do you think it's gonna be well Do you think we're gonna see it before I think we could see it tomorrow the day we're recording this. - I agree. - I think we could see it tomorrow. - Yes, I, for the record, tomorrow is June 3rd. - There's multiple rumors and leaks about it tomorrow, and then we saw that, heard that thing yesterday that some retail store has in their system pre-orders scheduled to go live Friday, I think. Yeah, the fourth, which is Friday. I think we see it tomorrow, and then I think it's all software during E3 talking about why the Switch Pro is like a good thing. - I agree. - So. - I wholly agree. When they, so today, the day we recorded June 2nd, Nintendo announced their direct date, June 15th, noon Eastern Standard Time. And they said their direct was exclusively software. And to me that said, hardware is being revealed before E3 so that they can control the conversation going into E3, everyone's hyped on new Switch, 'cause Switch is the hotness. And then they're gonna go into E3, hopefully with a bunch of really good and cool games that can show off, hey, maybe this is why you wanna upgrade or you wanna buy the Switch Pro. But if not, all of these games still run on the Switch and are Switch Lite. So I think they're gonna do that kinda combo. - Yeah, I mean, if they've got a Switch Pro plan to come out later this year, like people are starting to say, like they're getting to the point where they're gonna wanna show their software running on that thing as well. You don't want to show gameplay that was captured on, like it was the same thing with the PS, like with Horizon Zero Dawn last week, like Forbidden West during that state of play, they showed off the game running totally on PS5. Like they're not going to show it on PS, base PS4 running or something like that. That's Digital Founders job. Like it's getting to the point where if Nintendo has a Switch Pro or Super Switch, we need to start calling it the Super Switch. I've been getting on people lately to stop using Switch Pro terminology 'cause that's garbage terminology. I just hate it. I was never a fan of-- - I don't disagree with you. - PS4 Pro, bad name. Let's go Super Switch, folks. Let's get Super Switch out there into the ether. - I mean, the current standing is it's called New Nintendo Switch Pro. - That was a debunked list and I'm pretty sure on Amazon. But yes. they scrubbed it or something it was like I mean I a super switch would be a great callback to the super but it almost makes it sound like a next-gen console I think is why they wouldn't cuz super was the designation when they made a generational jump so they probably won't call it super switch but it'll probably be new Nintendo switch probably pro probably never used the word pro PlayStation is the only company right the pro on this console side yes they the Switch Pro controller. - No, well, yeah. One could argue that that's almost a little bit confusing then, if they did call a Switch Pro. - Yeah, I don't know. - Like, oh, is this the Pro Controller? Is this the controller that comes with the Switch Pro? No, they're just-- - Or does it only work with the Switch Pro? - I can't see them calling it Switch Pro. I don't know why that became the name of the stock, but. - 'Cause everything is Pro or Plus or Premium or whatever. So. - All right, I'm gonna take low-hanging fruit up front, 'cause I'm worried you might snatch it. Breath of the Wild sequel has shown off. That's it. - All right. - Oh, well, I do, I'll spice it up a bit more. No date. - Okay, that's-- - No date. - That's literally my exact prediction, I didn't come with a six, so sorry, I'll just throw that out there now. Here's my next one. Breath of the Wild 2 will be

shown. There's gonna be no release window given at all. They're not gonna say a date-- - I like how we're thinking the same though. I do genuinely like that we're thinking the same way with this game. - Yeah, they're gonna be like, "Hey, here it is. "We told you it would finally show more of it. "Here it is. "I hope you're just happy seeing a little bit of it." (laughing) There it is. I think the things they will show, I think they'll give us a name too. 'Cause I don't think it's gonna be Breath of the Wild 2. I think it's gonna be Legends-- - It will have a subtitle. - It will have a different subtitle. Nice, so I think-- - That's why I always call it Breath of the Wild sequel instead of Breath of the Wild 2. - Well, if you look at SEO and Google Trends, Breath of the Wild 2. - I'm not an SEO boy. My job does not depend on this. - Yeah, I think we see, it's like that's, sorry I didn't come with another one to swap out for that. But no, that's my exact prediction is they'll show it, they'll finally talk about it, they'll be like, hey, here it is. - We were bound to have crossroads so far. - Let's see it some other time. - It'll be great. I would love it though, for the kicks and giggles, if they did the same thing they did with the last direct, where Ananuma shows up, goes, "I know you want to see more of Breath of the Wild sequel." - Give people a second kick to the balls. - "We will show you more at a later date. Here is Skyward Sword." - Isn't that how they finally, isn't that what they did with original Breath of the Wild? They did the gameplay reveal at Game Awards, remember that? And they're