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Hey everybody, welcome to the Max Frequency podcast. I'm your host, Max Roberts. As you may have heard in the trailer summary episode previously, this is a new project for me on maxfrequency.net and I'm trying things out. And for the very first episode, I'm super excited to have longtime friend and longtime podcast host Peter Spezia with me. How's it going, Peter? Hey, Max. How are you? I am well, I'm super excited about this, about talking to you. There's a lot going on in 2021. How has, we're already almost a quarter of the way through it. We're in March. How is- - We've got those memes going on where, you know, we're thinking about March, 2020 still, and then 2021, it's just, it's right up on us. We've got the video game industry impacted by COVID delays. We've have, you know, still the news starting to trickle out, whether it's Nintendo directs or things like that. So, uh, it's an interesting time. Yeah. How, how has your 2021 gone so far? Well, I'm healthy. I think first and foremost, that's the most important part. I hope everyone listening out there is also healthy, whether they're lining up vaccines, whether through their work or whatever. I mean, you know, hope, fingers crossed that the United States at least can, you know, get through it slowest of all throughout the world. But that aside, life is good. I'm engaged. So that's great on the personal news front and yeah, very, very happy on that front. Still playing games, still like to talk about games, podcasting. It's a busy time keeping work and everything balanced. But pandemic aside, very good. Awesome. And congratulations for the third time, but actually with my voice this time, I'm so excited for the both of you. I appreciate that, thank you. She just wrapped up Hades, right? So, for the past year or so, as things got more and more serious, she had played games on the phone, I think like many people do. but you know, had some exposure to console games overall in college, but not the kind to sit down with the controller. And so it's been a delight for me to see her over the relationship, you know, learning, we each learn new things from each other. It's what you do in relationships, right? But, uh, one of her biggest things is learning about console games and the game industry and how to play games with a console. And it was an interesting challenge for me to figure out how to approach this slowly and kind of introduce to the controller. So I think the first game I showed her for her to try playing was, since it was late 2019, it would have been Sayonara Wild Hearts. And that, you know, just you have the left analog stick and you have one button, whether it's A on Xbox, was it B on Switch? you know, we played it on PlayStation 4, so it'd be the X button, the cross button. And so one button on the face and then one analog stick and short enough, honestly, so you're not feeling too overwhelmed by the length of the game. So from there it's gone to it was, you know, life is strange, kind of learning about the camera in a, you know, consequence-free sort of environment. You know, you're not trying to fend off enemies. It's a low, you know, laid-back, back narrative driven environment and then like it's Assassin's Creed she loves history so diving into that has been fascinating and you know she watched me play - she then played Brotherhood and really picked up and ran with it and now it's Hades I'm so impressed and it's really interesting to see like from a way of like learning about games in this pandemic quarantine environment it's been really cool to see is what Assassin's Creed is her favorite her favorite I think oh gosh has she played all of them yet have we gone through the whole thing she hasn't played all of them yet she hit a point in three or she didn't like how slow it started and then you you're like restarting then with Connor and it was it was a no-go didn't get on to

black flag or anything like that. So then went into Origins, you know, kind of the newer stuff because there's an interest with like the Witcher Netflix series to eventually try that game. She saw me play a bit of that. So eventually it's like, "Well, here's Assassin's Creed kind of mixed with that Witcher style." I think she really enjoyed Origins and then just also she finished Odyssey recently. A full completion of Odyssey. So yeah, she's... I feel like she mentioned that she likes Two and how she's mentioned how like if Two ever gets like a full proper remake not just a remaster in the Ezio trilogy that'd be the dream but I feel like she's liked whether it's you know Brotherhood and she wasn't too hot on Revelations between you know Brotherhood origins and Odyssey like each have had their benefits. Yeah I'm still a big Brotherhood fan myself but I really black flag was actually a turning off point for me which is I know I'm in the minority on that one but I was not I was not a fan of the ship controls and I felt like I didn't so basically you won't see me play Skull and Bones whenever that comes out it's oh I mean if that is ever going to be a thing I along with what is you show oh gosh that's right oh yeah I put in way too much time in Odyssey like I did you know every little side quest everything, you know, whatever I could. And that was 132 hours with the DLC all told. So yeah, that was a bit crazy after beating Valhalla in the last holiday season here though. That's