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Hey everybody, welcome back to the Max Frequency Podcast episode, I don't know what number this is, four, three, it's in there. Anyway, this time I've got my buddy Roger Porcorney with me. Hi Roger. Hello, nice to be on the Max Frequency Podcast. Great name, by the way, great name. Thank you. Naming things is always the hardest, you know? Yeah, but it is a home run, for sure. And the naming the website, and then I was like, I was like, I need a name for the podcast. And I had a list of all these different ideas. - Yeah. - This is too much work. I'm just gonna name it the MaxFrugus Podcast. 'Cause that's where it is. - Give me some of the other names though. Give me some of the other names. Where were they? - Let's pull out the notes. - Hell yeah. - 'Cause like Roger, I've had a lot of podcast ideas over the years. - Sure, sure. - And you just have these notes and you're like, these will be great. Let's see, podcast ideas. I remember an old, I think one was like Game Cake. I don't know. I've had a meeting in the middle. Yeah, dude, I had weird stuff. Meeting in the middle, is he meeting halfway? - All right, that sounds like a mediation. I mean, like you have a beef with somebody. You guys? - Yeah. - That's a good idea for a podcast though, bringing together like your childhood bullies and being like, "Hey, we gotta meet in the middle." - That sounds traumatizing. - Oh, that sounds like a good time. Hey, remember that time you pushed me? I started crying in front of the girl I liked. Yeah, that was pretty cool. Let's meet in the middle. - That was super. I had one, I had one, penultimax, 'cause penultimate's my favorite word. And I was like, I don't know, sure. That sounded really bad. Just like stuff you really don't want in your life. - Yeah, imagine having to explain, like what's the name of your podcast? (laughs) - How do you spell that? Look this up in your podcast player choice. You spell it like this, in a uppercase letter here in the middle or whatever. You sir, are, is your, I wrote in my document, kind of funny video man. Is that your, what's your official job title? - No, I mean, it's pretty much, right? Like it's kind of funny, the video content producer, that's what Tim and I came to the conclusion of. We were going through a bunch of different names and I feel like that was the one that sounded most official and most vague, which I feel like is always, yeah, most vague, but also when you look at it on a resume, you're like, oh, sounds official, you know what I mean? - You can fill in the blanks and it'll line up with that job role. - Exactly. - Say, I did this, this, and this, oh, that all sounds like something a producer may do. - Yeah, exactly, exactly. And editing is also part of that, technically, so it's like, it has some leeway with it. But yeah, that's a video content producer kind of fun. - And you started that this year, right? - Yes, I started it-- - I'm blanking on-- - In November, actually, before we announced it. We announced it in January, I was working there since November 2nd, I believe. - So how did that go? you've got two months there where you're secretly working at Kinda Funny. What was that like? Those two months were, I wouldn't say rough because I mean it's always exciting and fun, but it was rough in terms of like, oh first of all I have Fortnite open, which I should probably close in the background. So I was getting a few Victoria Rales before this podcast. That's smart. Yeah. Yeah, no, so when we started it and I was doing a lot of social videos and the were very different than the things we were doing, that Kinda Funny was doing before I joined. So I immediately, you know, the Kinda Funny best friend community is very on top of things, right? So like, as soon as I started putting up these videos of like edits or just funny things going up in terms of like video editing, they were like, "Wow, Andy's really stepping it up or Barrett, he really stepping it up or something." And it was

just like, and then like, none of them could say anything. Like they're just like all ignoring these comments. And I always of course wanted to retweeted and be like, "This is great!" and everything, but I couldn't do any of that. So it was fun. And then we eventually settled upon, I think in December, we started saying that I was freelancing just for the next gen consoles and things like that. So then we can say that, "Oh, I'm also helping out with this." So that's what Roger's doing. But yeah, no, it was interesting in those first few months seeing people respond to things and saying things were good or even some negative comments and I couldn't respond to it at all, which was kind of its own hell in and of itself. I think that's actually really cool that people not only could tell that there was something different in the product, whether it was better or worse, clearly your style and your editing comes through the videos immediately. And the community is full of a bunch of detectives and people that may have too much time on their hands, they can just - They can infer, I mean, I used to be like that in a way, the way that someone would talk about a certain product or not talk about it and you're reading between the lines and just getting all, this is clearly he means this and you've got your red string and your cork board and you're figuring out and then two weeks later, the embargo lifts and it's nothing like what you thought. - But people, some people guess this. I mean, of course it's very easy. I mean, well, I mean, in my head it was pretty easy But they were like, I think when the kind of funny, like the January anniversary event was about to happen, I tweeted something like, "Oh, I'm excited to see what they do." Maybe the people were like, "Roger, recording, getting hired, are kind of funny." And I like, I thought it was in my best interest to be like, "I wish, guys." And then immediately people started responding, being like, "That's what they always say. That's what they always say. Ugh, this clearly is doing it." And I was just like, "Oh my God, guys, come on, come on. Let me have this." You know what I mean? Like, let me have this element of surprise. Pretend that you don't know, I guess. I don't think I was being that obvious, For me, I was, I probably was. - I was surprised and not surprised. - Yeah, sure. - Because they should have hired you ages ago. - I appreciate you saying that. - Honestly, both myself and Logan more, we both were talking about the hire 'cause you're our friend and we're excited for you. And we were just amazed that no one had hired you before. 'Cause you had done stuff for Borderlands and you were doing stuff with Retro Replay and Nolan North and stuff. Like Roger, how were you not hired before? I, I, I, it was, it was interesting because honestly, and I'm not going to, you know, say specific, but like things were happening right before I got hired. It kind of funny. Like I was, I was getting like really close to like offers and things like that from different companies. Um, it was really kind of a beautiful moment because like I had, this is the thing, and you definitely know the subbion is as someone that has done freelance in the past, uh, freelancing is very, uh, when it rains, it pours, right? Like, and when you have nothing going on, you have nothing going on. And that's kind of what was happening for me for a long period of time. I had like almost nothing going on. I had to live with like, okay, like what do I do outside of work? Like what is my purpose? Like, like I have to be okay with like not working sometimes. And that's like tough for me because I always feel I have the capitalism brand in my head where I'm like, I gotta be, you know, worth equals working equals worth and things like that, which is just not a healthy thing to have. And I still have that in a little bit. Um, but so I w I was having long periods of droughts of like not having a lot of work to do, but then out of nowhere, a ton of work started coming in, and really great work from people that I enjoy. I started working with freelance for Achievement Hunter for a little bit, which was really amazing. So there was a lot of great opportunities happening all at once, and then Kinda Funny offered me the job, so that was a really, really great moment. It was a moment that we've been talking about for years, ever since I was almost like 17, like 16, we've been talking about it, somewhat jokingly beginning but then it got a little bit more serious as time went on and you know with pandemic times and you know January 4th coming up pretty fast we were like you know they were like you know what let's let's I think this might be the best move so I'm eternally blessed for that and blessed for all the opportunities that I've had in the past and yeah I'm glad that it took some people for surprise at least. What was that conversation like does Greg just slide in your DMs and go, "Yo, want a job?" No, it's a little bit-- Or is it more official than that? No, it's less official, if anything. I mean, I feel like that's even more official, like

having it in writing. It was mostly through Tim, and him and I call each other a lot. He's a very phone-heavy guy, he calls people. I like that. I would actually never have pegged that for Tim. I met him once, And I would not have thought him as a call people guy. Yeah, no, he actually is. He calls a ton of people. He calls you about anything. Not everything, but something's happening. He'd much rather call you up and ask you instead of texting it to you. I appreciate that. Yeah, which it's kind of a dying art form. It's something that I'm not really particularly the best at. I don't like calling people, but it's nice to get a Tim Getty's phone call here and him and I were talking about it, we were originally working on some projects before and also we actually was working on some Borderlands shows and things like that so him and I were always in contact but then the time came where I was getting an offer or two and then I mentioned it to him and we were like "okay, I think it's time for you to come on the team" you know what I mean? He was basically like "I would much rather you be here and I think that you would much rather be here and I think we can make it happen. He wanted to snatch you up before you were off the market. Yeah, a little bit. Yeah. Which was, um, which is very, very sweet. And, um, him and I talked about it in detail and we kind of figured it out, but it was more of like, it was more of us trying to figure out what is best for both of us. And it was kind of like, it was, it wasn't like, Hey, here's a job offer immediately. It was like, okay, let's, let's, let me think about things. Like it was a lot of that, those conversations of less breaking away, like having the conversation and trying to figure out what to do. and then breaking away for maybe a day and then coming back and then having a little bit more of that puzzle figured out and then breaking up and coming back again. So it was a process, but it was great. Yeah, no, it was... I think it's... You'd be surprised how professional kind of funny gets. I think that we have a great way of pretending that we're not very professional, but the The back end of everything and the way that we do business is rather professional, which is something that I was a little bit surprised about. It has to be. Yeah, for sure. It would have to be on, I would think, the scale of just the content that you produce and cover and the companies that you work with. The whole crew really does put off this dumpster truck semi—I feel like unprofessional is too harsh. But like, what does Greg always say? It is a bunch of best friends goofing around and just doing stuff. But on the back, I mean, you got to run that like clockwork. There's got to be stuff has to be done, deals have to be made, things have to be produced on time. You can't just—I would have actually really been surprised if it was just a, "Hey, you want to work here?" because that's not professional for that kind of scale. Yeah, no, for sure. And it's interesting because, yeah, it's the aura that we give off. And also, I think it's also just because the content we create and the way that we create it, it's very fast and loose sometimes. But when it comes to business, when it comes to the way that we upload videos and the way that we segment things, everything is a place for everything. And it's interesting as someone that hasn't just been on the outside looking in, or even when I was freelancing, it was very much like, I didn't have to do metadata for any videos. I didn't have to upload them. I would just send it to Tim and then he would do all that work for me basically when I would do a video and I didn't really know how any of that worked. So it's interesting to see it like in the first hand point of view and I'm always coming up on six months working at the company which is wild. I know right? It's yes, it's our November, I think that's how time works, almost there. So that's yeah, so yeah, it's been almost a year, half a year and it's I'm learning a lot in terms of like the way things are done and how to keep things orderly and how this garbage truck on fire quote unquote is able to keep on running in a smooth and early way. >> home can be in typically is the default. Like that's, you know, that's what I've done is what you've done. You just you work remotely. That's how it works. But you're doing it full time. I mean, these you put videos out or that kind of funny when I say that puts videos out every day. I don't I don't know your specific upload and edit schedule for everything. But like, would you if COVID wasn't necessarily a thing, would you have had to move out to California? Would you state like, would this have been the norm or did the circumstances of the world make this the norm for you? Yeah, it's definitely the circumstances of the world. It's interesting because Tim and I, I mean, they rhyme. Right. Him Tim. Him Tim. Tim and I have had this conversation for years now almost of like, you know, it's definitely like the back end of everything. Like I can edit videos fine from home. like I have high speed internet, you know, I