like, "Here it is, we're gonna finally show it to you." - They did. - And it's running on a small TV in front of us. It was an off-screen demo with Miyamoto and Hanayama. I think they'll do something similar to what they'll show off gameplay, but they're not gonna like commit to anything else. They'll show off gameplay and they'll be like, "Hey, it's gonna run great on Super Switch, so make sure you get it." Take that away from you. I'm excited for that. I guess technically back to you, since that was mine. Yeah, no, back to me. It's totally fine. I'll um, this is a, I call this a Logan Moore style prediction. Doug Bowser and Bowser the Koopa King appear on screen together. Bowser and Bowser will be united on screen at the same time. - Well that's already happened, so they're coming back together is what you're saying. - Yes, like they're gonna keep leaning into this, it's just too easy not to do it. - I don't know why Bowser's there, I have no idea what he's promoting, but Bowser and Bowser are gonna be together. - Okay, I hope they keep doing it, they should keep playing that bit up, do it. Lean into it more. - Yeah, I think that's just super fun. - Okay, that is very much a Logan Moore style prediction, predicting something about the stream itself rather than what is announced. Well, I really only got two more left since one of mine is actually already taken 'cause you even wrote it down on your end. I'll do mine here. We'll go a three-parter. Oh my gosh. Part one, uh, new Smash reveal. But they're going to reveal two Smash characters. So both characters? Both characters. Part one. Part two. One is Waluigi. Finally. Part three, the other's Master Chief. It's gonna happen. I'm speaking in into existence. I spoke Banjo into existence. I will now speak John Spartan appearing in Smash into existence. Oh my gosh. You had me up until Chief. There we go. I think it's finally gonna happen. Cause the last fighter has to be Goku. I think they're, if I was gonna make a more, not that I don't think any of those things could happen, but I think they will also confirm part 4, which I didn't write down, I think they're gonna confirm Fighters Pass 3 is coming as well. Cause you and I talked about that the other day and I just don't think it makes any sense for them to necessarily stop charging people 25 to 30 dollars for these new character packs because that's like half the it's like half the cost of the game and so they can continue doing this and i know the memes are out there with even Sakurai being like oh i'll never get time get to stop working like it's surely got to be less development struggle for him to just work on creating characters and maps and stages compared to, you know, creating a whole other video game. Video game. And like how do you go up from Ultimate? Yeah. The next Smash game would just be everyone again. And the fact that they're going to bring out Super Switch at some point, like that game's just going to keep living on in perpetuity. It'll be the new Mario Kart 8. There's no reason for them- Like, Ultimate will just live forever. live forever. There's no need for them to continue doing anything but supporting that game well into the future especially because the Switch life cycle doesn't seem like something that's going to be ending anytime soon so just keep supporting Smash in perpetuity with new DLC. Yeah I like that idea. I actually I had zero Smash predictions. It's kind of a gimme I mean I feel like that's the one thing

we can really check that will be there a thousand percent certain. Yeah. - Mm-hmm. - So. - It's probably pretty safe. Speaking of Mario Kart, Mario Kart 9 is announced. Holiday 2021. - No way, that game still, 8 still sells too well. It doesn't make any sense. - My logic, 8 sells well for two reasons. Three reasons. It's the only real Mario Kart game on Switch. It is bundled with practically every Switch. - Ah, some of it, yeah. - Like, it's a very popular bundle. I forget the third reason. - You think people will double dip? I'm gonna guess that's your reason. - That was it. People will double dip, and if it's holiday 2021, so the Switch, Super Switch, trying to will it into existence for you, Super Switch is rumored for like a September-ish release. If you announce Mario Kart 9 holiday, and let's say they throw it in, it's a bundle with the Super Switch, or the Switch Lite, like they just, they incentivize you to get, people will double dip. Mario Kart 8 sells well, but there's, by the time this holiday, there will be 100 million Switches out there. you can't like Mario Kart 8 is reaching its plateau at some point like it's close Mario Kart 8 is like Nintendo's Grand Theft Auto is why I don't think they're gonna do it like you don't see Grand Theft Auto 6 coming out anytime soon and instead what you see again they're releasing first of all they're releasing GTA 5 that's exactly my point and I think that Mario Kart 8 is Nintendo's Grand Theft Auto they just see no reason to do it possibly So I just think I personally think they could get Mario Kart Wii was one of the best selling games of all time not too long ago. And that's because the Wii was everywhere and the Switch is everywhere and I get Mario Kart 8 is still selling well, but I think you could get everyone to double dip. The attach rate on Switch in general is