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Hello everybody and welcome to the max frequency podcast episode 11 I'm your host max Roberts, and I want to jump right into it my guest this time is Phil Summers And if you're you're not who you're like who's Phil Summers Phil Summers is the guy behind the hand-drawn game guides he's done Contra Ninja Gaiden, and then he did the Legend of Zelda and Now he is doing Metroid these beautiful as you could guess from the name hand-drawn video game guides that are unofficial and unauthorized and He was he's gracious enough to take time have his evening to talk to me and so Phil welcome to show hello Thank you for having me on of course. Thank you again so much. I want to say yeah, no problem right off the top I am a backer I got it. I was actually on my way back from the office and pulled over in my apartment complex parking lot and just hit the button right there. Wow. Well, thank you. Yes. I'm at the three book bundle. I wanted a... Okay, cool. I thought the Zelda hardcover and the fold out maps, I kind of actually had the idea to frame them and stuff. But... Oh, wow. I guess just dive right into... You launched this Kickstarter on, I don't even remember, the 5th, right? August 5th? Uh, I was at 6 last Friday. 6, last Friday. A goal of \$20,000. Yes. You met it in two minutes. Yes. It's currently sitting at just shy of \$200,000. It's not even been a week yet. How does that make you feel? I don't know yet. I feel like it hasn't hit me yet. I don't know. It's very surreal. That's the way I keep describing it. It doesn't feel real yet. I guess I'm also still living in fear that this thing's going to be cancelled. So I have that constantly lurking over me, but it's crazy. I mean I would never have expected it for sure. Well, when you say cancel, do you just fear that the mighty hammer of Nintendo is gonna come down? Oh yeah, or any of them. Konami, Cap- or not Capcom, Tecmo. You know, it could be any. But we'll see. They haven't gotten me yet, and I feel like when they strike, they strike early. I feel like you would have heard from them by now. I would like to think so, yeah. I'm sure. So, I guess I played it right. That's why I said "unofficial" and "unauthorized" probably like 500 times throughout the video and the actual campaign text. Yeah. I actually, so I was looking at my game guides, well, when I was moving and stuff, and a buddy of mine gave me like a small little collection of some Metal Gear Solid stuff and he had two guides from Metal Gear Solid 1 and one was the official sanctioned, I think from Brady Games. Yeah, the white cover. Yeah, and then the other one was the unofficial and unauthorized and it's kind of cool to see it brought back in a way this because game guides, if any that are really produced these days are all officially sanctioned and are in hard cover typically in and these big collectors, it's kind of gone into that direction, and it's kind of nice to see unofficial and unauthorized ones come back, in a way. - Yeah, no, I mean, well, I would never expect it to be here, as far as just like, here I am making these strategy guides, but no, and I think people kind of like that indie approach to it, you know? - Mm-hmm. So how did, let me, so let's look, I'm gonna go back. I have the dates written down here. So Contra, if my creeping through like Instagram to find the dates and stuff, Contra was like April 2018 around there. And then Ninja Gaiden or Gaiden, depending on, I suppose when you grew up and if you played the games, was February 2019. And then the Zelda Guide was last June 2020. And then now we have Metroid, which based off the Kickstarter sounds like a goal of February 22. - Yes. Yeah, so Ninja Gaiden actually, so there's two dates for Ninja Gaiden, came out in December of 2018. I got that and Contra together the same year, but I had a very, very small print run of it in February. - So it's like a guide a year, but you've gone up as far as, correct me if I'm wrong, but

like the scope of the games. Not so much the guide production, but the actual, the games themselves. Complexity, maps, I can only imagine the Metroid map. Yeah, uh, yeah, I mean and that's, like Contra, I picked, I chose Contra on purpose. I mean, aside from the fact that I absolutely love Contra, it's probably one of my favorite NES games, um, it's so short. It's only like, you know, eight stages, they're not very long you know you can get through the game in like 20 minutes if you're good at it so it just felt like the perfect thing to kind of just try out and see how I mean really the idea wasn't even so much like I want to make more of these it was just like I would just like to try it once and I'm just gonna pick a short game because I know I could get through a short game that was kind of the approach and then yeah they got bigger and bigger from there as I as I got better at it, I guess. - Yeah, almost like you were, I don't know if this is the right way to say it, but building confidence to a certain degree to tackle bigger, more complicated games, bigger projects, you know? - Right, and it's a challenge. I need to challenge myself each time. I feel like, especially now, I feel like they all need to have, they all need to have some kind of specific angle that kind of makes them unique. So, like, for Zelda, what was the angle from your perspective? So Zelda's like the storybook. Just how it looks like you're reading a story when you're between the maps, right? That was, that's what was different there. With Ninja Gaiden it was pretty straightforward, like Contra, but I added in, and it's, you you know it's a minor feature but i wanted to you know ninja guidance cinematic so i thought how can i link to these cutscenes especially as i played the game the story is like i mean i love the story 'cause it's because i love ninja guidance it's not great you don't really things are just kinda happening uh... because it was worth you know there was a much they could work with maybe the localization wasn't great uh... it could be any of those things so i thought will be cool if i could like kind of flesh out what's happening in these cut scenes and that's when I started doing it and that's when I came up with the journal entries idea. And then I also from there I thought it would be awesome if I wrote this from Ryu's perspective maybe it's just like this little diary he kept on himself during his adventure. So yeah they all kind of have a different spin and Metroids is kind of like a comic book. When you open it up, I've been hiding a lot of the comic book stuff, but when you open it up it's kind of like you're You're reading a comic. I get that vibe from some of the art that you have presented. I'm looking at it now, but I do remember when you showed this image off before of the Screw Attack. It does have a comic book vibe to it. How did comic book and Metroid link together for you? I just felt like that was something unique I could do. It wasn't. There was no like, "Metroids, like a comic." I was actually, I had the idea, because I would love to do like Double Dragon 2 one day maybe. And when I was thinking of Double Dragon 2, because it has like the comic book kind of cut scenes, I thought it'd be awesome if I made Double Dragon 2 in like a comic book. And then who knows if I'll ever make Double Dragon 2. So I kind of still liked that idea and I just kind of applied it to Metroid. Yeah. So these stretch goals, which kind of ties into just absolutely crushing the \$20,000 goal. I mean, you know, the Kickstarter launches, you've got the whole plan. I don't even—my apologies to the listener. I don't even think I've really explained, like, the Kickstarter too well. It's these guides, but they're hardcover books this time around instead of being printed, you know, like a paperback book. They're these— Mm-hmm. I've missed it. What's