have great computer, like I can totally do it. Like, that's not the issue. It's the issue of, if you can even call it that, of just, you know, team building and just being there with people. And that's a completely different- The serendipity of like being in person, and bouncing ideas off each other, which I think in a creative environment, which specifically is what you all do, I think that can be a key factor in that type of work. Yeah, and it's it's something that I think that Tim has and the whole team has been I shouldn't just call it Tim. Tim is mostly the person I go to when it comes to business stuff. I should say that. But the whole team I know is just the they thrive off of and we thrive off of like that environment of being with, you know, creative people and doing great things in person. So I know that that's always been a kind of like, hey, like, if we want to bring you on, like, you're gonna have to move to San Francisco. And this has been the first time where it's been like, hey, like maybe you could stay here during the pandemic and maybe like possibly afterwards. So like, I know they're still figuring out that model of like what it's gonna be. - Right. Didn't they close the studio? I don't, you don't have to tell me, I don't know if they've kept whatever that third space they were gonna move into a bigger studio anyway. But I do remember when they turned the light off at the studio above the comic shop. - Yeah, and they do have another studio that they're trying to build out. - Okay. - And that's-- - Yeah, I remember that was a goal, a plan a year ago. - For sure, and it's still the plan. It's for sure still is the plan. It's just timing and COVID and all that stuff. - Oh, absolutely. - Yeah, but it's interesting though, because I feel like COVID has kind of changed, kind of, it's definitely changed the world, and it's changed the way that we look at work and necessity of who needs to be in the office, who doesn't need to be in the office. And that's something that I know that we have a very open relationship at Kinda Funny and I've been able to talk with Tim about possibly, do I have to be in the office all the time? Can I be remote? And we're still kind of all figuring that out together. And that's what I like about Kinda Funny is that it is this open and honest, if we can kind of all figure this out together. And I really appreciate that honestly, because I know my mom, she's working from home, she works in the banking sector. And that's very extraordinarily rigid, right? Like it's like, it's all top down, like, hey, like whatever they say goes. And so it's nice to have like that in the household, at least like have that like dichotomy of, you know, I can go to my bosses and be completely honest and we can figure it out from there. So yeah, it's interesting. And it's definitely, I would say not the easiest in the world, like working from home for sure, especially in a creative field and especially in a creative field that I haven't like, you know, I'm friends with everyone on the team, but I haven't like, you know, been in person with them a lot. - Right. - So it's tough for like team building and everything like that, so yeah. - I would think just the size of the files that you have to deal with. - Oh, that's the easiest part. - Would also be, really? Is your internet that great? - Yeah, I have gigabit internet, don't worry about that. Come on. - Oh, good, I'm so jealous. 'Cause I picture that content and downloading on my internet connection, which is like maybe 300 megabits on a good day. And I just, I think of my work connection 'cause I have to go through a VPN for my job and it just slows to a crawl. So I put my internet on your situation and think it's miserable, but apparently you have great internet. - Yeah, that's the only, I shouldn't say the only, sorry. That's definitely not the only positive, but it is a very big positive. I have a very fast internet, everything's great on that. I think the, if anything, the only, the negative for me is just socially, right? Like I'm, yeah, just that's, that's pretty much the, the thing that, that is the biggest downfall I feel like from working from home, for me at least. Um, because I'm working with such amazing people, right? I'm working with people that I love that I, that I want to learn from, that I want to just hang out with. So it's tough to be like, oh, we can't do that at all. And I'm like three, I'm like, oh, the other side of the country and everything like that. So, um, yeah. So the three hour difference really? No, yeah, the three hour difference is fine. I mean, I'm more mostly on I feel like this is pretentious to say it, but I'm like, I'm on I'm on West Coast time right now. Oh my gosh. Yeah, you know what I mean? No, I've been working with people on the West Coast for years. To me, it's second nature. I actually, we just hired a new team member. And he sent a text message one morning to me and my boss, who is in California, his computer disconnected from it. His internet went out just for a bit. And he texts me and my boss at 8 o'clock in the morning our time, which is 5 in the morning for my boss. And I was like, I didn't

tell him this, probably should have just been like, "Hey, if your internet goes out, you don't need to text the boss man." The boss, yeah, yeah. Especially at 5 in the morning. Oh boy. It's okay. Honestly, my boss is up Probably 536 anyway his time. So I just try not to wake California people up if I don't have to sure. Yeah Yeah, yeah I had I remember when I started cuz I've been doing this for a long time to like there's like working with I remember I was like 17 and I was calling I remember I like a video wouldn't go up for like a freelance and I ended up calling Him and was very early. It was like 5 a.m. And like he was like grab the groggy voice and everything I was like, "I'm never doing this again. I feel so bad." Completely forgot about that. So that was a lesson learned. - You haven't been up for three hours doing this and drinking cups of coffee. Do you not feel the same level of stress I do? - Exactly, exactly. But that's like actually honestly, in terms of the work from home situation, like time difference and internet speeds are the least of my concern. Which is nice 'cause I feel like that's also sometimes a big factor in terms of people doing what I do and also just generally working from different coasts. I know time differences can really screw some people up. - Yeah, so one hurdle I do know in your job, 'cause you complain about it all the time. I wanna have an actual conversation with you about Adobe Premiere, because really I just give you a hard time about it anytime you tweet about it. - Which I love. Which I appreciate it, no, I appreciate it. And every time I tweet about it, I look out for the Max Roberts tweet. who was the last one you did? You did something where it was just like, - I just said eyes. - Dot, dot, dot. Oh yeah, yeah, yeah, yeah. That was a, which I appreciate it. I appreciate it. You kept it going without saying anything. (laughing) - You know at this point. - Yeah, exactly. - So you work on obviously PC. Do you, is it a PC belt or something? - Yeah, it's a beefy. - It's a beefy PC, right? - It's a very beefy. - It would happen. - Yeah, yeah, it's a very beefy PC. That's part of the issue is that I spent so much money on this fricking PC and I have, it's just, it's the same amount of jank that I've gotten on my crappy gaming laptop that I had earlier that I was running all my edits from. Yeah, it's just frustrating. - Are you still on, so I don't know, maybe a month ago. You said you were switching from Premiere to Resolve. Are you still using Resolve? Are you back in the Premiere boat? - I'm pretty much back in the Premiere boat sadly. It's just, the problem is, it's just because of After Effects That workflow is just so nice. And I have not been able to find anything remotely as good, but I am slowly regressing backwards. And I shouldn't say backwards, I feel like it's forwards at this point to DaVinci. I can get into details. We want to get to the nerdy stuff. - I want to get into details. 'Cause so when I was a teen, I was doing stuff in After Effects. I thought After Effects was just so cool. You can make, I can make little particles fly out of my fingers. You know, very basic, very basic stuff. And so I have a very limited understanding of After Effects. And then Premiere I used a little bit in college 'cause that's what our journalism program wanted us to use to make our videos and stuff. But for the most of my life, I've been using Final Cut. That's just what I had in high school and then used on my own personal computers and stuff. But why, why do we, why is Premiere so the standard when I see a lot of people, not just you, but other YouTube professionals complain about just the speed of the export. I can't tell you how many tweets I see about how nervous people get when they export in Premiere. I feel like exporting should be the least nervous time of the edit. - Yes, it totally should. I think, you know what, I think it honestly has to do with branding. I think branding is a huge part of this. And I think that the idea of the Creative Cloud and having all these apps run together, even though half the apps you're probably not going to use. Like I probably, probably only a fraction of people that use Premiere probably only use After Effects. And then even more of a fraction of people have like a Photoshop, After Effects, like weird, you know, the way that they're doing things. So I feel like it's just the branding of having everything under this unified umbrella that gets a lot of people in. And it's also like, it's Adobe, right? Everyone knows Adobe. And I think that that is also a big draw, is that people know this brand, people know this company. And even though it's extremely janky, when you actually get into the nuts and bolts of what this program does, when you get into very basic edits, it's pretty good. It's pretty solid. Like if you're cutting together two clips together, like it works perfect, like whatever you need to do. And it has a very basic, like a very good learning curve I feel like. It's, they have like those tabs that are very easy for you to kind of understand what's happening. And I've walked

through a bunch of my friends, like a friend of mine, George, he has to edit, he had to edit a Super Smash Brothers Melee highlight video that he did for like a contest. And he never had any, he had no idea what he was doing. I walked him through it and it was very simple and you can kind of get your head around it really fast, more so than I feel like a lot of other editing softwares that are supposed to be for the pro level. Like even DaVinci has a weird, really weird way of doing things. I also feel like Sony Vegas is just weird. So I feel like it's very simple in the early stages but once you start getting advanced with Premiere it just breaks apart to the point where my favorite thing is when, first First of all, in every project that I've ever had, there's always a new thing that breaks in Premiere. It's never an old thing. It's always a new thing. It's always something new. But then, my favorite thing about that is then you look up that new thing that broke. Let's say it's a rendering issue or it's a clip that just won't go together for some reason. You Google that exact problem. People have those issues since 2010. That is the most frustrating thing about this, is that these same exact problems have been going on since 2010 and they don't address it. They make everything look pretty, they add like a closed captioning system which is great, but then it's just broken in the core of it. And then they keep on adding these updates, like they have these updates where it's like, okay well now it's gonna use your Nvidia graphics card, it's gonna have the fastest renders in the world. My renders are still taking like an hour plus and I have 64 gigabytes of RAM, I have a Nvidia GeForce 2080 Super. Like I have like, some of the best stuff you can ever get and then at least in this range of video editing and this is the stuff that they recommend you get and it still doesn't work well. So it's just ridiculous and 4K, I can't even edit in 4K, don't even get me started on that. So it's just a frustrating experience because I wanna love this software and I wanna love Adobe After Effects and Premiere and all of it, but they just don't work. And it's frustrating when I have, I'm at the point now where I'm editing things, like I'm doing Party Mode now, which is usually.com/kunnyfunnygames every Monday. You can watch Party Mode. - Little Greg came out in you there. - Yeah, Little Greg came out in me. (laughing) You know, there's a little Greg in everybody, you know what I mean? Let's just think about it. - Really, quite frankly, there is. - Yeah, no, so I'm editing that, and they're three hour streams, right? So they're beefy boys, but they're 1080p, they're 60 FPS, but still. So I can't scrub through the timeline within real speed at all, ever. And I'm like, okay, that's fine. Even half speed, I can't do it. Okay, that's weird. Fine, I'm gonna make a proxy that is 480p, 30 FPS, and I attach the proxy, And when I start adding anything, it drops immediately. And I'm watching it 480p, one fourth the preview. So it's like whatever one fourth of 480p is, I'm watching, that's how I'm editing. And it's ridiculous. - That sounds like unfeasible. - Yeah. - How can you? - Barely, I'm squinting the entire time. And that's the most upsetting thing is that like, and then I go over to DaVinci and DaVinci's fine. DaVinci is fine for like 1080p 60fps, doesn't matter. Give it three seconds, it'll do an auto-caché, perfect. It's done. And the upsetting thing is that just, DaVinci just doesn't have a great workflow for After Effects. So especially with The Blessing Show, it's almost unfeasible for me to edit in it. But I will say, I'm sorry if I'm, this is just a rant escapade going up all over the place. But like, I was editing The Blessing Show last week and I was dealing with a lot of long plays 'cause we're doing, it was on the Souls games. And I, he, Blessing didn't have time to record any gameplay for the game. And also just, you know, he has, who has time to play, you know, 10 hours of Bloodborne or whatever. So I was like, you know what, I'm just going to rip. I know a few people. Yeah, that is true. That is true. That is true. I could have had a few people. Um, I, uh, so I downloaded, I ripped like all of the, the Souls games you can imagine, just like the long plays of it. Like 10 hours of it, eight hours of it. And, uh, so he's like 23 gigabyte files. And, but I would be editing it with it and it'd be fine pretty much. Like I would, I would put it in and then there was just a point where premiere just would not, it would not like, and I had them in the, in the timeline already edited and I would start scrubbing and it just would be like media loading, media loading, and they would just freeze every single time. And I was, by the way, this is the, this is the closest we've ever cut it with a blessing show episode. I needed it up the next day. Um, it was, and I just, in the day before the video was supposed to go up, I was like, "F this." And I took the entire thing and I threw it into DaVinci Resolve. I had to figure out a way to do it. There's a way to do it, but it's not that neat. I ended up doing it and I had to figure out