about, it was 72 hours for a story completion, about 90 for some map cleanup. That's another beefy game. I really like where big Assassin's Creed fan, a big fan of where that's going. It's kind of like a neat direction that they're pointing in for finally paying attention to the modern day story. JEAN-BAPTISTE Oh, so they finally brought it back to modern time, real people stuff? That's a big focus now? JONATHAN Well, they kind of started that in the Origins and Odyssey stuff, but it was way in the background and they continued this story with this character, Laila, who was a Templar turned assassin. But in Valhalla, I feel like they kind of looked at like, "All right, how can we..." Assassin's Creed has just been a mishmash. I mean the Ezio trilogy was like trying to do stuff with with the animus and like really introducing that stuff and then Once it started going to Black Flag as you know with the modern day story It was like it was about sages and Juno and they didn't know where exactly they were going There was you know, the helix which is Abstergo's video game console or whatever and so then with as origins was kind of like a new start They're like, alright, let's let's kind of start fresh and I feel like Valhalla They took a look at like all of these different threads. How can we pull them all together? Roll in a little bit of the Norse mythology and make it all work with this idea of the Isu, the precursors, and then like propel it forward into something interesting for the next game. It's pretty neat. Okay. I'll keep my eye on that because I always did like that modern day stuff. Yeah, I feel like we're in the minority there. But yeah, it's I always thought that was so cool. I remember my friend in high school pitched it to me The first time I ever played Assassin's Creed was at his house on an Xbox I want to say it may have been Brotherhood then he had he had this huge Like deep big old tube TV in his room. Mmm, and I played on that and he was like, yeah I'm there. It's actually all simulation. It's cool. And then I played them all on my ps3 and I really like that One through three run of games. Mm-hmm. Yes. Yes, I mean, yeah the easy sell is the historical side of things but yeah when you have a thread that kind of connects it all together it's it's a good series. I um I was at a game shop the other day I had to drop my car off and it was on the side of town I don't normally go to and there's a shop there I like to go to and I was surprised Abby actually picked out a game for her switch to play and she uses her switch solely as an Animal crossing machine. She's got like 420 hours in it. It's wild. I've gotten every penny back on that switch. And she grew up playing The Sims 2 on her computer. She still has every expansion because DLC for The Sims came on discs back in the day I guess. So they have a tub full of that. So she's kind of been that sort of just very casual design and make and those kind of games. But she saw Two Point Hospital I think? Oh yeah yeah. And she saw that and she was like I want to get this. I don't think she's played it yet but I was surprised to see her pursue something besides Animal Crossing. So that was kind of cool. I've tried, we mostly, she likes to just watch me play, so that's how we mostly do things. We've done all the Telltale games. - Sure, yep. - Except Batman and Borderlands. (laughing) - Well-- - The best ones, arguably, I mean, except for Season One of Walking Dead. - Borderlands is my favorite, but those two actually were a work gig, so it was, she, I mean, she could have watched me, but I was playing

way differently than we normally would. I'm very excited for Wolf Among Us season 2 if that ever finally comes back, but it's cool I like watching her play and learn things and just see how she cuz she's a completely different person. I used to Back in high school think oh, yeah, if I could find a girl who plays games, that'd be awesome. Like hard the dream I know I love I love watching her play Animal Crossing and her being so into it has kept me like on the beat of it knowing Like I pay way more attention to Animal Crossing news than I ever would normally and it's fun to see her get so excited. I love Watching her discover her own things and stuff that she likes It's funny. You mentioned that I was thinking about that whole like outdated Do you call it immature way of thinkingly? gamer girl when I No, and it's like I would much rather like you have the right person the person that is the one for you But it's so rewarding to like learn new things for each other Yeah, she she does she's like making earrings. She does a lot of crafty stuff and the stuff she makes is Blows my mind. I'm like I have I would never be able to do this stuff Yeah, it's and that's amazing especially as you said like when if they try to like branch into a new genre or like try something new in in that field that you're like, that's more rewarding than just saying, oh, well, yeah, she plays games. So I'm right there with you. It's super rewarding and heartwarming and it just, it makes everybody closer together. - I'm curious, has Meghan played Pokemon yet? - She has, yeah, and I feel like that was another one of our early games, like while controls were simple. we did FireRed. Kind of start with like Kanto, started easy, but you can't go like all the way back to Game Boy graphics, right? So you had to have some appeal of the Game