the size? Is there like a dimension like with an eye? I didn't put the size on there, but they're going to be about the same size as the um, as the paperback, which is like five and a half by eight and a quarter because that's the size of the notebooks. So there's a size of the notebook. Yeah. Yup. And there are, so there are these, these beautiful books, um, but hardcover this time, which seems really exciting and stuff. And you had some stretch goals that tie into that hardcover aesthetic you know 25k was the gold foil and then custom leaf illustration, Zelda second quest map, gold gilded edges, and then the embossed cover. So two minutes for 20,000 and I think it took between an hour and two to get through 60. Yeah. Did you not? Yeah. - Yeah. - Did not expect that. Didn't expect that problem. (laughing) - And I remember when we were talking, you were on vacation when this had launched. I think actually you and your publisher was at Dream Prison Press. Both of you were on vacation when this, like, how did you, how did that go? I mean, obviously you didn't expect it, but. - I mean, of course it was weird because, (laughing) So we knew that was going to happen, but I really

wanted to get, I really wanted to have it on Metroid's 35th anniversary. That was like super important to me to hit that date. So we had everything pretty much buttoned up before we left. So throughout the week, you know, I tried to drum up interest and I would email some people and whatnot. But really all I had to do was just hit the button on Friday because everything was together. So yeah, I hit the button and it was just, you know, it was kind of weird. My family was around, like some of them, some of them were out. And you know, I talked to David from Dream Prism and you know, we were just like, "Holy crap, I can't believe this is happening." So it was really strange. And I kind of watched it in disbelief. I kind of didn't know how to like respond to it. you know, my plan was I was immediately gonna get on there and start handling comments and questions and all that kind of stuff. But I don't know, I just found myself like not able to do anything. I was just like, this is so crazy. Like I don't even know how to like respond. So thankfully David, David the professional was on there and he was handling all sorts of questions and comments and that was a very big help because I was just kind of, I guess I was just kind of floored and I didn't really know what to do. - I mean, I was floored for you. I knew, based off of, I think, the demand that I've seen for the Zelda guide in the past year, because you've done at least one other batch of them. I feel like you've done maybe two or three, correct me if I'm wrong. I've done, I think, four batches of Zelda. Yeah. Yeah, I did 100, I did 200, then I was able to do 500, and then I did 1200 Zeldas at the end of the last year. So I shipped about 2000 Zelda books all of last year. S; Holy smokes. J; Yeah, which is kind of crazy, because I didn't expect, I mean that's why I printed 100 of them. Because I, well, I mean I only had the money to print 100 of them, but aside from that, I didn't think people would really be that interested to buy it. Because I made a very small run of Ninja Gaiden, I think I only had 75 of those. It took me about 3 months to sell them. I understand Zelda is way more popular than Ninja Gaiden, but I just, I don't have a huge following or anything. My following has doubled since then, like on Twitter, but it, you know, people kept saying, "If you make this, I'm going to buy it. If you make this, I'm going to buy it." And then I made it, and some of them, you know, bought it. But it didn't blow out, right? So I just kind of expected that with Zelda. and my thought was just like, I'll be lucky if I sell 100 of these things. - Yeah. - And I sold them in like a minute, so I was not expecting that. - I mentioned, so when you announced that you were gonna do the Kickstarter, I wrote an article on the site just to share it, and I was tweeting with you, and I was super lucky to be one of the first 100. I don't know how it happened, because I was actually out with my family that day, my parents and my wife, and we had gone to the store, and we were pulling up into my parents' driveway at, I don't remember what time it launched, let's say noon. - Yeah, it was noon. - So say it was like 11.58, we pulled in the driveway, I'm like, I really wanna try and get this, so I just walked into the house, sat down at a table in their living room to make sure I was on their network, and I went to Gum, was it Gum Road? Gum Drive? - Yep. - Yeah, Gum Road. - Yeah, Gum Road. - And I'm like, hitting the buy button and it went through and I was like, sweet. And then I realized later that they had sold out practically instantly. - Yeah, yeah, it was instant. - Yeah, which is, I mean that's gotta feel good. I mean you tell me, is it a similar feeling to crushing \$60,000 in an hour? - I mean, yeah, yes and no. I mean I was still kind of in disbelief then too. yeah. But, you know, yeah, it was crazy. Like, I didn't expect the next day to do pre-orders for 200 of them, right? Like, everything happened so fast. And I didn't expect to do 500 of them later, right? Like, it was just all... I wasn't sure how many people were interested in this. And even when I did that last batch of them, I moved all of them in less than a week. But I just felt like, well, I think I probably saturated that market of anybody that is interested in at least Zelda, right? So, but apparently I did not. Apparently people still want Zelda. Yeah. Yeah. So that leads us to, you know, to why I did the Kickstarter, because I couldn't, there's just no way I could have fulfilled all these things myself at like, I didn't work on a guide for about six months because I, well, I wrapped up Zelda in May, or actually April, because it took me like two months to prepare it. So I didn't work, I didn't touch working on Metroid until January of the following year. So just dealing with and shipping Zelda took up all that time. So you know, working with David and using Kickstarter, in theory, everything will be very easy. I won't have a million books coming to my house, for example. We'll have people helping out in facilities, you know, fulfilling orders and all that kind

of stuff. So it's able, you know, it's able to really see like what the demand is for this kind of a product. And apparently there is a demand for it because a lot of people want them. How did you end up partnering with Dream Prism and stuff? Because I recognize them from another Kickstarter, which was this ukulele comic book. I remember that launching. So how did you partner up with them for these? So David reached out to me, I think the first day Zelda happened, or the second day after the pre-orders, and all he wrote was, "It looks like you need help." And then I was just like, "No, I think I got it." And then there was a couple more emails back and forth throughout those months, and then I just said to him, "Look, ultimately I'd love to do a Kickstarter, so maybe we can talk when it's time to do the Kickstarter." And that was really how it happened. Pretty simple. So I guess because he reached out to you to do that. So I wrote a history of Naughty Dog during the PS4 era. I called it "Chasing the Stick." And for fun, I looked up like printing my own copy for myself, just me. I gave the whole thing away. You know, it's online, you can read or listen to it for free. But I wanted my own copy. And so like I ended up at Barnes and Noble and paying like \$20. And so just, I don't know, in my head, book publishing is really hard. Yes, it is really hard. It's extremely hard. I wouldn't even, I mean, I wouldn't know what I was doing. If I didn't have his help, I would have no idea what I'm doing. I would probably just continue doing it the way I