this weird way to get After Effects and whatever. It was just a whole nightmare, but that was way easier than me dealing with Premiere's crap. And it's kind of ridiculous that I have to use two different editing softwares in order to cobble together a video that conceivably should be very, very simple in terms of the planning that I put into it. So it's just a frustrating experience. And I do, unironically, like for not talking memes, like I really do wish that I could use Final Cut. No, I feel like it's been very positive. Everything I've seen from people, I've seen MKBHD talk about it a million times. And like seeing the fact that he's able to just scrub through on what I imagine, you know, these Apple fanboys. I mean, like they're running on the lowest things, you know what I mean? Like, compared to my bad boy of a PC? Come on, come on. Yeah, no, he's um, I watched recently, what was it, he did a Skillshare thing, and that was the first time I ever signed up for a trial of Skillshare, and in that video, in that course, he showed his editing process, which, you know, I think to get behind the, you know, to see how people do things is fascinating, and especially someone I watch all the time and so Roger he now first of all, he's filthy rich and has The best of the best which he should he makes the best tech videos on the internet. I think It justifies it. He makes the money He's got the top Mac Pro. He's got two two of those 6k displays - And they're-- - Roger, I've seen those displays in person, they're gorgeous. They're not worth \$5,000. - I've heard differently though, which is interesting. - Well, okay, well, I'm sorry. To me, they're not worth it. If it was your job and color grading and editing and like that stuff, I absolutely think it's worth it every cent, especially when you compare it to the professional end, you know, \$20,000, \$30,000 screens. So for me-- - Yeah, and those screens are ugly, those screens are ugly looking. These are, the screens are-- I like the holes. Yeah. Oh, those are ugly. Oh, yeah, yeah. The Mac ones, yeah. Yeah, the Mac one looks beautiful. Yes. Anyway, two of those displays all run by this computer. He's scrubbing through real-time 4K 30. Oh my gosh. It's beautiful. See, that's how it should be. Final Cut, of course, right? Yeah. He uses Final Cut. I use Final Cut. I've never worried about an export. Yeah. And so I want to ask though, so it sounds like After Effects is really kind of the thing keeping you in the premiere land. And I'm asking this out of ignorance. There's no way to just do what you need to do in After Effects and then export that/bring it into - Yeah, there definitely is. It's just an extra step on top of it. And I think that I'm going to have to end up doing that extra step just because it's just not worth it, I feel like, anymore. Because, so the whole thing is that with Premiere, it's just literally a right click, you do attach a dynamic link or whatever. So then it just brings you to After Effects so that you can do all your work at After Effects, press save, and if you have like, let's say, you have an issue with something, like I was editing something today where I had a bunch of moving hands that I was animating. And if, let's say one of those hands comes in a little later early, I can go right back into After Effects, move it, press save, and then it adapts into Premiere. like seamlessly, which is great. And that's something that's great for me because I'm not the greatest at After Effects or anything like that, so I make mistakes a ton. So it's easy, it's great to have like that back and forth, but the only way for me to do it with Da Vinci would be for me to export it fully. And then sometimes those experts take a while, then if you notice a mistake, then you gotta export again. So it's a bit of a gamble, but I did it for the blessing show and it was not that bad. It was not that big of a deal. So maybe I'm gonna start doing that. It's just annoying. 'Cause I also, this is how dedicated I am to like get away from this ecosystem is that I like am trying to learn like the fusion, which is the like After Effects equivalent of DaVinci Resolve, which is also, by the way, I should add built into DaVinci Resolve and free, like, which is just like, okay, like cool, great. But it's just like, it's a, do you know anything about nodes? Like it's a node based system, which is annoying. It's like completely not user-friendly. And for someone like me, who's very much of a, I mean, it is visual, but it's a different type of visual learner. It's just, it's tough for me to wrap my head around. I've watched a ton of tutorials. I've tried my hardest and I've gotten somewhere, but it's just, it takes me literally five seconds to do something in Premiere, which would take me literally 20 minutes in DaVinci Resolve when it comes to that stuff. So yeah. - I feel like a part of that has to just be how long you've been using the Adobe products. - For sure. - And you know, just, I feel that way with anything. When I have to learn something new, it is, especially when I'm coming from an application where I have spent a lot of time and then I'm moving to something new and it's

just, I'm like, but it's so much better this other way. - See, it's interesting. - But this other way keeps falling apart and breaking. - Yeah. - I'm like, it's better. - That's exactly how I feel. It's a really bad relationship, but it's interesting because for me at least, the actual DaVinci, like going into, I don't know if you've ever, have you played around with DaVinci Resolve at all? - No, I've seen like its interface in videos. - Yeah, it's-- - I've never played with it. - It's not too dissimilar from Premiere at all. Like it's very similar and you can also even go into the settings and change like to Premiere key commands. So in literally, like, I would say five hours from starting, starting booting up DaVinci for the first time, I was rocking and rolling and I was able to edit an entire video. So like, it's, it's not a bad translation. The issue is the Fusion page, which is supposed to be like, it's After Effects. It looks nothing like After Effects. And like, it's like so strange, like, it's so strange that they went for that, that like, like DaVinci is almost like, I shouldn't say copy, but it's definitely taking cues from Premiere and, you know, very other nonlinear editing software. But then their After Effects side of things is just like, we're just going to go off the deep end. We're going insane. And it's interesting that they did that. But I definitely know that if I put a lot of time into it, I could get the same results or similar results. It's just I don't think I have the energy as of now. I feel like maybe if this was a few years ago, I would totally be down. But I think I'm just like an old man at this point. I'm like, you know what? I know my thing. That's how I feel. I'm like, I know it. I get it. It's probably better. but I'm just gonna stick with my old thing. And it's annoying because that old thing costs me like 35 bucks a month, so. (laughs) - That's how I feel with something like TikTok. I don't have TikTok. I'm very much of the, while it is true that it is a company in China and specifically that app is just, it has an incredible algorithm that just seems to really nail what people are interested in, it's incredible, but it's also just taking all of your information. And I try, the past few years, have just been more conscious about what I'm willing to give tech companies. So I'm like the crazy old man that's like, don't install TikTok. It's, you know, it's taking stuff from you. And then my and then Abby, Abby is like, all over TikTok. I'm like, I tried. Well, if she if she has TikTok, then that means you basically have TikTok. I know, I'm screwed. Yeah, you're screwed. Don't worry about it. I know. Yeah, it's interesting. Like, like, I was a similar way. Like, I remember when the face app or whatever it was, was like, you Then the whole thing was like it would randomly like start uploading things to the cloud. People were like, "That's weird." The one from, was that the Russia one? Yeah, it was the Russia one. Yeah, yeah. There's a bunch of those. There's a bunch of those. They all pop up and they're definitely stealing images in your faces and everything like that. But then I just started like, I was very much like that for a while and even like in that stage I also downloaded like LastPass and like was trying to be a lot more safe. LastPass sucks now. I mean, did you see? Rip LastPass. Yeah, rip LastPass. - I've been a one password, happy one password subscriber for years now. I cannot imagine my life without a password manager. - Yeah, this is what's most frustrating is that I've talked to so many people and they're like, "What's my password?" I'm like, "Just use this thing and take one day, "take one day out of your life "and you will never have this problem ever again." - No joke, my sister-in-law, she had her Facebook account broken into, which in and of itself, sure, whatever. She uses it for her business. She's like a fitness trainer. - Okay. - Anyway, same password for her bank account. I'm like, you've gotta be kidding me. You've gotta be kidding me. Thankfully, like her bank understood and gave her her money, but like, you know, it was all fine. - Oh, the person actually broke into her bank account as well. - Yeah, but they did the Facebook first. And then, you know, once they had that, they had her email address and they're like, well, let's try it everywhere. And they got into her bank and it's just, how do you not, on the very least, understand that like your bank should have a different password, wildly different than your Facebook account. Like, come on. It's so interesting because then also people like I was, I was at my aunt's house. And she's an older woman and she doesn't really get like any of the stuff, but she was, I was like, yeah, what's the password to like your, I think it was her phone or whatever. And it was like a four digit number. And I was like, let me guess, this is the same as your bank account, right? Your pin number. She was like, yep. I was like, It's the same as every single other thing you do. Yep, okay, awesome. Like it's so hard, 'cause it's the lot, I shouldn't say logical, but it's the first instinct, right? When you're like making these things, like of course