incredibly high. There's just super - It's a super solid connection there with the audience. And a ton of casual gamers are buying the Switch, and I think they would buy another Mario Kart game. And it's not like Mario Kart 8 goes away. Say, you know, then retailers may be selling Mario Kart 8 cheaper, Nintendo won't, but you know. And then, you know, people are still buying Mario Kart 8 or they buy Mario Kart 9. - Yeah, I mean, people would double dip. Like, most people, I don't know about most, - And also-- - They would sell a lot of copies of it. - I would double dip. - Yeah. Yeah, and I mean not that this is indicative of like, oh, it's been so long, you have to make a new game. Like they can sell Mario Kart 8 'til the day I die. But Mario Kart 8 came out in 2014. - Yeah, it's a pretty old game. - Like it's been a long time since a new Mario Kart game, not counting Tour on phones and then Home Circuit Live, their AR game for Switch, which is kind of why it was the only real Mario Kart game on Switch. Like, they're still playing around with it, but give us a new Mario Kart. I just think it would sell incredibly well and it would be a good, quick surprise and be a great holiday game. It would dominate Christmas. - Yeah, all I have to-- - 'Cause Switches are out there. Switches are gonna be hot this Christmas. And whether that's a Super Switch, a Lite, or a regular Switch, every Switch under a Christmas tree is gonna get a Mario Kart game. And if there's a new one out, it's gonna be Mario Kart 9. - All I will say about Mario Kart 9 is that just bring back the soundtrack team from 8, and I'll be happy. (laughing) Fine, you can do anything. - Give me that big blue saxophone. - Literally anything else you want with that game, just please bring back that soundtrack team and do something in that style again. I don't know how you'd make that super fresh because they, you know, did re-recording. - They already did perfect. Well they did like re-recordings for all the old ones too in that style so I guess doing that same style again when you know like you're gonna have your Rainbow Roads showing up again. I don't know how you re-do those in a new game. Mario Kart Ultimate. It's every... everyone is here! Sure! Honestly something like that could work. Every track is here. What if... this is pipe dreaming now but what if they did what the Master Chief Collection where you could push a button and it changes the graphics to the original graphics of each game. Considering how good 8 looks, I don't think I need to shift back to the old ones, if I'm being honest. 8 looks so good. 8's one of the best looking games ever. No, but you know, like 64? I know, but you know, people have nostalgia for 64 and DS and all that stuff. I think it could be fun. That's just a crazy pipe dream feature, but I think there are more pros for for a new Mario Kart game than just letting eight keep going and eventually hit a plateau. Like 100 million more copies of Mario Kart is better than another 15 million or 25. - They sold 100 million, but they've sold like what, 40 or something? - Well, I'm thinking-- - 30 or 40, I think million. - Sorry, I'm just-- - I get what you're saying. - I'm just thinking switch. - The potential consumers to buy it. - There's more potential.

- Yeah, I get what you're saying. All right. - What do you got? - I'll steal something you which i'm sure is bound to show up um oh no i should have said this should have don't do it a new metroid game is announced i'll just go oh no you just go that straightforward a new metroid game is announced and part two nintendo will comment on the development of metroid prime 4 but they'll do nothing else related to it they'll just be like yeah it's it's still a thing don't worry it's coming sometime. Ignore that whole situation. All right, well, hand in hand, similar-ish in an alternate universe to your Breath of the Wild pick, my Metroid themed prediction, new Metroid games do not make an appearance in the direct. You're making these predictions to protect yourself this time around, I see. I just, they, what's a Metroid? They don't know. Why can't metroid crawl we heard this is a 30th anniversary of some franchise we have I never heard I have one is this year the 30th or 35th 35th it's the same as Zelda yeah so it's 35 with Zelda and then Donkey Kong I believe is 40s yeah that's old ain't it so I don't think Metroid shows up I would love it but I think they got it I just got a comment I've jaded at this point they have to say I said no something about it same way they did a couple months ago is Zelda where they were like hey you might probably want to hear about breath of wild - don't you too bad suckers they got to do so breath of wild - we've already seen more of them we've seen a metric I don't know it's a pretty fancy PNG we saw seven years ago or whenever that was was that I just I was ago now Oh my goodness, it was four years ago. I want to say though, my prediction specifically says new Metroid games. So you're saying if they remake Metroid 2 for the 50th time then it doesn't count? I was going to say if they announce the Prime Trilogy for Switch, that would... Rumors are that there's another 2D one, so that's like the hot thing. I would love, you know me, I would love it. But I'm just, I'm jade at this point. I don't believe in