was doing it, which was not very efficient. And just is all showing up at your house. Oh god, yeah, I wouldn't have had anywhere to put it. Like seriously, there would be nowhere to put it. Yeah, so that was another reason. That's the thing that people don't think about, right? Like, when I did Zelda, originally, they were just like, just open the pre-orders for like a week or a month. Oh my gosh. Just get all, and just get all the pre-orders and you'll have all the money. And and it's just like, okay, well, I don't know how many people are, like, what if I have to ship, like, if I have 5,000 books, I don't know, like, where am I gonna put 5,000 books? That's a lot of, like, people don't think about exactly what that looks like, and then it's not even just 5,000 books, then it's 5,000 mailers, and 5,000 other pieces of supplies, and all this and that, and, like, another thing, I had, like, the little bookmark in all the books, I was cutting those all myself, so it's like, now I would have to cut 5,000 bookmark, like, so it's easy for people, and I'm glad they're excited and they wanted it that much, but it's easy to just be like, "Yeah, just get the money and order it." But when you really start to think about it, it's like this is not actually possible to do for this many people. So that was the big dilemma. - People really don't grab, 'cause even as you're saying it, I'm thinking you have all the little packing envelopes tape. Yep. You've got a printout every single Address. Oh that was like sticker. That was terrible. That was terrible by the way because in the beginning I was just using like My laser printer. Oh my god I'm buying like buying those sheets of paper that just have like the two labels on them and I was printing like and the paper was Getting jammed all the time. I mean it was tea and I was blowing through cartridges I think I would blow through one ink cartridge every like 50 pages and it was ridiculous, or 70 pages. I forget what the number was. It was, you know, a fair amount. So, yeah. And then like that was crazy. And then it would jam up and it would forget where it was. That in itself was just such a nightmare that I ended up buying, well then once I got the money from all the sales, I bought a Rollo printer. I cannot recommend this thing enough. Like if somebody listening sells things on like eBay or just whatever, get a Rolo thermal printer. It's like 200 bucks and it's got these little labels, little labels like the stickers and it just spits them out in like a second. It's awesome. It uses no ink. They just fly out. It was like the best thing I ever bought. Like I had it for when I did that last batch of Zelda, the 1200. And it was amazing. I just printed like a thousand labels out of this thing. I just had it there, they were just falling onto the floor and it just did its thing for like a half hour. It was the best. So yeah, there's just so many little pieces that of course you don't think about because everyone, myself included, everyone's just so used to hitting the order button and you You don't really think about what happens between those transactions. Just one person on the end of it, in this case. Right. Hacking. Right, right. Because we're so used to just like, you know, we're kind of just used to the Amazon thing, right? You order the thing, you get free shipping, and it arrives like the next day. So we're all kind of spoiled. On some level, absolutely. I bought something today from Amazon, and it'll be here tomorrow. Oh yeah. It's just... And then if it's not there tomorrow, you're gonna be annoyed. I am. You know?

It's so interesting. Because that's just how... Because even... So like you're, you know, the estimated delivery date right now, February 2022. But I... Yeah. My brain, because this is a Kickstarter, it's a project that's being handled by a smaller team than Amazon. Like I understand that it could come later. It could come earlier. It's just in flux, but I don't know, because I guess I'm aware of that, my brain is like, it'll get here when it gets here. There's another book I bought last year that theoretically is coming sometime at the end of this year, I don't know, but I'm totally fine waiting longer if I have to. But if I, I don't know, maybe it's just 'cause I have this perspective of no, these are made by a person, I don't know. It's just fascinating the shopping platform. - Right, I mean, I feel like people, if they're using Kickstarter, they are used to this idea that this thing doesn't exist yet, it's gonna be a while. So I think people that are used to Kickstarter, they probably are used to that in regards to those sorts of projects that they support. but yeah i look if i can deliver before february that the incredible i just put february because i thought a six-month window mhm was pretty safe uh... i should be able to ship within that time that would be amazing uh... but you know is you never know what kind of problems to pop up uh... maybe the printer does everything wrong maybe when my books are being freighted or across the ocean they get stuck in a canal you know i think that they could could literally be anything right so you never know never know what'll happen yeah you definitely you definitely don't what do you see you've kinda teased it a little bit you and they've over dream prison you have more stretch goals yeah so i don't want to don't want them here no yeah are you think that i can't you've got a campaign to run i just wanted to know if there were more Yeah, we have, I believe we have three that could change. It could be less. I don't think it's gonna be more. But I believe we have three of them coming up. We will, we are planning to share them next Friday, the 20th. - Okay, cool. - Yeah, that's gonna be the plan. 'Cause we have to get stuff together for it and everything. So, getting ourselves a little bit of time. - Yeah, I mean, and you'll still just be like halfway through the campaign at that point, so it is. - Yeah. - Do you have an end like number you think you'll hit now as far as, now that it's in kind of that mid-campaign, just steady lull. - Oh yeah, yeah. - Do you have like an idea of what you're gonna hit or is it just still too much to even like think of a number close on? I'm not sure what we'll hit, and I don't want to say what I think we might hit, but I think I have a figure in mind, and apparently with Kickstarter, you actually do get your final days, you always get a big boost, apparently, that's a known thing. And then it's possible that whatever we do with these stretch goals, that could add a little more excitement to it, so we'll see what happens. I look I'm at the point now where I am completely satisfied like nothing else has to happen right like yeah It was a huge success and We have you know we have a lot of work to do so At this point. I'm at a point where like to me. It doesn't even matter it could you know what I mean? It could just yeah if it stayed it if it hits 200,000 tomorrow or Saturday or whatever and it stayed there that would be great, so Yeah, I don't know. I have no idea where where it'll end up. But you know, we have stretch goals Yeah, I mean we have stretch goals. They're gonna be pretty lofty I think because the other ones were just so They were so small they were barely any they I mean they're barely stretch goals, right? They it was like they didn't even exist so these ones these ones have a little more weight to them and they may not happen so We'll find out. - I'm excited to see them, whatever they may be, just to watch your numbers go up. - Yeah, the one thing I'll say about them, for most of them, I still have that idea where I want everything to add value to what everybody's getting. So if you spent just \$25, when we hit these stretch goals, it's going to affect your pledge. So you'll get more that's all that that's my whole like philosophy behind it. Mm-hmm. I like I like that philosophy Yeah, because I like I just feel like if somebody just went in there and they ordered their you know They're \$25 book and then all of a sudden when it arrives, maybe they're not even paying attention anymore, you know It arrives and it's just this thing that they didn't expect I just think that would be awesome. Yeah, so a nice surprise for everyone and like it doesn't it doesn't exclude people especially from The limited tiers, you know, you had two limited tiers Which included like personal sketches or concept art and it's not like these new stretch goals will only benefit Those higher tiers even the ones that no one can get anymore because that would write that wouldn't feel No, I wouldn't I wouldn't be happy with that. Yeah That's nice. So I mean it is it really You're thinking of the consumer on