I'm gonna make the same password, like who do I care? And then like, it's also like one of those things that like I feel like identity theft, unless it happens to you, is so like far fetched sometimes where it's, who cares about me? - It's definitely one of those things you never think's gonna happen to me. - Exactly. - I don't have anything to hide, or who wants to hack into my account, and then it happens and your address and your phone number. Logan went to E3, was this two or three years ago and all of the E3 information was just widely available online. Logan had to change his phone number. - Jesus. - And I'm sure this happened to a lot more people on like more severe, Logan at the time was just a dual shocker, like a managing editor. wasn't a prominent voice. I don't think Greg's information, but Greg or Tim, you could have looked those people up and found emails and probably the business address, I would think. But people's information was dumped. - The wildest one was, for me at least, I mean, of course, all of them were terrible. - Anyone. - But the wildest one for me was, do you know the YouTuber Girlfriend Reviews? - Yeah. - Yeah, that was before anyone knew their names. So their names and everyone figured out who they were and everything and then after that they ended up like becoming more of like a focus like on camera stuff and they were eventually gonna do that. But it was just like, it kind of like pushed them into like, oh, like now everyone knows, like found my Facebook. Like everyone knows how I look, like that's terrible. - That's so bad. - Yeah. - They make incredible stuff. - Oh my God, they're amazing. - The, did you watch their April Fools video? - Their donkey video, it's so good. - Oh my gosh. So Abby does not like Dunkey. She can't stand his voice. So whenever I play a Dunkey video on my phone or whatever, she goes, "Why is this man in our house?" 'Cause he's awesome. So anyway, she does like "Girlfriend Reviews" and one of her favorite games is Diddycon Racing. So on April Fool's Day, I said, "Abby, "Girlfriend Reviews did a video for Diddycon Racing." She's like, "Really? "Let's watch it." - So funny. - And Dunkey came in and she's like, "Why is this man talking?" I'm like, "It's Girlfriend Reviews." - Don't worry about it, yeah. They just changed their voice. - Yeah, don't worry. - It's not Dunkey, what are you talking about? - Don't you remember? This is what she sounds like every day. - That was a great video. And also just the poking fun at the formula of Girlfriend Reviews is great. Like the office bits and everything. It's just fantastic. - Boyfriend, boyfriend, boyfriend, boyfriend. I have a boyfriend and he is a gamer. (laughing) - It's great. Yeah, no, that's a really fantastic channel. But it was just unfortunate when that happened. I was just like, oh boy. And God, I can't believe that it was just on an open form on like the homepage or whatever it was. Like it's just ridiculous. - Can't wait for E3's information leak this year. - Yeah, and then just every single person that ever logged into the Twitch channel. - Anyone that registered, yeah. - And not even that, like somehow they just get every single person that's ever watched E3 on Twitch. It's like, wow, I don't even know how you did that, but okay. you watch this E3 video on YouTube from 2006, here's where you live and your social security number. - It's just ridiculous. And the fact that almost nothing happened to them because of that is wild. It is so wild that it wasn't even a bigger deal. I feel like people should still bring that up when the E3 conversation ever pops up. Like I feel like that should be the first thing that comes up. 'Cause that's just, it's just mind boggling. - It kind of reminds me of, I don't know if you were aware a few years ago, I want to say 2018, Bloomberg posted an article called "The Big Hack" or something, and basically this article implied that there were a bunch of tiny microchips implanted on Apple, Amazon, Google servers around the world. Like China was siphoning – yeah, exactly, something creepy and terrifying. Turns out they had very few sources, no one corroborated it. All of the companies immediately came out and said, "This is wildly untrue. And they've never retracted or made a follow-up statement or anything. So Bloomberg did this piece that really blew over and no one in the years since has come out and found evidence of this. If there was evidence of physical chips on servers somewhere, especially after a story like that came out, if it was real it would have come up by now. And Bloomberg just doesn't acknowledge it. And so one blog that I read regularly, anytime he cites a Bloomberg article, he always has like a footnote every time that says Bloomberg posted the big hack, they have refused to retract it, and until then, such and such. So he kind of always calls it out. Yeah, I think that's exactly what should happen for E3. I think that's exactly what should happen. Never forget. Yeah, exactly. Never forget that. But that's

interesting, I did not know about that, huh? - They actually earlier this year put out semi-follow-up, like a sequel, like a bad sequel. - Really? - That was, yeah, again, not really corroborated with sources that, it's a mess over there. And then you also think, Bloomberg, that's where Jason Schreier writes, and all these really great Nintendo leaks come out of. And then, and granted, they're two separate departments and completely different authors with editors and things like that, but it's just, it's weird. - For sure. - Yeah, so why, back to video editing really quick. I gotta know Roger. - Yeah. - Why won't you use Mac and just jump on this final cut train? I mean that in a slightly joking way, but a serious way too. - Yeah, no, and I feel like if I was not myself and I didn't know anything about, if I was you, I would think the same thing, right? I'd be like, why don't you just go, just go to Mac. Like it's fine. I've tried Mac for years. I've worked on every school. Every school that I've ever been to has had Macs. Every, um, every job like full-time in person, like video editing place I've had had Macs. Like, so I've worked with Macs for years in a professional sense working editing videos on Macs. And I just, I, first of all, I'm a person that likes being able to tinker with things that I have. And I'm not telling that, I'm not saying that I break apart my PC every week and like add things or move things. I just like to be able to take, know that in my heart that I can like take out my graphics card and put in a new one or remove my motherboard if it goes bad or something. And that's why I have Android. I mean I can't do that with my Android but I like being able to do it with my OS at least. Yeah, it's not an option in my land. It's definitely not an option there. But that's not even the biggest deal breaker. The biggest deal breaker is just the, I feel like I'm not getting a massive amount of price for performance. I think that it's just overpriced in my opinion in terms of the amount of money I can put into a Mac in terms of the amount of money I can put into a PC. Yeah, exactly. For the amount of money that I paid for this PC, I would not be able to get near the level of performance that I have for this PC over a Mac. - Along that line of thinking, I am curious, I don't know how closely you follow any of this, but they're new M1 processors. They're switching from Intel to their ARM processors. They call them M1 and they're switching their whole lineup here within the next year and a half to their own processors. And like the performance out of these first laptops, which will be the slowest M1 ARM Mac chips ever, like smoke, anything and everything, AMD, Intel, it's wild. And so I am curious how that will evolve. 'Cause right now the computers available are like a MacBook Air and a 13 inch MacBook Pro and a Mac Mini. Like it's not the pro level hardware that people need on that capacity. I mean, the performance is great for those products in that space. I'm curious how that'll translate over time in general. I'm not saying that one day you'll wake up and they'll have like the M3 or whatever in a Mac Pro and the scales will fall from your eyes and you'll see the light. - But I wouldn't be surprised if something-- - I'm just curious what that'll be. - Yeah, I think that's honestly, if anything is coming out of this whole, again, I'm not the biggest person in terms of knowing everything about these processors or anything like that, but I do watch a little bit of Linus Tech Tips. - Yeah. - No, but it's interesting because I really, I do love the idea of these companies going in and creating their own silicone, like even Google is doing it. Like I think that... Yeah, they just announced their next phone, I think, is going to have their own chip in it, right? Yeah. Which is, which is I think great, honestly, like having like these competitors to Intel and AMD is always good. I think competition's good. Um, so like, I, I would love to see what, what Apple does. I think honestly, like that could be a huge part of their next generation of like, you know, I feel like ever since the passing of Steve Jobs, people have always been like, they haven't been original, they haven't been doing anything new. I feel like them creating their own silicon in house is going to be able to... Yeah, it all depends. Yeah, is going to be able to... Tomato, tomato. Yeah, exactly. So I think that's going to maybe push them to have some really good innovation in terms of the performance and things like that. So it's interesting. It's something to look out to. And I wouldn't be surprised if they were able to create something that was the cutting edge and was comparatively affordable to the other things. I mean affordable and Apple don't really go in the same sentence, but you get what I'm saying. It's interesting. It's very few products that fall into that category. For sure. But I'm just saying in terms of the high tier performance. If I were to spend \$3,000 on a PC, comparatively to \$3,000 on an Apple PC, maybe they might be comparable in the future. You never know. Yeah. It's

interesting and I'm always looking out for it and I'm always – we're my type of family at least. We're like always the people that if Verizon were to knock on our door for like the, like, I don't know if you've ever had this, like where people like the Verizon people or like the cable people usually come around knocking on doors back in the day and they'd be like, "Hey, we see you got Optimum," which is the local one around here. "Well, what about Verizon? We can do half the price or whatever." And my dad would be like, "Deal immediately." Like we're always like looking for the next best thing in this house, like whatever's cheapest, whatever is best. So I have that same mindset. So if Apple were to be like, "Hey, we're doing this." Also we have Steam and all these things are able to run everything perfectly. You can PC game as well, pretty well. If they're able to have that ecosystem that I can be like, "Okay, I don't feel like I'm missing out on PC stuff," then I would go over. But I think that's a while from now. So I'm sticking with my PC for now. The Windows side of it, I'll briefly... Windows just... Microsoft just needs to release like an... Well, they have an ARM version of Windows 10, but they don't have it purchasable. You can only get it in that Surface X Pro computer. Whichever one has the ARM chip in it. Like you can't... You can go out and buy Windows 10. I actually don't know if you can go buy it in a store like you used to. Windows 10? Yeah, yeah, yeah. - You can go in the store and buy a box that says Windows 10 on it and take it home. - Yeah, I believe so, yeah. - Oh, that's awesome. So yeah, that's, anyway, I just, I always find this stuff interesting in how people do their work and, you know, 'cause I do, I don't do nearly as cool work as you do, but I edit some videos, some training videos. Training material for companies is not as entertaining, Roger, as the stuff you put out. There's not a lot of high energy in here's how you handle a dryer. Yeah, I mean, you know what I mean? It's what you make out of it. If you throw in a 1% opacity image of Sam Fisher in there, it's a good time for you then. Think about it. That's always been my... the thing I've always had in the back of my head. I know that I could just put something in at 1% opacity and no one will ever notice it. my life and then just like go back to it and then just be like, "Hey, I did that 10 years later." You know what I mean? Like I could always do that and I just think about it and maybe one day, you know what I mean? Look up for kind of funny content. You know what I mean? You might see some Sam Fishers in the middle of a podcast one day. I am always hounding you for Sam Fisher content. Yeah. I mean, I think we all are. Why not use that as the perfect segue? Because Roger? Yes. You and I are part of a small community. There's dozens of us. - That remember the man Sam Fisher in the video game series Splinter Cell. - Yes. - Why, why doesn't it exist? Why does no one love it? Why is he a character in Rainbow Six Siege? - That doesn't look like him? - Does it look like him? Does it operate like him in any capacity? They just add three dots. - Yeah, no, I, it's, it's, it's frustrating at this point. And it's something that I'm friends with Yousuf Magid, who works at Ubisoft and him and I have a running joke of just like, I remember the first time I met him, I like was just like, it was right before E3. And I was just like, I'm gonna make sure to text you when that Splinter Cell gets announced. I was like four years ago, five years ago. So like every single year I just message him during a Ubisoft conference or something like that. I'm just like, well, next time, next time, we'll figure it out. But- - And the reveal, I say this every year, the reveal, I have it all coordinated out. This is how it goes. The theater goes dark. The green comes up and then boom. And it just across the theater and everyone loses their mind. - Yeah, so for me, I have a bunch of different options, right? Like I have a bunch of fan fiction. That's like the only thing on my mind. Like I don't do fan fiction. And like, I know my girlfriend, she used to do a Sonic fan fiction when she was a little kid. Like I didn't not do any of that, but I have adult fan fiction of Splinter Cell where I have this idea that it's just gonna be like a regular trailer or whatever of like some dude, whatever, but he's wearing a ski mask, right? And he's like taking down people and then takes it off. It's not Sam Fisher, it's Michael B. Jordan. He's the new Sam Fisher. He's the new Sam Fisher. He's like the Batman Beyond to, he's like the Terry McGinnis to Sam Fisher. - So are you saying that Michael Ironside is in a cave somewhere? - Yes, basically, yes. He's the man of the year and he's telling Michael B. Jordan how to do things and that's my perfect- - That's how you have to do it. Oh my gosh, I've never thought of this. - Exactly, that's the only way to do it. - He's too old to do the mo-cap. That's why they replaced him in black with, put him in a chair. He can sit in a chair and read. - Which