Boy Advance look, and you had the up, down, left, right, 'cause she had played some Pokemon Go, so there was some familiarity with some of the characters. Some of the types, it was tough to kind of go into the whole type chart, but with enough repetition, like now she's got that down, And it's also, you know, baby's first JRPG, right? She was watching me play Persona 5 Royal. I'm like, this is kind of like the higher, like in a more recent end of these Japanese role-playing games, but like, it's kind of good to have a foundation. So yeah, that's a good point. And so now she's most of the way through HeartGold SoulSilver. She did play and beat Sword. So like after she beat FireRed, it's like, well now let's see where Pokemon is currently. And so, I mean, cause she has a switch light as well. So yeah, so she's also digs into some Pokemon. - Is she excited for the diamond? Or she, maybe not excited in the way I mean it, but is she interested in these diamond and pearl remakes? - I think she'll get there, especially as she's like going through the generations. - Cause it sounds like she's going in rough order. I mean, she remakes, but yeah. - It's a different order for sure. I mean, it's a game we're going to get. I don't know what time she'll be playing them. - Right. - And then I did show her the Legends footage. I'm like, this is where they're going and it looks kind of cool. So I mean, I think like she's building to that. I'm sure she's gonna be always down to play Pokemon, but yeah, I definitely have the bigger history with that series though. So I'm excited for sure. That's actually one of the things I, like reasons I thought to have you on the show because Pokémon is 25 this year and as far as I know you've been playing Pokémon your whole life from the beginning, right? You've been there from day one or roughly? Yeah, day one. So when, it's important to clarify that when they talk about Pokémon 25 and you see it on Twitter when ESPN of all things put out a tweet that was like Pokemon turns 25 today on February 27 2021 and like who did you start with you know with they started with fire with uh Pokemon red and green who'd you start with Bulbasaur Charmander Squirtle and all the comments are like don't you mean red and blue uh yeah so like okay yeah started in Japan with red and green in 1996 Then they came out with a red and blue version and we got the red and blue version over here in September 28th and 29th in 1998, something like that. And yeah, so I was right there. Um, you know, as the TV series, the anime, rolled out a month or so before the games did, I was right there. So yeah, I was full in it right from the get-go and I've told the story before on my different podcasts or whatever. But even more effective was the fact that I was 10 years old. Ash Ketchum was 10 years old. So it was like boom, like right at that perfect intersection in 1998. And I've been hooked ever since. I think I see people, you know, as you get older and older, there's the different memes of, "It was awesome in elementary school!" And then it, you know, "Middle school? Yeah, okay." And then it wasn't cool to like Pokemon in high school, "But you get to college again and it's awesome!" like I've just always played and

like, you know, you share that affinity with those who like the series and there's a unique connection there. Have I told you my story with Pokemon before? I can't remember. You should tell me anyway, okay? I in '98 I was 4. So I went into kindergarten at 5 in Ohio. And I was in Pokemon at that point like the cards at least. Because I remember I stayed on the bus. Missed my bus stop because I was trading cards with people and the bus driver got mad at me. That's a traumatic event that probably therapy should solve but um. She made me ride the whole route before she would take me back home. It was wild. But anyway, I had the games. I had the card. I was you know in it all the way and I don't know maybe six seven years old. I don't know first-ish grade we lived back in Indiana at this point my parents thought I was too obsessive with like Pokemon in the games and there's all this stuff like I was too into it and I probably was that on some level like probably had an unhealthy like amount of time I was playing this stuff but their solution was to make me get rid of it all? No. The games, the toys, all of it. Gone. But here's the real kicker, is they made me shred the Pokemon cards. Like, me? More therapy. Yeah, nice. Oh, well. We joke about it now. It is super funny. Like, the hatchet has been buried a long time ago. But the cards just made me put them in the paper shredder. Ugh, hurts. And so now that Pokemon cards are going for hundreds of thousands of dollars, and I've always been a person who kind of like is meticulous about just keeping my things in really good condition, I send them news articles about, you know, Charizard going for \$300,000. I'm like, "See? We could have been wealthy." No, absolutely. Oh, gosh. That's awful. I mean I had like an egg timer to you know, you can only play Gameboy in like 45 minutes a day. We'll keep track. That sounds awesome. I um, I didn't come back to Pokemon until Diamond and Pearl. I was 13 at the time. So I spent a ton of time in Diamond and Platinum. So I'm really excited about these cuz like in a weird way Diamond is my first. It like feels like my first Pokemon game, even though you know, I played Blue. I still I