The whole you're thinking of the consumer from the \$25 book all the way up to the the hundred and twenty five Dollar, you know super 50 limited run there like yeah, that's a really I think it it almost feels like You are doing this By yourself like the Zelda the you know the or even the the ninja Gaiden or the contra like these it feels personal and that's beyond it being hand drawn by you, which I wanna talk about. It just, the way that you seem to be running this feels personal, like an actual exchange between myself, 'cause I'm a backer, and you. And that's nice. I really genuinely appreciate that. I think it's a really smart way to handle running a campaign. - Cool, well thank you. I mean, look, I'm handling it the way that I don't know, I guess that I would expect, you know, expect me to, someone to handle whatever I, I don't know, whatever I support, you know? At least that's how I'm trying to look at it. I completely worded that terribly, but you get the idea. I do. I pick it up. I pick up what you're throwing down. Now I want to pick your brain specifically about Metroid because that's the new book and yeah, I mean Metroid is my favorite Nintendo franchise and so just you know having that be done is great alone, but why Did you pick Metroid? so it kind of Goes back to Zelda one of the things is like look another strategy guides But like I never really expected people to actually use them and when Zelda happened and I saw people using them I thought that was so cool. Like it was something I didn't expect even though I put a lot of thought into What would happen if someone used it? I really didn't expect anybody to use it So when I started seeing like streamers and all that kind of stuff or people sending me their pictures that they beat the game with the book I thought that was really cool, and then I just thought well, what's like another game That would benefit from this and then I just thought well Metroid. I love Metroid It's like one of my favorites and I feel like the NES game you know, people kind of rag on it a little bit, but I still believe that that NES game is awesome. So I just thought maybe I can get some people to play Metroid, and that was really the, that was the reason I picked it. Is that also why you don't have any, at least as far as you've said, and I don't believe there is, but no Zero Mission stuff in here at all. This is strictly the original Metroid game, right? Yeah, it's the original Metroid. So, yeah, I did have some people ask, like, "Could you play Zero Mission with it?" And you can't. I'm sure you know the answer to that. Yes. No way. They're like totally different games, right? And, look, the reason I'm sticking to NES games is because of the scale. They are smaller. And, I mean, here's the--I mean, the other thing, too, is like Zero Mission--I love Zero Mission, but it points you in the right direction. It tells you where to go. It--the game itself guides you around, right? So Metroid still kind of relies on, it relies on something. If someone's gonna, if someone plays that game, they've never played it before, they're gonna do either one of two things. They're gonna get frustrated and they're not gonna play it anymore. They're gonna be like, "Eh, I guess that was kind of cool to mess around with." Or they're gonna be like, "I wanna beat this game. I'm gonna look up a map or a guy." Like, you know, they'll get into it and they'll try and figure it out that way. So I mean, that's another reason why I would, I would choose, I would choose this and have chose this over zero emission. Aside from the fact I'm just trying to keep it NES for now. Yeah. Keep it a bit more doable, like in the sense of just the scale. Because obviously as time has gone on, games have gotten bigger and more complicated. I'm just saying this because it popped in my head and I know it's a big game, but like if Symphony of the Night, know that's a game where you have to do it twice and it's like 400% and it's there's a castle and then you'd have to draw it upside down and say oh my gosh yeah this would murder me all the little items all the little trinkets all the head points for the bad guys all these things all the wild turkeys that would kill me don't please don't do that I've been as much but I would love to do Castlevania 2 because Castlevania 2 is totally doable. And it's on the NES. Yep, exactly. So we were talking a little bit before the show and I was sharing with you that I used to do freelance guide writing for IGN. Yeah. But I'm, so as a guide writer I obviously, it's changed the way that I play games where I'm like, "This looks like a secret could be over here, I'm gonna go do this instead or go there and do that." I can't play a game normally I don't think anymore. Well, that's just your game brain. That's your game brain working. You've played so many games. Like, I've noticed this when I play games with like my kids. And it's just this has been before I started doing this kind of stuff. We'll be playing some Mario game together or whatever. And I go, go over there. There's a secret. And like, you know, we never played the

game before. How do you know? I'm like, I just know the secret is there. Like, you could just tell by the way it's decorated or whatever. And like, it's just because we've played so many games, right? Like, Like, we know all the tells. We know what to look for. So I think that's mainly your, I'm sure the guides, when you were writing guides, probably did sort of train you a little bit there, but I think it's also, we've just played so many games that we're just kind of used to the way they work. Which is, you know, why Metroid just baffles people, because the secrets are not the kind of secrets we're used to. It's like you come to some floor, and I guess you can bomb it and all of a sudden you can bomb it, right? There's no tells at all, really. No, no. You know, yeah, in Metroid, in Zero Mission, the hull you can bomb probably has a little crack in it, you know? They have nothing like that. How old are your kids? They actually just turned 11. No, that's fine. They just turned 11. Have you playtested your guides on them? No. No, I mean they're kind of interested in looking at them, but mm-hmm Neither of them really care. They'd both rather just play Minecraft a Guide for that would also probably be far too daunting. Oh gosh I have I've never played Minecraft but from what I understand it's pretty huge in scope so oh yes There's a lot happening there. I have really not played it myself. I played it like briefly with them like just in the create mode, but I have watched countless hours of Minecraft, so it's pretty deep. - I bet. So, how do you approach, I guess, I guess I wanna start with writing specifically 'cause that's the one part of this that we have in common. It's just like, how do you come, I guess because you're, for Metroid's sake, it's a comic book style, how do you approach writing and actually guiding people through the game, you know? So I made, I just made an outline