is first of all, the dumbest excuse ever. - Oh my gosh. - It doesn't make any sense. It never makes sense. - First Ubisoft can't animate women. Second, they can't get Michael Ironside to voice a character and have someone else be the actor. - It's ridiculous because they do it with every single animated movie or TV show now where they have like fight sequences. Like they have like the mocap before, like "Clone Wars" the new season. They have mocap where they brought in Ray Fisher, another Fisher, who did "Darth Maul" originally. And they brought in another stunt woman and they did like the actual choreographed fight, but then they animated it and they did the voices of the regular voice actors. Like, you know, how you can do an animated things. But apparently they're like, "Nope, we got to be so realistic with this." I'm like, "All right, it doesn't really pan off, but sure." Yeah, no, that's what I think. I think they need to do like the man in the chair thing where he's just the guy in the ear and then maybe we do a flashback mission halfway through. Like my idea would be to always have this be like start off as something very simple, like, you know, I don't know, like, you know, there's terrorists and there's bombs and all these people steal oil or something, you know what I mean? something Splendour-cel-esque. And then it slowly starts to become weirdly personal for Sam. And then you have a flashback mission where it's like, "Oh, he dealt with these people already when he was 20-something." And then that was- Patrick Potyondy- When they killed his daughter. John "Slick" Baum: Yeah, for the fifth time or whatever. Yeah, no, but maybe this could be his Captain Ahab moment where this is the thing that always got away. Yeah, exactly. And then he has to let go and let Michael B. Jordan do it. And like that, I feel like there's just a lot of potential for a game like this. And just in general for stealth, like stealth is kind of having a bit of a renaissance here and there. And I don't think it's a dead genre whatsoever. I mean, Hitman 3 made back its money in the first day of release. - Yeah, like that Hitman formula of approach your target from any direction, honestly has been a part of Splinter Cell for years. - Yeah, Black Ops, Blacklist did it really well too. - You can go into a mission in Blacklist and not, like no enemy has to see you or interact. Like you can go-- - You don't need to kill them either. - Yeah, you can do a perfect play through of that game and never interact with another NPC unless there's some scripted moment that I'm probably forgetting. - There's a bunch, yeah. - Or you can play that game totally conviction style and murder everybody. - Yeah, yeah it's-- - And it's amazing. It's very frustrating because you and I, we see it. We have the vision. They need to put us in the room. And it's upsetting. It's upsetting because I think that there's a lot of people that don't even like Splinter Cell, that aren't like big Splinter Cell fans that can be brought into this franchise because of the success of a game like Hitman. And I think that there's kind of a want for a big triple-A single-player game now. I think that's like-- There's a lot of demand, I think, for that. Look at Star Wars Jedi Fallen Order. - Yeah. - Huge single player Star Wars IP, great game, most assuredly getting a sequel. Like there, I think single-- - Imagine they don't, they just don't. Like 30 years go by and we're just like, whatever happened to my game? - Where's Fallen Order 2? - Huh, I guess they don't like money, huh? That's weird. - I mean, Ubisoft definitely has a focus on live games. Honestly, I think all of the PS4, Xbox One generation, most Ubisoft games were launched rough, and then over the years, turned into something extremely popular. Look at Siege, look at For Honor, that's that warrior game. I think even-- - The Crew. - The Crew, what was the other Ghost protocol? - Yeah, Ghost Recon. Ghost Recon Wildlands had a Renaissance or what's the new one? Breakpoint. - Yeah, Breakpoint, okay, yeah, yeah. Wildlands was the one that people liked Breakpoint one that sucks, right? - Right, I think so. I think that's how it panned out. And I don't know if Breakpoint is making it come, Division with a Division, Division 2. - Division for sure. - That's kind of been the Ubisoft model. I think maybe outside of the Watchdogs, which were predominantly single player open world games. And they just want to, and Assassin's Creed. Assassin's Creed has had its kind of renaissance too, but again, single player, no multiplayer. It's so interesting to me though, because it's like, in a world where we are constantly not doing original IPs in anything, and we always bring back things that are dead or semi-dead or just freshly dead, like Dexter's coming back again, like why, sure, whatever, I guess, like, why, why are you going to prioritize a game like, even beyond Two Souls, not beyond Souls Beyond Good and Evil. Beyond Good and Evil 2. Yeah, the monkey game. Yeah, even though that game is never coming out. But still,

that game has more of a... Joseph Gordon Levitt's working very hard. He's working very hard, he's hitting record and press and play in the background, you know him. But even like, okay, now I'm starting to say a bunch of games that are cancelled. Skull and Bones, that's a game that has a ton of... Is that cancelled? It's like floating around. I mean, not really. It's not... Yeah. It's apparently... - They're making a TV show for it too. - What? - Don't you remember that? They announced it a TV show for Skull and Bones. Just like the Sam Fisher Splinter Cell movie. - Oh yeah, that's supposed to have Tom Hardy. - Which I can watch the trailer for on my GameCube copy of Chaos Theory. - Yeah, and wasn't it gonna be George Clooney? I think that was the rumor. - I think so, I don't know, man. - That would've been so good. That would've been good, actually. - Rip. - Yeah, but it's just annoying to me that it's like, they have this franchise right here that people are fond of. Even if it isn't the biggest success, it sold millions of copies in Blacklist. It was successful or at least noticeable to sell millions of copies, but they're taking weird risks on Skull and Bones and series that just didn't really work out or just making things that... It's just weird that they wouldn't take this chance. It seems like from at least rumors and what people have said here and there, because sometimes people ask about Splinter Cell, like one of the 12 people that are fans of it, like asking like Jeff Grubb's comments and things like that. It seems like a Splinter Cell game has been in production multiple times over the years, but it just keeps on getting scrapped. Yeah, like they just can't figure out what they want. But I really, I actually think the Hitman style could work because remember when Hitman 1 was actually episodic? Yeah. - Totally could put Splinter Cell in, if they didn't do episodic where they released it chunk by chunk, they could definitely do DLC chunks later and just have a big map area with different approaches. I think, did you ever play the Sly Cooper games? - Yeah. - Like in Sly 2, like those open world hubs where you could kind of sneak around and approach and you'd go into a linear level to do whatever you needed to do. but what if you removed that, go into a linear level, and you just have this open space to play in, and you've gotta get to this spot or this room, and there's different approaches. I feel like they could do that. - Yeah. - I don't know what the cost, because obviously it costs millions of dollars to make a game like that, and then how much are they gonna get a return on that, and will people buy DLC? - Yeah, and then how much is Michael B. Jordan gonna take out of the pie, you know what I mean? He's greedy, you know what I mean? He's gonna want some money. I think more honestly, the game that I would want is more in the vein of a Metal Gear Solid 5. I think I would want a true open world experience if they were to do anything other than linear. For me, it's like either or. I think they should do straight linear years level design. Of course, do it like Blacklist where you're able to... I think that Blacklist is a lot more linear than a Hitman game for sure. Oh, it absolutely is. I think it works better for Splinter Cell because of course you're not dressing up as You're not doing anything crazy like that. So it's like I think that it needs to be like kind of like that weird hybrid or It needs to be fully open-world and I think those are the only two ways in my mind that I would be Really satisfied. I don't know. I mean I'm satisfied of course if I see them three three lights, right? Like I'm Are you yeah, I mean, what is that mobile game? He's in now no, but if I see like, you know, I mean if we do like the the The the reveal like like you're saying like that Like I'm gonna be freaking out crying and everything like that like that. Oh, yeah, they could announce it'll be like To me. It'll be like when they announced Paper Mario Origami King. I just saw Paper Mario I was like it's back and then it comes out I'm like, oh no, it's the same thing for me with with that new Breath of the Wild Dynasty Warriors game or whatever hybrid warriors I was I just I just see it. I'm like, oh wow Okay, I'm good. I'm good. Yeah Yeah, I miss him. I miss it. I actually had just I just bought chaos theory. It was on sale on 360 or You know Xbox one series of whatever. It's called Xbox series X Microsoft store The there we go Xbox live network. Yeah Finally about that and I'm I've just had an itch to go back I have I still have my ps2 copies of the first game and Pandora tomorrow. No, I've got What a team what I recently I recently found out there were like I'm saying seven but I could be totally wrong, but there are a ton of ports of chaos theory. Did you yeah, yeah Yeah, there's a mobile version of it where it was like I played it. I used to play it on my dad's phone He bothers that the engage. Yeah the engage. Yeah, they did it on 3ds No, they didn't know they did they had a launch game. No cast theory was not on 3ds There's no