actually remember before we moved I bought Blue from a friend for five bucks and I didn't tell my parents so that they wouldn't. So I still have that. And I even I used to be the kid so like with Diamond I at 13 I made PowerPoints or keynotes. Yeah. To like show I was old enough to play these things and do these things I did it with with Pokemon with Zelda. I couldn't play Zelda as a kid and Metal Gear Solid. Oh Yeah, and I actually I believe we were on a show one time because I remember you. My parent I said something like my parents won't let me get it because it's rated M. And you mentioned Eva and it would be Eva's fault. I just left her out of the keynote at that point I just said and it's rated M for partial nudity because of Raiden look at him running around around. Eva was a secret. Oh, I feel you with the making the PowerPoints, though. I had to do that for a GameCube. It was like our first game console in the home. So, like, we had to make the pitch there. You're right. Yeah. So when Blue was released on the 3DS Virtual Console, and I was, like, I don't remember how old I was. I was between 18 and 20. Like, I'm in college. I decided to make a PowerPoint and I still have it and I put on this Ash Ketchum hat and like put the on the TV in the living room and like just leaned into it real hard it was awesome and my mom adorable my mom still cracks up one of the slides says like there's no witches and devils in it and she thinks that's the thing because I couldn't play Zelda because there's a witch in Link's Awakening my parents really had no idea what they were doing and they have since fully apologized to admitted that and it's like I said it's funny now but it's like it's like that preacher who goes like the why why why and it's he's talking about the Pokemon and they evolve yeah I should show you the PowerPoint later sometime it's I think it's a pretty classic so Pokemon had this big direct it's 25 years old in Japan, I want to talk about, we can talk about the whole direct, but that opening five minutes, they did this like walk through Pokemon history and like that hit me and clearly I missed like arguably the golden years of Pokemon, no pun intended, with gold and silver and and then Sapphire and Ruby and Emerald. I mean, I missed that period. I don't have a love, you know, an affiliation for that time. But I just, I don't know, seeing everything in order over time and just seeing how the games, the TV, the cards, the merchandise, the people, like over 25, it just hit me. And like when Pokemon Go came up, it just took me back to when that game came out and everyone was playing Pokemon Go. I worked at Chick-fil-A. We'd end our shift at 11 o'clock at night and we'd walk around the shopping center till like one in the morning playing Pokemon. Like how did that hit you as someone who has been playing, you know, from '98 on?

I mean, you've played them all. - Yeah, it was magical. Granted, I don't know how they could have done any shorter, but it did run a little long. And especially when the certain anime popped up. It's like, well yeah, they did different series of anime and I get why you mentioned it, but it's like, oh, we're in a new generation, there's the anime segment. It did make me realize, yeah, some things I missed. I probably, I was about 90%, like yeah, I was in that. But like, e-reader, no, not necessarily. Certain things that were Japan only, no, not really. But yeah, just, it's amazing because Pokemon is the largest media property in the world. Like, period bar none, like, they've got the income data, the revenue data to back that up, and to have that documented so well over that amount of time shows you, it makes you feel old, that's for sure, but it shows you like where it's been. You know, we've talked on different podcasts I've been on where there was nothing like Pokemania, and there has never been anything like Pokemania ever since. And you can theorize that maybe it's because now with media on demand, and there's so much of it, that people's interests are so varied, they're so spread out all over the place, and we're all so busy, that attention is just too disparate, too spread out. But back in the late 90s when Pokemon hit and was a megaton, I felt like all the attention was there. And I know it feels like for me that like that was the pinnacle of you know that kind of hype and attention and cultural consciousness. When Pikachu as a character is up there with Mario and Santa Claus and Mickey Mouse like that is serious cultural cache. So I think it's amazing to see where it's been and just how it's continued. The whole strategy of you keep marketing your base games to the next generation of children so that they grow up and they're continuing loyal customers. I mean, brilliant. We'll see how Legends plays out from there, but it's so smart and it's just been a continuous, amazing strategy to watch, honestly. It blows my mind. I actually looked up what Platinum and Diamond are going for, just loose, because I traded those to Gamestop for probably \$30 or something, because Pokemon games retain their value. Platinum is going for \$90 alone. Oh my god, what? I don't understand why it's doing so much, but it is... If you were into Pokemon as a kid, I feel like on some level you're still into it or aware of it. It's just so powerful how aware people are. Like you said, Pikachu's in the Macy's Day Parade for Pete's sake. People know