of how I would play through the game and then I played through the game with my outline, just like get this item first, get that like literally just a bullet list of points I have to hit, right? And then as I was going through those points, I would make my notes, be like, you know, this is a pain point or this is hard. Maybe I should guide the player a different way. So I basically just made my whole outline that way. And then after I made my outline, I beat the game again with the outline. I thought, "Okay, this is good. I can make something with this." And then from there I had to take the maps and figure out how to kind of chunk them up and what made sense from what area you're in or whatever. I tried to minimize backtracking. You're going to be doing tons of backtracking, but I don't show much of the backtracking. I kind of lead you onto where you should go. So a lot of the maps, the way they work is my main path is very clearly defined. And then anything around that where I'm not really concerned if you go there or not, it is like the drawings are very like almost kind of sketchy and they're not clearly defined. So that was how I kind of handled the maps. Of course you have like a regular map of Zeebs, so if anybody needs to actually like consult the big map, they'll have that. But for the sake of the guide, I'm really just showing like the path that I kind of want the player to take. And then from there, I just kind of, everything that was written, I'm just kind of writing it from like Samus's perspective. Like you know, what is, what is she thinking about this? or how would she talk about this? And I made her kind of fun. I guess she's kind of like how I'd like to see Samus. So hopefully people are happy with the way I wrote her 'cause I know that's like a whole can of worms right there, right? - Oh yeah. Imparting your own interpretation of any character. - Yeah, and the book is going to open up like a warning too because I just want to cut it like I just want to nip it in the bud immediately. It does not follow Metroid lore like at all like I'm treating it as if this is the only game in Metroid that exists. We don't really know all we know about the story is what's in the beginning title screen and what you find in the instruction booklet. Like that's the way I'm treating it because Metroid has you know it's got like 35 years worth of lore and some of it's kind of crazy like if it's I mean it's your favorite series you said. So I'm sure you know that like there's things you could only know about Metroid from some obscure Japanese like manga of Metroid, you know what I mean? Oh yeah. So there's all this and that stuff, as big of a Metroid fan as I am, I can't keep up with all the lore. Like, that stuff's beyond me. So I really just, and I did this with Zelda too, but Zelda you can get away with it because even though Zelda does have like an overarching lore like the games are pretty self-contained for the most part right so yeah they kind of take that timeline on and you just kind of made that right yeah like I mean I know the timelines a thing and it's in that book but like and I mean I mean obviously a huge Zelda fan like I just don't care about it

right like I just like the stories that are in the games and if a game links up to another game that's cool. You know, like Skyward Sword is the first game. Is it? They'll come up on another one. Yeah. You know, another first one. Like, I don't care. So, I just love the games. So, yeah, that was what I did with Metroid. And I just, and the thing with Samus is I wanted her to be a bounty hunter. So, that was Samus, like, Samus is such a weird character because, like, she's always saving the day. And that's great and all, but at the end of the day, her she's a bounty hunter like she's doing this for money and like the game's glossed over that right they just she's just like this superhero as if she's rescuing everything from you know out of the goodness of her heart so i i kind of make her a little more you know she wants to get paid so i tried to have fun with it and hopefully people uh will enjoy enjoy that approach yeah i'm i'm looking forward to it. That sounds really fun and refreshing to kind of approach it in a game without baggage. I want to talk about it a little bit later, but Metroid Dread is coming out in October and a lot of the conversation surrounding it right now is, why is there no official way to play Zero Mission Fusion? Why can't I play these games on my Switch why it's the top of the Wii U sales charts. Like the Wii U is having a sales surge because it's the only official way to play these games. And it sounds kinda nice to just, this is Metroid. And this is all you need is just this game. And you can use this guy. It sounds nice. - Yeah, you don't need to get, and the other thing too is it saves me trouble because then if I, even if I did wanna tie it into all the lore, the way everything works, the moment I slip up is when the real fans, they're gonna know and they're gonna be like, "Oh, this guy. I can't believe he missed this detail." So, I do have slight little details in there where it's like, "Oh, I guess I could see where he is maybe calling back to a Metroid Prime game maybe." So, I can tell you now, I treat Mother Brain kind of like I really like the idea of like the Aurora units in Metroid Prime 3. So like it kind of has that vibe to it. So like I do pull ideas, but I give it a different spin. Yeah. I'm, you're making me more excited for it. Oh good. So This is the part that I have, my drawing talent is limited to doodles in the margins of my notebook. And obviously you are a very talented artist and I'm just super curious about like the creative process behind these guides because I'm going to assume that it is not one notebook and you just go and draw in one note. I'm sure there are revisions about revisions. - It's not that far off. (laughs) - Really? I'm so fascinated. - Yeah, it's not that far off. - How are these made from the art perspective? - So, if I handed you my original Contra book, it's exact. Like it's exactly the same as like the PDF you get. Everything's in order. And you can do that with that. and you can do that with Ninja Gaiden. The only thing that's not in order with Ninja Gaiden is I made all the journal entries at the end. So if you went through my books, you would just go through all the stages and then at the end I have all the journal entries. With Zelda, I started out with all the dungeons. And that was actually, I got very stuck because I did all the dungeons and then I didn't know how to string them together and that was when I came up with the storybook idea. So all the dungeons, if I hand you my actual book, the dungeons are in order and then all the stuff that strings the adventure together is in order. And then with Metroid, the entire walkthrough is in order. And then like, that one's really all over the place. That one's out of control. But the walkthrough itself, if I hand you the book, you could just play the game, turn from one page to the next to get through the walkthrough. So are you like, I'm asking out of ignorance because I do you is this all pencil at first and then it looks like highlighter colors to me how do you color these is this you drawing this with pencil and then filling in the color later? I use so yeah I do it I mean yeah when you say there's revisions of course like I screw up on the page a million times and if I screw up too much and I have to move on and just use a new page. I'll tear out the one or whatever. And this is one of the tiers that I'm giving out, like the concept art pages. That's where I'll explore ideas and kind of like if I don't know how to draw the monster, I'll figure out how to draw the monster. You know what I mean? And then I'll draw the final one in the book. So there's a fair amount of that, but I completely just lost my train of thought there. Just like the process of... Oh, oh, so the process, I'm sorry, yeah. So then, yeah, I pencil it all in and then I ink it and I erase all the pencil and then I have a massive box of Copic markers and I color them all in. And it's literally... What you see in the PDF is almost exactly what exists for real, like what I made. I'll make edits, there's a couple pictures in all the books where maybe I wish I wasn't happy the way I drew a hand or