way. - It was a port of chaos theory that had some conviction elements in it. - No, oh yeah, it's the Splinter Cell 3D. - So 3D. - Okay, okay, I thought you meant like-- - Which is like, it is chaos theory, but it has conviction stuff. - Is it really? - Yeah, that's like the basis of it. - Oh, I did not know it was, yeah. - Isn't that crazy? - Oh yeah, it is, it is, yeah, yeah, 'cause I remember, 'cause I would always see it, and I saw like they had like the weird, in order to add like the 3D element to it, they had in conviction when things would just be on the wall, like in terms of like, oh, enter the bank or whatever. they added that into this game. So I always thought it was just-- - Which is such a good style. - It is a really good style. But then for this game, for some reason, they have like the red and white aesthetic. So then randomly, it seems like there's just a random letter in the middle that's just red. - Like in the next three, yes. - Which is like, okay, cool. Yeah, and yeah, there was a ton of weird, and there's also the PSP Splinter Cell, was it "Blast"? - "X-Men"? - Was it something, it was like? Ah, let me see if I can find it, yeah. But there's something like that. There's a bunch of weird ones and it's just like just give me one Just give me something right like I'll take give me a PS Vita game before it closes up figure it out rip Essentials essentials essentials. Okay. Yeah. Oh, I miss Sam. Yeah I've been having the itch to go to conviction to Today actually, so I think I might think I might replay that I might replay it But then if I do that then I'm like, you know I should just round out and play blacklist too and then it just becomes like all the cycles so maybe not I've been playing a lot of old games a lot of old games recently I have like all the games like all the new games that have come out I have them but I just have been playing Kingdom Hearts for some reason and like hmm and like which which King just just the First one I've never played any of them before So it's it's been it's been a journey. It's been interesting You just if you continue with this journey buckle up. Oh boy. Yeah, that's the thing those places I can imagine - I can imagine. - Seriously? On a serious note, I mean, if you play one, you finish one and you enjoy it. Two is excellent. Two, I mean, it's fun gameplay, really tight design, I think, but the story I think is really rich. They do some really great stuff in the beginning of that game that really still sits super strong with me. So a two's great, and then I'm partial to Birth by Sleep, which was the PSP prequel. Beyond that, there's, you can, you can skip some stuff, yeah, beyond. - Yeah, that's fair, that's what I hear from a lot of people it's, I'm just having fun with it as its own thing. It's dumb, it's stupid, I'm having a great time with just how dumb and stupid it is. - You've got Goofy, you've got Sephiroth, come on. - I love how like just indulgent and weird it is. Like I just don't understand how it existed and was created and I love it for that. Like I love like, even like the little weird quirks that it has, like when you do the, when you play the Colosseum fights and then it's just like music for way too long. And then it's just a weird zoom in on like whoever character did the most damage or whatever it is. And it's just gonna be doing the hell thing. Yeah, it's just like, okay, whatever. It's just so steep. Like it's a great game. - It's so PS2 era. - It is. - They've never lost that charm. Like really when you put playing Kingdom Hearts 3, you know, after waiting so long for that game, it really is a PS2 game at its core. Like it just has that heart. - Yeah. - And surprisingly that kind of still holds up as like a spirit type thing. There are some gameplay design things from that era that we don't need anymore. - Oh, for sure. - But just like the heart of it, you know, the heart of Kingdom Hearts has remained strong for all these years. - Yeah, and I just love the voice acting. And it's just great. - Hayley, what is it? Hayley Joel Osment? - Joel Osment, yeah. And yeah, it's a fun time. And I think that I made the mistake of tweeting something about Kingdom Hearts. And that was a whole mess. That was a whole thing. Don't do it. Alexa Ray tweeted back at me and was like, "You need to play these games very earnestly." Oh no. And I was like, "Oh crap, me. Oh crap, oh crap, oh crap. Okay, fine." And I did it. And I did it. And I've been playing it and I've been enjoying it. Are you playing it on PC? No, PlayStation. They just came out on PC, so I didn't know. Yeah, I was gonna play them on PC, but I didn't want to wait. I was like, "You know what? I want something to play." thing is that I work at my PC all day, so then my PlayStation is my relaxing time, and I lay in my bed and I play. It's almost like whiplash. I've been playing a lot of Kingdom Hearts, and then I go into The Sopranos. I'm watching a lot of The Sopranos. Oh my gosh, holy smokes. Yeah, so I go from The Sopranos to Kingdom Hearts and vice versa all the time. I've been also playing Mario 64 for the first time ever and also going to the Sopranos after that which is very funny

like it's a lot of like weird like like kids games that I go straight into Sopranos which is great. Well it wasn't one of the first episodes of Sopranos they played Mario Kart 64? Yes yes. Impossibly with one hand? Yes yeah I love I love a good you know I love I love a good video game moment in in TV, specifically TV. - Do you remember House of Cards, Kevin Spacey? Is that a PlayStation Vita? - I have all the games, I have all the games. - Call of Duty, was it Call of Duty or God of War? - God of War Ascension, God of War Ascension. Remember this plot, right? Because he just became vice president and they were taking over his house and they were screwing with the internet connection and he couldn't play God of War Ascension. No, he couldn't play God of War Ascension. He turned it on and then he couldn't go online. So then he turned it off. - To play the multiplayer. - Yeah, yeah. - I played that multiplayer. That was good stuff. - Was it good? - Yeah, I enjoyed that a lot. - Interesting. Good looking game. Forgot about it. It's a good looking game. - It was a very late PS3 game. I went to the midnight launch. It actually launched the same night as like a Starcraft game. And so everyone was there for Starcraft and I was there for God of War. - You're a real gamer right there. You know what I mean? They're all trying to, they're trying to click their buttons and you're just like, "Hey, I want to slice some dudes in half, I want to figure out where's Kratos been in the past." - I love Kratos back when he was just a hack and slash grunt yell man. Now he's a nice father. - I mean, I wanted to be nice, but he definitely is a father. - He's a father. - He's a father. - Man, that's a great game. But I know, this is probably maybe a month or two ago. - Sure. I try to piece together what like I I am like a detective in the kind of fun in community whenever I see you tweet about a game I'm like this is what the next blessing the show is gonna be. So you're like what you said a lot of people don't have too much time on your their hands I think you're one of them. I have a lot of Twitter time on my hands okay if you tweet something Roger and I see it I my brain starts going sure sure sure but I don't dig deeper than that yeah you were playing Uncharted yeah Roger I love Uncharted yes I love Uncharted 2. Well do you love Uncharted 2? Oh yeah, I love Uncharted 2 but also a T-O. No yeah, that makes sense that you would totally be on a blessing episode, but I was actually playing it with my significant other, she's never played it before. It's funny because um, so she's like very specific about the game she plays, she plays like um, she's a big Animal Crossing fan, she plays, she has a thousand hours plus in Animal Crossing, - Holy, I thought Abby's like at 450. I thought that was impressive. I'm gonna tell her after this, I'm gonna tell her after this, she's gonna be, her jaw's gonna drop. - Yeah. - Did you get the cards, the Hello Kitty cards? Were you able to get those? - I was trying to very, very nicely, Belinda Garcia over at Sledgehammer Games, she messaged me after I couldn't get it and she said, "I got a few extra, "I'm gonna send them over for your girlfriend." Very sweet of her. So yeah, because they immediately sold out on my Target thing. I don't think they actually did. I think it was just the website glitched and then people actually got it afterwards. - I, after like 45 minutes, to make a long story short, I thought, hey, I wonder if the Target in Indiana where my mother lives, has it. - Smart actually. - And I was able to get it through in Indiana and then I called my mom and said, I need a favor. (laughing) - Hey Ma, I know it's COVID times, but you need to pick up these fun little cards, these Hello Kitty cards for me. - Yeah, she was like, "Hey, am I gonna get jumped "leaving the store? "Are these carts valuable? "No, no one should jump you for Hello Kitty, "but just please pick these up." - If they do, that'd be interesting. You know what I mean? That's a good Twitter thread. - I would feel so terrible. - Yeah, of course. - But then Abby finally used them. But anyway, Uncharted. - Yes. Yeah, so my girlfriend, she's very specific about the game she plays. A Thousand Hours on Uncharted, she's been playing the Harvest Moon game or whatever, the story of seasons, I think it's called. it's basically the obvious moon. But she also, her and I have been playing a lot of Fortnite recently, that's what we were just playing before this. So very specific about the game she plays. And for some reason when she was younger, she was really obsessed with the, I'm gonna say younger loosely, like 17, 16. She was obsessed with the Tomb Raider games, the Nuans. But she never played them, she would only watch them. And she had no idea about Uncharted. So she was watching these Tomb Raider games like this is the pinnacle of action video games and she had no idea and you were like hold up a minute yeah exactly she was obsessed with these games it was so weird too because we should talk about it a lot early on

in the relationship i was like really like these are the games that you like she's like yeah it's so crazy and then she we played uncharted uncharted 1 was a rough time like it's a rough time uncharted 1 is rough it might be a bad game it might be a bad game I go back and forth on it. Today, if you're playing it for the first time today, it's really tough because it's all in one location. Some of it's a little stiff. But when you look at it in the context of when it came out, this game's revolutionary. So I always go back and forth with that. And then also I'm biased because it's the first, actually it's the second PS3 game I ever played. It was the first one I played on the PS3 that I got for Christmas. I actually that I played it all in one sitting on my she OT I didn't even play it in HD like I was I was like look at these scan lines on Nathan Drake That was the day after Christmas is one of the best Christmases ever The first one was Metal Gear Solid 4 and I borrowed a putty's PlayStation while he was out of town on vacation And played that in a week you finish that game too in a week Dude when I was a child I had so much time all did. I would just I would just spend that time playing Modern Warfare for like 32 days. Yeah that's why he used his ps3 for most of the time. I was like I want to play. Oh man that taste. Yes let me learn about the la la la la la nanomachines. Yeah Uncharted 1 is difficult to go to if it's your first time. It is and And it's tough to, as someone, she didn't play the game either. She's watching it. She's watching it. And that's a tough one to just be like, "Hey, these are characters I care about." She's like, "I don't understand why any..." And it took us a long time to get, and we only see each other once a week. So we would spend the one time a week that we see each other playing Uncharted, and for like a good two weeks until we finally were able to finish it, she was like, "This is... I don't understand why people like this game." She's like, "How is this better than Tomb Raider?" Yeah, exactly, right? the pinnacle of gaming, Tomb Raider. And I was like, I don't know. But then we finally got to two and then she sorta got it. And then three, three was a moment. Three was a moment for her and everything about that game just hit on a different level. And then we just finished four last weekend and it was, it was something. It was, it was beautiful just to see her face when Sam came about out of nowhere. And she was like, wait, we have a brother? Like all of these, all of these moments that I knew and like, it's, it's so funny replaying these games because the moments for me that stood out, in Uncharted 4 specifically, were moments that were so understated that I totally thought they were bigger moments. Like there's so many explosions and people dying and things happening in this game and the things that stood out to me was in towards the end of the game when, spoilers I guess for Uncharted 4, when you're with Elena. People at that time. Yeah, people at that time. When you're with Elena and you're going to Avery's house and you fall into the water and it was like I think before that, before you fall into the water like some ground falls or whatever as Uncharted games happen, the ground falls, you all slide into the water. Unstable footing. Yeah, exactly. They fall into the water and Nathan's like, "Hey, are you okay, Elena?" And she's like, "Yeah, I'm good. I'm good." And she's like, "How are you?" He's like, "I'm a little hungry." And like that moment for me like always stood in my mind and I think it was just such a pure moment but it was also like just it was just also like oh yeah that's true they would be very hungry. Like I don't know like it's that's the moment that always stood out to me and I always thought it was a bigger moment to the point where I was like watch watch look at this look look what happens. You're like you're like tapping her arm and being like look he's hungry he's hungry. I was like oh wait that's not also I ruined the moment because I pressed the grenade button. (laughing) - So I throw a grenade in the water in the middle of him saying he's hungry, so that she completely lost what he was saying. I was like, oh, sorry. But yeah, no, that-- - So you reloaded his save from two hours prior and you're like, come on. - We're gonna get the hungry moment. Yeah, no, so that, for me, those were the moments, that and like the, when they're going on the elevator and they're looking out and the, yeah, like the very understated moments in like this big action, massive game. - Everyone, I feel like a lot of people I talk to, actually Cam, we just talked about this on the episode I recorded with him and he was talking about how there was, he felt there was a lot of that later game that could have been cut and I'm just thinking, no. No, that is the game right there. I was dragged by a caravan in Madagascar to get to this. - Yeah, that's where the game gets really good. Like all of the stuff on Libertalia is what I'm here for. Like this is why I'm here. - Yeah, Libertalia is, and it's also, I