Metroid anymore. I would love for your prediction to be right. I really, really, really, really, really want it. - I don't know what else they have coming out this year. I feel like they have to acknowledge the 35th anniversary of Metroid in some way, 'cause they haven't yet. I feel like a good way to do that would be to package it all in one big thing where they're like, oh, as you may know, this is the 30th anniversary of not just Zelda, but also Metroid this year. And to that end, I just gestured to the camera. - Baba da ba ba. - To that end, here's a new game. Also Metroid Prime 4, where you want it, blah, blah, blah, blah, blah. Like I think that makes, but you're right, it makes too much sense on paper to where it won't happen. (laughing) - Like what, acknowledge our franchise's anniversary? Whoo, what? - I do think if they've got anything else, like can you think of anything else? This is a whole deeper discussion though, but what do they have this fall if not something like that coming out of left field? - Well, so their direct, or I'm sorry, their direct announcement today was all software and most of it coming out in 2021. So I just think we don't know. They kind of stealth, not stealth, they did honestly the Nintendo thing lately, the Bethesda thing as well. They just announced the Mario Super Golf Tour, I forget what it's called, you know a few months ago and it's coming out as they have been there and those recently they did the same thing with was a little in a few years ago paper mario's another good one yet like that this is definitely their thing so they've got some stuff coming this fall i guess i'm just saying like what is it mario kart nine we'll see right is it my last one is yours how my alam terrible but it's not terrible it's all - No, we'll count the Metroids kinda together like we did with Breath of the Wild. So I'll pull out my sixth one, which is the GameCube makes an appearance. An appearance, this is not a virtual console. This is not specific. The GameCube is mentioned or appears in some capacity. Why? Because it's the 20th anniversary of the GameCube. - They got too many anniversaries going. They can't acknowledge all of them. - They, it's insane. But you know what, I love my little cube. I have two of them, I would love more. I say it shows up in some capacity. Remember when they did the Switch announcement, like they revealed the Switch and they're like, look at how all of our consoles' legacies like belt to the Switch. It's like the NES had two controllers and the blah blah blah blah. And the only thing they pulled from the GameCube was the fact it had a handle making it portable. - Revolutionary. I just, I think they'll acknowledge the GameCube in some way, I think that'd be fun. - Okay. - All right, your last one, which you say, quote unquote, is terrible. - Well, it's not terrible, it's just something you and I talked about off camera before this. And I have said very boisterously and loudly, like, 100%, 100,000%, it's being out of three time, folks. Like, we will

see that game. I, there's no doubt in my mind that this is the time. just feels right. This is the time. Platinum's been saying for like 18 months now like, "Yeah, you guys, we're gonna show you some better than that 3 stuff soon." They've been saying this since January of last year and then COVID kind of like ruined everything. It just, based on when that game was shown, how long it has been since we've seen everything, the fact that Platinum keeps telling people like, "Yeah, don't worry, don't worry, we know you want to see it, we're going to show it soon, don't worry it's coming, it's coming, just be patient. Like, I just think it has to show up. Like it, they've been very clear that it's still in development, that it's still coming, Platinum has really nothing else going on on their plate right now, actually that's not true, they have a lot going on. But it's like, the biggest thing they're working on right now is this game, and I think it totally, this just feels right, I feel it, it's a gut feeling thing that we see this game actually show up. So Bayonetta 3. People will finally not scream after the direct "Well where's Bayonetta 3?" like they do at the end of every other one. It's always the three horsemen of Nintendo Directs are... it's slowly become the four horsemen. It's Metroid Prime 4, Breath of the Wild 2, Bayonetta 3, and Silksongs coming up pretty often nowadays too. Those are always the four that everybody's like "Where is it, Nintendo?" Mother 3 but we can't really count that because that's like a borderline meme. I love, speaking of Mother 3, I love the idea that Reggie like has an official card. English card of it. Yeah, I just love, I love the idea that Reggie has one of those. My final prediction was rumored a few weeks ago. Oh, I know what this is. Yeah. And I'm, I bought it and I'm a whole hog, just ready to, I want this. - I want this too. - So bad, I believe it. This is where Nintendo rumors get me. They come out with this stuff and I buy in and then it's not gonna be a thing and I'm gonna be crushed. - It's Star Fox Racing all over again. - It kinda is in a weird way, except sounds way better than just Star Fox Racing. 