something, and I'll digitally edit that and I will hide it so that for the most part you can't tell. But yeah, generally they're almost exact. That means that's incredible because it's kind of back to that. It feels really personal is because these are I mean it's in the name. It feels silly to say it was a hand drawn like yeah you took the time to design and to draw these and as someone who is like I really have it I'm not a very good drawer I don't want to say I can't draw I can draw you like, you know a smiley face or something Yeah, but Nothing like what you do and it just seems so I'm just really floored by it and it makes it so fascinating to me just the Creative process that goes into this I mean I'm looking through these kick the Kickstarter pages Here was just the art that you've uploaded and it's the the brain star or brain star West is just holy cow, dude This is awesome Yeah, I know I'm like I'm excited for everybody to see like the rest of those I've only showed two of these and I think there's six of them in the book like these big spreads Yeah, I hope everybody likes all the other ones because they were they were fun to make they were definitely a challenge that's another thing too. I'm always trying to like I Want to challenge myself with these so I suck at perspective, so I was like you know what these big spreads I want to do some perspective work because I could use to learn how to do it. You know So that's the kind of thing that I try and challenge myself with because I don't, I want to grow from it. I don't want to just like bang out something that's the same as the last one and you get in a rut and you don't care anymore. So I try and think of ways to also just grow through doing it. - You mentioned that earlier, growing and learning and pushing yourself, challenging yourself I think that's part of why you've moved on to each game is a little bit bigger and a little bit more difficult, so to speak, in scope and all of that, the process of it. Do you have ideas for, you don't have to tell me what they are, but I know you mentioned Double Dragon earlier, is there another guide after this that you're thinking about? I'm really probably like 90% like Castlevania 2. Yeah. For the same reason as these ones. Because it's, I, like everybody loves Castlevania, right? But then they're like, yeah, Castlevania 2 kind of sucks. But it's like, well, Castlevania 2 is kind of cool. If you know what to do, right? So it would, like it's a perfect game. And another idea I have actually for Castlevania 3, I have an idea for 1, 2, it's a little different. Like three would be awesome if it was like a choose your own adventure, right? Like every time you, because you always have the branching paths. So it would be just like part of that challenge would be- Flip to this page. Exactly. Like part of that challenge would be like, how do I make it a choose your own adventure? How am I telling them what page to flip to? So that would be really fun to just kind of make like the flow chart of what that would look like. That I really, as I'm talking to you here, I really love the way that you think about these in a way to almost merge the video game with a written guide which has been kind of a thing for a long time now you can merge it with literature in a way of you know books that honestly probably would have been read by kids that were playing these games when they came out you know comic books or story books or choose your own adventures ah and now I'm like thinking what if there was some of my favorite books growing up, Encyclopedia Brown, and I don't even know how you can apply that to a game. But like, you know, you go through but then you flip to the back for the answer, so to speak. It just, it seems so, it almost feels like you have so many options of how to merge literature with the game. Yeah, or even just like my idea for Mega Man 2. I was like, "How do I make Mega Man 2 interesting?" maybe this might be boring, but to me it sounds cool. It would be awesome if it just looked like you were looking through blueprints. It's like, I gotta hold a Dr. Light and Dr. Wily's blueprints. So here's all the robots, and here's the way they're laid out. I just think that would be so cool if that was the feel of a Mega Man book. - Yeah. - That's definitely my idea. So I have tons of ideas. Am I ever gonna make 'em? I don't know. (laughing) - Would you ever do a game that's not on the NES? Um, yeah, maybe. I mean, I feel like there's so many on the NES that could just keep me busy for like years. But I mean, sure, of course I'd like, well, everybody would love a link to the past, right? Like that would be huge. But link to the past would be very big. I actually, I mean, not to pile on to all of your requests, but I was looking through, I'm trying to pull it back up now. I, so, know my purchase came with the digital PDF of the Zelda one and there's a piece of art I'm gonna find that page gosh darn it in the PDF world of course it's not in the margin over here but it's a link on the boat sailing to the island oh yeah and page 17 apparently in the PDF file

yeah that to me and the colors that's links awakening like oh yeah yeah just that's the vibe I get from it and and that's a Game Boy/Switch game, and obviously you would stick to the Game Boy, even though the Switch one is pretty close to ours. - Yeah, that one is so close to where you probably could make a guide that works for both of them. It's so close. - It really is one of the closer one-to-one remakes. It really is just an update to assets and visual style, is cool in its own way but just yeah I think it should I think it shows the strength of that game too yeah I remember it was it was the first Zelda game I ever played it was a oh wow I'll share it was um my grandmother had a game boy and she had Super Mario Land 2 6 golden coins which I I still have looking and I love it so much and bring the carrot and the bunny like the rabbit power up back like bring that back come on yeah but she also had links awakening and I think she gave them to me but at the time I was stuck somewhere with like the witch's hut and my parents they didn't let us dress up for Halloween they made me get rid of all my Pokemon stuff like so witches were not allowed in the house and so they made me get rid of it now my parents have since like acknowledge they had no idea what they were doing, we laugh about it, like there's no resentment here at all, but it's just, I always think of that game as like the witch game and thinking about that. It's a forbidden game. Really, when the Switch version came out and you get to the witch, I took a picture and I sent it to my parents, I said, "Ha ha, look at me now." Your mom, did they crack up? Yeah, they did. Similar story with Pokemon where I they thought I was and I probably was honestly I was probably too obsessed with Pokemon and so their idea to like get me to keep that in check was to get rid of Everything and so the games the toys they made me shred my cards Did you tell them that thousands of dollars every time I see yeah When when a Charizard a few months ago sold for like three hundred thousand I sent them the article I said here you go - Wow, tough love man. - I had that. - Shredding the cards. - It was brutal, it was a brutal day. And again, we laugh about it now, but when I was, I wanna say when I was 18, that's when they