think it's the best Uncharted story for not the characters at all, like for like the story of the thing that they're discovering. Like the idea of like the pirates fighting each other and then seeing like the whole back story and how it mirrors what Nathan is going through with Sam. And it's, it obviously took - A little too on the nose at the ending for my taste, But it's fun. - Yes, absolutely. It's definitely like, this has happened before. You know, like, come on, this is what you're doing now. But it just feels so rich and, Diane, we actually, no joke, we just started playing Uncharted 4. So I thought, she's like, obviously, she's aware of my love of Uncharted 'cause I don't shut up about it. But she's never sat down and watched them. She's done The Last of Us and part two. She was actually a wonderful trooper when part two came out. I was fortunate enough to get the game a few days early. - Oh my gosh. - Thanks to a local mom and pop shop who, this is my kind of double standard. So a local store typically does sell new games early. And I see them posted on Facebook and the rule follower in me is like, they can't do that. That's against the rules, brah. But then one day I'm over here playing Call of Duty Modern Warfare 2 remake campaign. And I see that they have SpongeBob, Battle for Bikini Bottom early. I'm like, I want that game. I'll go get it. And I walk into the store, and on the shelf is The Last of Us. And I go, are you selling that too? And they said, yep. And I called my wife and said, I know I already have two copies of this game pre-ordered and the PS4, but can I buy it early? Oh my god. God bless her. She said yes. I did a similar thing for Alex O'Neill. It was his birthday. and Persona 5, the first of Persona 5. There's many Persona 5. The first time it was actually coming out on PS3. It was a PS4 game too, right? It was a dual launch on 3 and 4. So I guess I got it from him on PS4. But his birthday was right before the launch of the game, like three or four days before the launch of the game. And I was like, you know what? Screw it. I'm going to find him an early copy of this game. And I called every single mom and pop place in Maryland and I asked, do you have persona five? And then this one goes like, yep, we have persona five. It's like, can I reserve a copy right now? And he's like, yep. My, I said, my name is Alex or whatever. And then the, yeah. And then he went there and apparently the guys were very sus. We're like, who sent you? You weren't the guy on the phone. It was very sus, but he got the copy. Yeah. That's always fun. I feel like I wish I had more mom and pop mom and grot pop shops. I'm ruined because it's kind of funny. I just say mom and grot pop shops. It kills you. Yeah, so when the game came out, obviously all I was also it's weird to say this but I was fortunately furloughed at the time so I didn't have anything to do fortunately right like in hindsight It actually really worked out well for me as far as my job and thing and I'm very fortunate and blessed you know have been in that situation sure but To not have work when the last of us part 2 came out was incredible. It was like a summer vacation. I'll never get again Yeah, and so I literally blankets over Over the blinds to block out all light. I mean we I played in darkness and she sat there and watched the whole thing She was a trooper Incredibly thankful and then she did not have to sit there at the next three or two times. I played the game Yeah, of course anyway, it's Back to Uncharted. I mean I decided to just start with four and I realized she's not gonna get all of like the subtexting character relationships and things but I just felt it knowing her and like what she would be willing to sit through like four has the bombastic action it does and everything and the relationships and the development and stuff and like when You know, we just started we actually just got to Italy to do the the first heist for the cry of the cross For the Christ the Christ this is not a crucifix. It's funny. Actually your date. They're talking about What is his name is Saint? Dismas, yeah You know the the penitent thief and then Easter happened and they mentioned the thieves at church I was like I did I touched her like that's uncharted - She's like shut up. - She rolled her eyes so hard, Roger. It was awesome. I just thought that that was a really, would be a really good place for us to start that. And if she wanted to go back two and three, or honestly, "Lost Legacy," are you gonna play that next? - See, I haven't played "Lost Legacy" ever. So I think I might. - You're in for a treat. - Yeah, I played a little bit of it, I should say. I played the intro part of it and I just never played. For some reason, I was just like, I want video games. And then I bought, it was right when the game came out and then the target had like those buy two, get one free things. So I bought that game. I was gonna say Five Nights at Freddy's. Five, the Jason game. What's that? - Friday the 13th? - It's Friday the 13th, Jesus. I'm just, this is how corrupted my brain is. I just said Five

Nights at Freddy's. - Five Nights at Freddy's for, I mean. - Friday. Yeah, I mean I guess it works. - Sure, the same. - Yeah, I guess, yeah. And then, I forgot what the other one was, but it was also Horizon Zero Dawn. I played none of those games. I played the first hour of Horizon Zero Dawn, didn't like it, played the first hour of The Lost Legacy, never went back to it, played literally maybe 20 minutes of Friday the 13th, never played it again. So it was a pretty big L on my side of it. I've had my fair share of buy two get one Ls. It's just a good deal, you know what I mean? You feel like you need it, but then you don't really do it. I think I did that for Doom 2016. It's a solid one. No, not Dune 2016. No, what was it? I definitely South Park. - Sure. - Wolfenstein, it was Wolfenstein. - Which South Park though? First World or Second World? - Fractured Butthole, which honestly is probably one of the best game titles ever. - Yeah, I never finished that one. I liked it. - I never played it. I never played it. - It's good. You played the first one? - Bought it, never played it. Nope. It came with it. - Oh, okay, maybe we should play the first one. The first one's a good time. - I just never played them. See, I've had my fair share. But seriously, you're in for a treat for Lost Legacy. - Yeah, I'm excited. - I replayed all of them last year and I platted it. Actually, I platted that. That was the first time plattin' that game. - Yeah, it's interesting though, 'cause I don't know, I mean, I'm gonna try to play it with my girlfriend, Leanza is her name, with Leanza. But the issue is that I don't think she has a lot of goodwill towards Nadine. At all, she was bad-mouthing her the entire game. very negative towards this character as just being there. And then also she was very, not negative, but she didn't really care about Chloe like as much. She was like, oh, she's like, good looking, but like she didn't really care. - So you come to her and you're like, hey, what if we put these two people in a game? - Yeah, it's gonna be your favorite game ever. So it's like, I think I'm gonna try it out and I think she's probably gonna end up liking it, but it's still like, I think it's gonna be a little bit of an uphill battle 'cause she did not care about indeed, which is fine. She's a bad guy. - She's one of them, yes. - There's a moment. And if you don't want me to spoil this, I won't. So you tell me now. It's not a big moment. Okay, then I won't. - Okay, yeah. But there's something that's gonna- - When you're done with it, if you follow up with me, I'll tell you about it. - Okay, okay, I will. - It's great, it's good stuff. - Okay, okay. Yeah, I'm excited, I'm excited. And I always forget that I have this game, so I'm excited to try it out. - And it's a lot, it is a lot shorter. It really is Uncharted 1 kinda length the first time through. Just a good- - Uncharted 1 felt like- - Oh, sorry, okay. - 30 hours, so I don't know what you're talking about. - Okay, sorry. To me, it's a seven to eight hour game. - Oh, that's solid, that's good. - Yeah, it's really tight, I think, in that direction. And there's really strong moments and it's fun. - Yeah. - It's Uncharted. - I'm excited for that. I think that Uncharted 4 was a great time. Like everyone liked it, everyone liked it. Leanne's liked it a lot. We did have a little bit of a different opinion on the ending. She was, not that she didn't like it, but she was like, she felt like they showed too much of like the kid and like, like she just like didn't feel any like, she cared a lot about these characters that she spent four games with and including Sam, which we spent like 15 hours with or whatever. Yeah. So then she, she cared about those characters, but then she felt like, Oh, like, I don't care about this kid and everything. I think I've gotten her around to it because I was like, I was like, yeah, but like, this is like all about like, instead of just showing you everything on charter, instead of showing you like what happened to them or or whatever like you're playing through this point of view. - You're playing and maybe part of that is because you were the one playing it and she wasn't. - Yeah, I think that's a question. - And I do also think particularly just that ending hits harder for people that have, it almost sounds unfair to say it's like I was here first, like I've known these people longer, but I do think there's an element of time. Like in the beginning of the game, you're in Nate and Elena's house and if you go in the bedroom, you can look through their wedding album. - Yeah. - And like that hits me every time. - Yeah. - This is a moment, I wasn't there for that. Obviously they're video game people, like I'm not going to the wedding. (laughs) But it, you know, it hits. And so being able to play as their daughter, it just, it's one of the things, it's really the reason I like Naughty Dog the most is because they put those moments on the controller and in your hand instead of just showing you. 'Cause they could have shown a cut scene or a montage of like Nate's now an official explorer and has magazines and all this stuff. - Or the intro of Last of Us One. Like that could have just been a