3D Donkey Kong Returns. There was a rumor that the Odyssey team, aka Nintendo's like primo Mario team, is making a 3D Donkey Kong game. And that sounds absolutely perfect. This is one of those things that I like want to believe, but the only 3D Donkey Kong we've ever- It's almost- it's too good to be true. The only 3D Donkey Kong we've had has just been 64, right? Or am I forgetting something? Um, yeah. And that was rare. 64, that was rare. - So it would be like a totally whole new venture for them to make a 3D Donkey Kong platformer when they've really never done that before. - Yeah, the GameCube only had Jungle Beat and the Congo, like the Bongo rhythm games. So there was no 3D there. The Wii had Jungle Beat again, no game, and then the Wii U just, or and then, you know, Returns and stuff, and then Wii U was Tropical Freeze and Switch is Tropical Freeze. So, I just love this rumor so much. I bought in, I want it, let's make it happen. I'm willing this one into existence. Donkey Kong in 3D returning. - Yeah, this is the one I wanna believe because Odyssey is like one of my favorite games of the past five years and the idea of a new Donkey Kong game sounds really, really cool. They could do some awesome stuff with Donkey Kong as the central platform or character but I don't wanna get too excited. - Fingers crossed. - Yeah, well, I'm all in, so. This means I'm gonna get my heart broken. - Yeah, like we always do, with Banjo and all kinds of other things. - Well, that wraps it up. E3 sounds like it's gonna be kinda stretched out over the month of June, unless Sony announces something sooner here, but currently the latest event is Tuesday the 15th Nintendo's direct. I'm excited. I'm so pumped. It feels like a proper E3 after last year going on forever. I'm stoked to just have a more tightly focused week celebrating video games and new projects and stuff. Yeah, I don't know. There's still so many questions that I have about everything that's going on. Like, is Jeff Keighley's Summer please watch my sponsored Doritos Stream like is that actually gonna have good things worth tuning in for? How is e3 there? It's weird how many questions I have though like how is e3 actually working like e3? I know to a lot of people at home has always just been like, you know Oh, I just watched the conferences and that's it. But like I'm on the media side of this as a business. I don't understand how any of this works I don't know like I signed up for presses E3 press the other day and like I don't even know what that means. I don't know what's going on Yeah, so many questions. PlayStation still hasn't announced their thing, obviously, like we talked about. I don't even know if they will. Maybe they'll go in July instead. Early July seems pretty empty. Late July is EA's thing, but EA's also doing Battlefield soon, so... It's interesting, but it does feel more tight, at least close

together than it definitely was last year. It's gonna be an exciting time, - It's been my hope and I'm really looking forward to E3 as always and part of that is the prediction. So thank you for doing this with me. We've done this before in the past so it's not new to us but it is a time-honored tradition for the two of us. - It's just new on this podcast feed. - It is. So thank you so much for joining me, Logan. I think that'll wrap it up. We've been going pretty long here. Every week I'm like, ah, there's no way we can go longer than the last one and then somehow I do. So thank you so much. Why don't you plug away, my friend? Tell the people where they can find you and your work. - Yeah, I mean, these days you can find me over on Twitter @moreman12. That's where I've always been. If you've heard me on Maxis shows before, still there. I'm not verified now. They turned me down on that one. I'm actually really glad they did 'cause as soon as I kind of applied for that, I was like, I kinda hope I don't get this. If you like it, I don't know. So I'm still unverified over there. have have fun following me where else no comic book calm you can follow me over there to follow all of our e3 coverage again I don't know what to expect on that front because I'm still so confused with how this is all going down in some senses but yeah I will be there you can follow that and then I guess I'll be reviewing ratchet and clank the new one whenever that comes out whenever this publishes. Well the game the game comes out uh June 11th. So I'll be our it's next Friday. I'll be our reviewer on that one so look forward to that I guess. Okay cool and then for myself you can find my writing over at maxfrequency.net we've got quite a few shows now. This show the Max Frequency podcast Logan and new seasonal podcast Chapter Select, so go check that out. Season one is just started with Paper Mario. The second episode is launching here on June 16th, middle of June, and that is going to focus on Paper Mario the Origami King, so look forward to that. If you'd like to learn about the history of Naughty Dog during the PS4 era, you can check out Chasing the Stick. You can read that history over at maxfrequency.net or listen to it as an audiobook podcast, just search chapter select wherever you listen to podcasts. You can follow me on Twitter @MaxRoberts143. I'm very active over there, and you'll definitely see some E3 tweets while that's going on over the next couple of weeks. I think that's it, so thank you all for listening, and we'll catch you next time.