re-released it on the 3DS Virtual Console. It may have been a little later in life, but anyway, when it came to the 3DS, which was a big deal, Nintendo and Pokemon were making this huge deal, I made a bit more backstory. I used to make PowerPoint presentations to say why I should be allowed to play a game. I did that with Pokemon when I was 13 and that's how I got a Pokemon Diamond. - They were your gods. They were your beginning gods. - Pretty much. I wish, I really do wish I still had the files. - Yeah. - 'Cause I had one for Metal Gear Solid. I had Pokemon and Zelda. So, you know. - And would you, you would win them over with these? - I did. for Zelda and Pokemon and Metal Gear. - Wow. - I would show them and explain to them, like, you know, I'm old, and honestly, I was 13 and probably like 15 or something at the time. - Yeah. - It was fine. But anyway, I bring this to, I'm between 18 and 20 years old when Pokemon's coming back. I made a Pokemon PowerPoint as an adult to show them. And it's packed with jokes and references, One of the lines was "There's no witches in the game." And at the end I joke about how much is it going to cost you? Well, nothing, because I'm an adult and I can't buy my own games. That's great. And I still have that PowerPoint, but I don't even know how we got here. The witch game. Anyway, I just... You really do have a lot of ground that you could cover with the NES still, obviously. still, obviously. This seems so cool. I just bought from Limited Run Games, like the Castlevania collection, so if you did Castlevania 2, I have memes to play that today. So, yeah. Yeah, that's another thing that I feel like is starting to become a factor as well when I think about these, is like, how does someone play them? Like, Castlevania, you have the collection now, so anyone can play Castlevania collection, so that's great. Or, same with Mega Man. There's like Mega Man legacy is like always on sale for like five bucks or whatever you know and it's on everything. So it's great that they're, those games are back in rotation. It would be, you know, I don't think I would ever do a game like Fazana do or something where nobody knows what it is and there's no way to play it unless you have a Nintendo or you're just gonna use an emulator or whatever. So it has to be something that has some weight behind it and it's still available. So that kind of limits me a little bit, but I mean there's still there's plenty. Yeah, and if could you imagine if Nintendo brought back the Virtual Console properly like it was in the Wii era with... man, I feel like we really we We didn't realize how good we had it with the Wii. - We did not, we did not. It was incredible. Even like, I mean, eventually Xbox like 360 and PS3, their online

stores became amazing by the end, but in the beginning their online stores kind of sucked. And the Wii was just like crushing them just with the virtual console. There was just so much. It was like every Tuesday you got like three games and it was like, you got a Super Nintendo game, you got a Genesis game, you even got like a TurboGrafx game. Like they had, it was incredible. - I'm thinking about this because I see it every Wednesday. I think it is. Have you seen that on Twitter, the We Shop Wednesday song thing from-- - Oh no. - Ah, I'll find it for you. It is so funny. I crack up in some-- - Oh, is it when they like sing and they're singing the song and all the titles? - Yeah, they're singing the song. - Yeah, yeah, yeah. It's just all these obscure games. Yeah, and they're kind of like making fun of it, But at the same time, it's like, no, this is awesome. All these games are-- - All these games were purchasable and playable on one system. - Yeah. - I mean, they had the Genesis, the TurboGrafx. - Yeah. - Oh my gosh. - You could argue, I can go buy that, there's like that Genesis pack for Switch. You can get like 60 games or whatever. So you can argue that these things are still there, but I guess it just feels different if you're in the mood to just play one game and you can buy it for five bucks or whatever. Yeah, we didn't know how good we had it. - Well, at least pertaining to your guides, at least I know Zelda and Metroid are on Nintendo Switch Online. - Yes. - So that's, I don't even know how many subscribers that has, but clearly there's an install base for, Metroid and Zelda should be easy to get to. - Yeah, yeah, I think so. And there's so many ways to play. Maybe they have an S classic, you know? - Mm-hmm. - It's, Metroid's been reprinted so many times, and as I was informed, actually, the other, I had an interview the other day, and I completely forgot that Metroid was on, it's on Zero Mission, I forgot that. I just played Zero Mission like a year ago, and I didn't even see it. I guess 'cause I just played the game, and when I was done, that was it. I didn't actually go into the options or anything like that. - Yeah. - Yeah. - No, I remember that as a kid. I was like, oh my gosh, what is this? - Yeah. (laughs) - It was so cool. And then you'd look up and you're like, what are the cheat codes for this game? It's like, here's how you get Samus in the bathing suit thing, which was iconic. - Yep. - So, I miss, I miss that kind of stuff. It makes it feel like it just doesn't take itself quite so seriously. I feel like a lot of games today take themselves too seriously. - Oh yeah, I agree. - You lose a lot of that video game charm. And don't get me wrong, I love games like The Last of Us, which are arguably one of the end-all be-all most serious kind of games. - Oh yeah, yeah. - But you know, I was just playing God of War. And when you beat that game, you unlock costumes, and one of them is Kratos in a cow suit. And it's called, you know, and it's just silly and goofy. And he swings, I don't know what the cow suit swings around, but one's like a business suit and he swings briefcases. And it's just-- - Oh, that's cool. - It's so video, it feels like a video game. And I kind of miss that. And so, it's nice. Well, I'm waxing poetic here, and the last thing I really wanted to hit on is Nintendo is actually acknowledging an anniversary of their game series. And it seems like they're treating Metroid better than they are Zelda. We're getting, they're actually tweeting out on anniversaries, they're promoting old games, not that anyone can play them like we talked about, but Metroid Dread comes out in October, like super close, a brand new 2D Metroid game, and I'm just curious, I really couldn't have lined up better for you, I really don't think, to have Metroid and a new game, How do you feel just about Metroid Dread coming back into, you know, Metroid back? I mean, I'm pumped. It's awesome. And I think the reason they're going so hard on social media is because, I mean, it's kind of been, going back to my thoughts earlier, like, it's 35 years worth of lore. Like if there's any franchise, I know people hate remakes and reboots and stuff, there's any franchise that's just like in dire need of some kind of refresh to get people pumped again, it's probably something like Metroid just because there's so much lore, but they're doing their damndest to catch everybody up. So I think that's great, you know? So yeah, I think it's awesome. I think it's great that they've been talking about it, and I think that's probably the reason why they're hitting on it so hard, because it's like, "This is Metroid 5, guys! It's 5!" And they're just really... Now luckily with like Prime, the Prime lore has always been very... I always kind of consider Prime non-canon and I feel like Nintendo does as well. It just kind of seems like this thing that exists in its own world. I love those games, but you don't need to know anything about those. It seems like they're just... It looks like they skipped Other M. They don't even want to talk about that. Which I actually like...