what a Pikachu is or a Charizard is. It's iconic and powerful. It has this staying power that's insane. And it's amazing that, you know, I think, you know, even then, like they didn't, in that big montage, like they talked about live action movie with Detective Pikachu and, you know, breaking into that. They didn't talk about all the anime movies that like they have 20 plus of them now. Like it's, it's, it's wild. Like there's so many opportunities and they just only, you know, glance over merchandise. That's a whole cottage industry in itself. I mean for, you know, legitimate ones and then, you know, got the knockoffs and all that. It's huge. - Abby's family still has, I assume all of, if not most of, the Pokemon toys that all the girls had when they were kids. They still have the Pikachu N64 and the box. - Oh, wow. - The box is sun faded, 'cause there's a window in the particular closet, but like, sometimes I'm super thankful that my in-laws keep everything and that's one of the things. It's so cool to just see the legacy unfold and really it's been around my entire life, most of my life. There are two years unaccounted for I suppose, two to four. But it's incredible to see the legacy of it. I love it. After that, they brought, they showed off details for a real throwback, or the follow-up to a throwback, Pokemon Snap. Coming back on the Switch. Are you pumped? I am. I am. You know, Pokemon Snap's one of those games where it's like, it's one of the better spin-offs out there. The big hang-up was always that it's too short, especially once you know what you're doing. I mean, there's 63 Pokemon in that game. You know all the tricks, you can go through it one to two hours. It's easy. But there were also a lot of Nintendo 64 limitations. So if you're looking off at the different levels that are gonna be in this one, all the generations of Pokemon that they're bringing in. It seems like the foundations are still there with "How do you lure Pokemon?" You know, I hope that the sensing of camera artistic vision is still there, you know, kind of intact because for the Nintendo 64 version it was all about, is the Pokemon in the center? Well, what if you want it just to skew a little bit just for an artistic look? No, no, you lost that times two bonus. So I hope that the AI, the program is a little better this time around, but it looks really true to form in a way. - They seem to be leaning into the artistic side of it a bit. They showed off like all this filters and stamps and editing and sharing those pictures, which feels

actually like the modern day equivalent of taking it into a blockbuster and getting your pictures printed. - Sure, yeah, with a smartphone and a social media parallel, yeah. - I can see all of the, I can just see the Twitter and Instagram accounts that are gonna have a field day with really good looking Pokemon shots on Pokemon Snap. It's cool to see it come back, especially after, I feel like it's a cult classic within the Pokemon community. People are like, "We want more Snap, we want more Snap." And they just keep making more games and more spinoffs and stuff. But it's interesting to see them finally come back to it now on the Switch in, you know, 2021. - Yeah, I think it's just, it's an interesting way to talk about, you've had this vocal minority for so long. It's certainly not the majority of Pokemon fans. I mean, that much is clear. But there's this vocal minority, and you always think, well, they're not listening. They're just gonna stick to their guns and do what works for them. And it seems like there's this modern contingent inside Game Freak that is kind of listening and caring a little bit more about, well, now we've had all these generations of players grow up, we should probably throw some bones their way too. Maybe they were just waiting for that entire generation to grow up and have children of their own. Possibly, you know possibly that'd be like kids were playing this. I know um, I want to say I Was a choreo from my life in gaming on YouTube I remember he recently said in like a they did their what they played in 2020 video and one of the things was like Pokemon snap He played it with his kids and he was excited to see if they would be into Pokemon snap 2 When that came out which seemed is now sooner rather than later. It's April right? Yeah, April 30th for new Pokemon snap. Yeah It's I'm I want to talk to Abby and see cuz I don't I think she's he had Pokemon So I want to see if she has like an affiliate, you know affiliation for it. I still have Pokemon snap in the drawer with all my other N64 games a good garage sale pickup that day. That was a good one Yeah, yeah, do you have like what's your favorite spin-off? Because I realized gosh I have a lot of spin-offs that I've played throughout the years and you you don't I didn't really think of actually how many there are It's kind of hitting now in the there's a ton for sure I've always been partial to the pinball games I feel like yeah, there's that old one on Game Boy Color that was you know still for Gen 1 does I have the rumble pack with the triple-a battery I have Rumble pack on Game Boy Color. It was the coolest I feel like I've said like there's if there's one game. I feel like I'm really good at one game That's it's Pokemon pinball for Game Boy Color Just a lot of weird niche Pokemon nerd things in there too. Like I believe it's the oh gosh I think it's like the red field