cut scene. Like the fact that you play it adds so much to it. And yeah, it's very true. And I think that for me, I had a lot of, I mean, I was very emotional when I finished that on Charter 4 for the first time. But I also had a lot of mixed feelings about the way that they, I mean, they clearly marketed it in a way that you thought people are gonna die and no one dies. - Are you telling me a game called Thief's End doesn't involve death? - Yeah, exactly, right? So like, but then the more I think about it, the more I think it's just a perfect ending for me. Like, I think it's like, this is all about storybook, like, like basically like movie tropes, kind of. And the fact that, you know, it doesn't end, it doesn't, it doesn't take, doesn't become like a depressing, depressing game. Like lots of us do. It really? It become, it still, it has a storybook ending, which I, which I really appreciated that they took their guns to. The fact that the studio that made Last of Us was able to be like, okay, we know that what this game is, we're going to continue with it. and we're gonna be very truthful to it. And I really appreciated that, honestly. - Yeah, and they gotta tell their story their way. - Sure, yeah. - You know, you still have one more game though that you could play. That's Uncharted related. - Oh, what's that game? (laughs) - "Gold in Abyss." - "Gold in Abyss." I mean, I got two, I guess. I got the card game too. - That and "Lost Legacy." - Yeah, I mean, well, I mean, I have my time-- - Well, the card game, yeah. - My time is ticking though. - Oh no, the date that the store's gonna close. I do have a I do have a I do have the game oh I have the game I own the game see yeah you get you to cuddle up yeah the veto cuddle up and then she's gonna squint her eyes when you have to when you have to dust artifacts you know and stuff yeah she could touch the screen and rub off some dirt and there you go I'm gonna break I'm gonna break I'm gonna break out a PlayStation TV you - You know what I mean? - Do you have one? - No, but I'm sure I can get one for \$10. - You cannot. - Really? - They're expensive. - What? I remember they were selling them for like a \$10 when they went after one. - They were, there was a clearance just black. Roger, they go for over \$150. - Are you serious? - I just got one in like January because I traded some stuff. - I'm looking at it now. - It is, oh, it's too bad. - Oh my God. I'm even more glad that I have one now because the store is closing and stuff. And so I've actually, I hacked it. I had a buddy help me. - Call the police, call the police. - Homebrew called. - Uh oh, uh oh. - He's like hooked me up because there's, if you can imagine the community surrounding Persona is rather intense. And so people have come together and they've made like an HD patch for Persona 4 Golden. And so he helped me put that on my Vita and I knew Golden Abyss is one of the games you can't play on the Vita TV officially 'cause it actually requires motion controls and some touch stuff. But the Vita TV actually added support for the DualShock 4 so all the touch stuff is done on the touch pad. - Oh, that is cool. - But no motion control support even though there's a motion in the DualSense. So you can put basically a patch in the system through Homebrew that recognizes the motion in the DualShock 4. Wow, that is really cool actually. And then you can play the game. So I can play Golden Abyss all the way through on the TV as they intended. No one intended it to be played this way. Doesn't it suck? Because you're like... And now I feel like there's just added pressure of the stores closing. Maybe you don't feel this. No I do because I bought... I'm the person that bought... I said I wasn't gonna buy it, All Stars, 3D All Stars, and I bought it, I checked at midnight, and it was still there, so I was like, all right, I gotta buy it now, you know what I mean? - Exactly. - Yeah, so I'm very easy to be swindled through FOMO, very easily, so I mean, I might do it. - Earlier this year, I was like, I have a feeling they're gonna close this stuff down soon, it just doesn't feel right, and I, so I upgraded, I upgraded my PS3 hard drive to 500 gigs, and I just went on a download spree, and then I got this TV thing, And then yesterday, I figured, was yesterday maybe or Monday, I figured out how to use an external hard drive on the Vita TV because those proprietary memory cards suck. - Oh, they still use that on the PSTV? - Yes, Roger, it's so bad. - Well, at least you have the homebrew. Now you're an illegal boy. You know what I mean? - I am. - You're a breaking thing. I mean, it's legal. - I'm just trying to upgrade the capability. I'm not out here cheating. - Exactly. - Not out here, you know, playing Killzone Mercenary online. - Uh oh. - Auto sniping people. - Uh oh. - I don't even know if that game has online. I don't think it does. Man, what a console. - What a console. What a time period. - Remember they had a 3G model? - I mean, how could I forget, right? The AT&T 3G model. It's, I, I, - Exclusive. - Yeah, I was, I was like looking through my old stuff and I was

like, do I just sell this? Like, I, like, I don't use it. - Never. - Like I'm not, But I wasn't like that big of a Vita guy. I think I bought it because of I was peer pressured by Greg Miller and everyone on Podcast Beyond to buy it. - You should hold that against him. - Yeah, I mean. - Like Greg, this is your fault. - Yeah, this is your fault. He's like, what do you want me to do? What do you want me to do with it? So it's like, I haven't really used it. I have Blackgate Origins, whatever, Origins Blackgate or whatever, which is just awful. It's just an awful video game. And it just makes me angry every time I played it as a kid. 'Cause I was young-ish, but like, so like it should have worked fine. You know what I mean? Batman on my Vita, wow!" But it didn't have the ground pound or anything like that. You couldn't press R and Y to take someone down, you'd just have to punch them a bunch of times. It was just super simple and I was just maybe angry, honestly. You were like, "Why is this not like Arkham City?" Yeah, exactly. It's so wild that they couldn't even add the combat of Arkham City. It's just so basic. Don't even get me started. Don't even get me started. And it's on PS4 for some reason. Come on. Come on, guys. on the Wii U. We talked about this earlier tonight. It was on the Wii U, the best system. You know, and someday they're gonna shut the Wii U store off too. Yeah, well you gotta start buying things right now. Roger, I sat Abby down tonight with a spreadsheet and said, "These are the games on PS3 and Vita I need to buy. Can we afford this?" And she's like, "I don't think we can afford \$50,000 in video games, period." She said, "Why is there a Ratchet and Clank game called Quest for Booty?" I'm like, "It's - Digital only, we have to get it. I'm like, it's a pirate game. She's like, but it's called Quest for Booty. I'm like, they're all cheeky titles. Up your arsenal, go in commando. Size matters, come on, it's Ratchet. - It's Ratchet. What's up with the new one? - Rift Apart. Rift Apart. Into the Nexus. They kind of cleaned it up later. Tools of Destruction. - That's a good name, I like that name. - Tools of Destruction's good. So I think that'll do it. I don't wanna hold you up anymore, but thank you so much, Roger, for joining me. - Thank you for having me on. I really appreciate it. This has been a real treat. I haven't podcasted in a while like this, so this is a great time. - You work at a company that has like 50 podcasts. - I know, right? Like it's just like, yeah. I mean, with too many people listen to them, you know what I mean? Like all these people listen to like X-Casts and things. Like if I go on there and I say like anything wrong about an Xbox thing, like I will be murdered. You know what I mean? So it's like so much pressure over there. It's like- - Don't let that go. - The only podcast that like I don't have pressure on ever is the Next Gen podcast, which you all should listen to. It's great. It's just garbage. It's just Barrett, Blessing, and Joey joined our last episode. We were just ranking serials and going crazy and like a hundred people. - Serials? - So it's great. - We did, back in the day, I did a podcast with Logan, more Michael Ruiz and Mario Rivera, and we did a serial mascot battle royale. - Oof. - That was fun. - Who won? - It was a good time. - Spoilers. I want, if I get this wrong, they're gonna come after me. - Uh oh. - But they have to listen this far to find out. - Which they won't. - I think Captain Crunch won. - That makes sense, I mean he's a captain, right? Like it's not a juggle, but it's a captain. - I don't think I voted for him, but I think Captain Crunch won. - Who would you go against Captain Crunch? - I feel like if I was choosing a cereal mascot, I probably would have chosen Tony the Tiger probably. - Yeah, sure. - Beauty, Snap, Crackle, Punch, Pop Pop. - Or the Honey Smacks Frog. - See, that's the thing that Blessing in the last episode, he said that he doesn't believe that Honey Smacks is a real cereal. - Oh, it's real. - He's never eaten it, never seen it. He feels like it's a fake thing that you'd see in the background of Malcolm in the Middle, which I kind of agree with. - I ate it as a child, so it's real for sure. - Well, you're real, you're not real, according to Blessing. - I'm a fake individual. - You're a fake person. - Do you, what do you wanna plug? Plug away, my friend. - Sure, I, the Twitter. (laughs) - Sure. - @Rajformer on Twitter, you can follow me there. But mostly watch Party Mode on youtube.com/kindoffunnygames every week, Monday, I believe at 9 a.m. PST that goes up. You can also watch The Blessing Show, which goes up every Thursday, every other Thursday rather. So the next episode is going to be the 15th of April. So watch that over at Kind of Funny Games as well. It's a series finale, season finale, not series finale, season finale of the- - I was about to say, Roger. - Yeah, we're canceling it already. I'm out of the company of "The Blessing Show" and it's a real big doozy. And I will say it's everything you could have dreamed of and more, so look out for that. Look

out for that. - Dream, dream, dream. - No, more. - Splinter Cell? - More, yeah. (laughs) Yeah, Splinter Cell, the Splinter Cell episode. Don't worry about it. - I want a second, "The Blessing" show. Awesome stuff. Really, I love the editing mostly because I know it's you and I just like, I get your hue. Again, what we talked about at the top, your style comes through it and I enjoy it a lot. And "Blessing", super smart guy, knows what he's talking about, gets into it, has interesting points and ideas. And then sometimes I don't agree with him, but then I just keep that to myself and go, "You're still a cool guy, 'Blessing'?" - See, when you said super smart guy, I thought you said super short guy. And I was like, wow, we're going somewhere with us. - I bet blessing, I think at PAX East, all too briefly, just kind of like, I think Alex O'Neill is there, he's kind of the rational passions people. And I think blessing kind of was there. I was like, hi, bye. 'Cause I had to go. - Was he short? - I don't remember. I don't think he's short. I don't know. - You know, blessing gives me short guy energy, even though I know he isn't probably, I think he's my height, he's like five nine-ish, but like by 10, but like. So then we're all three of us about the same height. - Yeah, but I feel in my heart that he's a little shorter. You know what I mean? Yeah, I don't know. Like if you're listening to this right now, tweet, nevermind, I was gonna say, tweet a blessing saying he's short, but that's a crazy thing to tell someone to tweet too. - Well, if any of that, just follow his mentions if it happens, it happens. - Well, yeah, thank you so much for having me on then. - Thank you, Roger, for joining me. You can check out the writing over at maxfrequency.net. You're already listening to the podcast so you know to subscribe and stuff there. And you can follow me on Twitter @MaxRoberts143. And until next time, have a great day. - Bye bye. - Where was I going with this? Like the, you use Premiere and After Effects to create your videos. I really, I'm gonna edit this out 'cause I really don't remember where the show was going. (laughing) (laughs)