I like Other M. I do too. Oh good. Alright. So there we go. I can say that without getting attacked. I mean, you and I together may be attacked. But it's just, I mean, Other M, I thought the perspective was so unique, not so much narratively but the actual gameplay perspective of this like isometric 2D/3D, it was so cool. Like everyone, and I thought it was fast paced, it's been a while since I've played it. The shooting is fun, like it's a cool game. It's a cool game, but... Other M is okay. Everybody gets, yeah it's got cool bosses and stuff, I like how, you know, she's got all these they made her cool like she's you know wrestling creatures to the ground and blasting them in the face it's like oh this is awesome I want more of that and it looks like they're doing that kind of stuff well they did a little of that in Samus Returns but it looks like they're doing that in Dread as well like there's that gif where she's like grabbing that monster by the tail and she's just like pulling it like it's awesome it gives you that bounty hunter vibe like she really is this trained killer - Yeah, yep, yeah, I think it's awesome. I love that kind of stuff. I like seeing, and she's got the gun, she's always blasting everything, so I like when she has a little bit more like hand-to-hand melee moments where, you know, she's just beating the snot out of things. - Do you use, like did you look at other games and things and whatnot to help you design, like visually draw out Samus and the things that she would be doing and stuff, Or is this all kind of a man? I yeah, I mean, like, so I mentioned, I, yeah, I like the, you know, like I mentioned, I like the idea of her like fighting things. So with, you know, the Ridley and Kraid stuff in the book, I have her getting like a little more like physical with them, because I think that's cool. I mean, it's short. It's nothing, you know, I don't want to get too hyped or whatever. But I like that kind of stuff. So I tried to do that. I tried to do that. So yeah, and as far as like the art, I looked at a lot of the original art for the Famicom version of the game. And I guess I used some of that art here too. But I used that as kind of like the look of it. Cool. Back to Dread. This is, sorry listeners, slight tangent. Yeah, sorry. What do you know, it popped in my head. What do you think about the art style in Dread? I like it. I think it looks cool. Like a lot of people when it came out, or you know when the trailer came out they said this looks like a 3DS game. But it's like no, why don't you go look at Samus Returns again because that looks like a 3DS game and this looks awesome. Not that Samus Returns doesn't look awesome but it looks like a 3DS game. And this looks, it looks super cool. Like I'm completely into it. Yeah. It, to me it's what Fusion would look like if they remade Fusion today. Yeah, yeah. Like I give a lot and not just the blue in her suit. But I just, I get fusion laboratory cold kind of vibes from this game. It doesn't feel as... Like Super Metroid I think feels... Maybe this isn't... I don't know. It feels humid in a way. Like it's dense and it's alive and breathing and there's like heat. not just in Norfair, but you know, like the planet feels alive and then Zero Mission just feels foreign, kind of new world-ish and Samus Returns, that felt... how would I describe it? That just felt so new and like technological especially since it was being remade and it's like this planet and factory and things but I like the look at this game I think it's gonna be sweet I really can't wait for it and and you know what they're clearly only showing us like one area so I'm sure there's gonna be all sorts of it's not just gonna look like the lab setting you know I'm sure there's gonna be all sorts of stuff there's gonna be look she's gonna need the various suit there's gonna be fire it has to happen yeah there's gotta be a gravity suit so there's gonna be some water you know like that these things are gonna be there you you would hope - Yeah, and if they're not, if they actually make up something new, that would actually be really awesome. But no, I'm totally stoked for it, I can't wait. - Yeah, I'm so jazzed. The whole pre-order situation, 'cause I wanted that Steelbook. - Yeah, I didn't get it. I tried. - I've pounced on a Target, so I have one at Target, but I also wanted the Amiibo, 'cause I have Metroid, Metroid and Shovel Knight are the only sets I have like complete, and I found Amazon Japan to bring it back to Amazon, apparently ships to the US, and so I have a bundle there. So I'm kinda holding on, I'm holding on to both in case Japan cancels on me, so I don't lose, but I'm fingers crossed. I may not get the game on launch day, but-- - Yeah, but you'll get it. - I'll get my amiibo, you know? - Yeah, yeah. I'm good luck with it. - I'm so excited for it. Yeah, thanks. (laughs) I, good luck to you, 'cause it sounds like you have a, well actually I don't, I mean, is the book done? - The book is basically done. So I say it in the video, it's done. Like I need to make like a content page, and I need to number the pages, like little things, but it's done, it's completely, like I could hand you a PDF of

it, and it would be the book. - Cool. Well good luck with the rest of this Kickstarter. It's going on right now as folks are listening to this. It goes until September 5th according to Kickstarter page. It says all or nothing. I think we've hit all. 23 days to go as of recording with over 3,000 backers and just shy of \$200,000. I mean, again, congratulations, this is incredible. - Thank you so much, thank you. - You have made something truly special, and I don't think Nintendo's gonna come down on you. I feel like an ARRI would have happened, so I think you should feel okay about that. I mean, I guess you won't really know until... - Yeah. - Maybe the... I'm confident, not that I have any say in that matter at all. That lawyer has been on vacation for like two weeks. This is his two week vacation, so when he gets back on Monday, he'll be ready to get me. - He's gonna have emails going, "Did you see this Kickstarter?" "It's at 200 daht. "Where's that cut?" Yeah, I hope not. I really hope not. But thank you so much for joining me, Phil. I really, really appreciate your time and sharing with me this whole creative process. It's so cool. - Cool, cool. I'm glad you enjoyed it. And thank you for having me. It was fun. - Oh, of course. Listeners, if you would like to find the Kickstarter, if you'd like to go check it out and back it, there will be a link in the show notes. I think that's the best way to describe it. The account on Kickstarter, if you would care to look, I believe is Philip Summers. So you can go look that up. Creator of Hand-drawn Game Guides. I'm sure if you search for that, it'll pop up on Kickstarter, or you can click the link in the show notes. Phillips on Twitter @hayphilsommers. I believe it's the same handle, yep, on Instagram if you'd like to see some art stuff there. And I was, like I said, scrolling through that earlier and it's some pretty good stuff there. So definitely go check those out if you would like. You can follow myself on Twitter @MaxRoberts143. Check out my writing over at maxfrequency.net. If you'd like to read or listen to the history of Naughty Dog the PS4 era, you can go to chasingthestick.com or check it out at maxfrequency.net. And I have another podcast, a seasonal podcast where we play through a series of games bouncing back and forth exploring their evolution, design, and legacy. That's called Chapter Select. We just wrapped up season one, which was all about Paper Mario. So if you'd like to listen to that, you can go to chapterselect.com/seasonone if you want to go straight to Paper Mario. But thank you so much for listening, I hope you all have a great day, and we'll catch you next time. Thanks for having me, Max. Thanks, Phil. [BLANK_AUDIO] >> Matt. >> Yeah? >> Update day. >> What? >> New Wii titles. >> What? I'm in the bathroom. Update day for the Wii shopping channel. [MUSIC] It's funny cuz normally they do it at midnight. But it's like 11, it's like 11.15. What time is it in Japan? Fucking turn that up. I love that grooving. What kind of music is that? Like a bossa nova beat? Makes me really want to just... croon it. This is such a danceable song. [sings] You know what we should do? We should write a song for our act with um... titles of Wii games. Oh, I like it, I like it. Because everybody knows about the Wii shopping channel. Yeah. And everybody loves to shop on it every Wednesday. So what we'll do is we'll write a theme song for the Wii shopping channel. Watch this, watch this, watch this. Maybe you can sing to the titles of the-- Super Mario RPG, Super Mario 3, Mega Man, Neo Turf Masters, Breakin' Star-- you know what I mean, Jared? Like every star-- you say the lyrics of the-- Let me try one. Let me try one. Let me try. Super Mario RPG, Sonic the Hedgehog, Donkey Kong 3, Adventures of Lolo 1 and 2 King's Knight, Dig Dug, Juman Fu Harvest Moon League Puzzle Pokemon Toe Jam and Earl and Panacon, Funkotron Castlevania, Fatal Fury, Ninja, Chachumaro, Comet Razor, Blazing, Lasers, Bases, Loaded, Mega, Turarcon, Cybernator, Rolling Thunder, dynastic hero bubble bubble double triple double dragon f0 i get it you memorize the song zero x and donkey kong jr math ninja gaiden 1 ninja gaiden 2 ninja gaiden 3 who's simulux a hu ca