on the you got the red and blue maps or whatever. Mm-hmm like just different little music cues in that game like I'm I'm not I'm kind of blanking on the accuracy of it but there's a music track in that game where it's the instrumental version of the very first anime opening in Japan. The Pokemon Gettodaze. So it's like, oh, there's just a little melody that here in America, okay, it's a fun little Game Boy. It's like, no, that's like actually means something, like, and it's coming from Japan. Just cool little stuff like that. I've been a big fan of also, you know, how they integrate paneled upon into Pokemon Puzzle League on N64, Puzzle Challenge on Game Boy Color. That's a neat little spin-off. learned from the podcast over at Smasher Pieces that because of all the anime integration and all the the four kids anime lines Whatever Pokemon Puzzle League on N64 was a game that only came out in the West That was not a game that came out in Japan. So a little interesting things like that Yeah, so I mean there are just a ton of them. I don't think I ever got to playing Froze or Ranger or Mystery Dungeon unfortunately, but you know a lot of the older spin-offs were definitely my jam Back when diamond was coming out my return to Pokemon as it were Ranger was coming out and so is Mystery Dungeon and um I had Ranger because it was the only way at the time to get a manaphy and diamond. Yeah, I want that So I did that and then I played blue rescue team on the DS And then Explorers in Time was the sequel that I played. I hadn't played anything since then. I loved in Blue, if you had Red, you could use a DS in the GBA slot to do trades on one system. I thought that was so cool that you could do that. I've always wanted to pick up a copy of Red and actually do it, but yeah. - I've got a DS card for Explorers in Time, and I've heard that's the best Mystery Dungeon game. - That was the one I enjoyed the most out of those. It's... I think like... Lately I've been thinking of Mario as well, because he... Last year was his 35th. And I was thinking of all the different Mario games kind of out, and I remember that Mario's done... He always does basketball and golf and all

these different things. And he was even in Dance Dance Revolution. Actually I was rewatching old Nintendo E3s maybe a week or two ago. Dance Dance Revolution Mario was announced. It's like, "He's finally 'Come into Dance Dance!'" and people were clapping in the crowd. It's awesome. What a game, what a game. But I feel like Pokemon has a better track record with their spin-offs and like they do wildly more different things, I think, than consistently like here's a sports game. I don't think there's a Pokemon sports game unless you count Pokken, but I don't know. They seem to be more bold in what they try and Experiment with and seems to be more successful. Maybe I'm wildly wrong on that No, I think you're right. Like they try all sorts of genres even when you look at something like Pokemon conquest when it's like channeling the whole like Nobunaga's ambition and you're making it like a Fire Emblem like strategy game but with Pokemon like it's and they really try bold things. Isn't there a MOBA? From yeah who isn't riot behind it in some capacity or or am I thinking of someone? I'm the scent ten cents is working on it. It's Pokemon unite. They announced it at a director It was early last year. It's still not out there were right in it. But yeah, they're going into the mobile space They announced something like Pokemon sleep a couple years ago. We don't bat an eye. They're like, okay, they're gonna try this thing. Sure I'm I'm a big I've been sleep tracking for years with an alarm on my phone and I'm just saying I'd be down to try Pokemon sleep tracking see how that goes a little Snorlax action going I've Okay, if what my wife says is true, that might be pretty accurate. So I Yeah, they do all sorts of crazy stuff. Is it is it possible to through like all the services and trading is it possible to get Pokemon from like blue and red to modern day? Because I know there's like a certain cutoff point but through Pokebank and like trading through the Gameboy to the DS or something Do you know like how far back can people actually bring their Pokemon? If I remember correctly, you know the only way to go back and do Gen 1, Gen 2 all the way up is through the 3DS Virtual Console. Because once you bring it into bank, like I think they had some way... See, because those Pokemon, let's push up the glass and get a little nerdy, in Gen 1 and Gen 2 their stats were calculated differently. They didn't have all of the stats. So there was some way with these transfers into bank that they were able to Convert it up and calculate it up. So to speak you can't get you know Mons off of a Pokemon blue cartridge from Gameboy like that. They're unfortunately stuck there I think there is a way you can go from gen 3 up Because you're putting yeah the Gameboy advanced carts in UDS. You're doing all that going Pal Park I think in gen 4 and all that the dream world in gen 5 and it goes from there but I think there is a way to do Gen 1 and 2, which is those have to be on virtual console. - Virtual. Huh, I wonder, 'cause I went recently on like a homebrew kick on my 3DS and my Wii U and GameCube and stuff, because my goal has been backing up, I went on this big kick of backing up all my games and my save data and stuff. And I started thinking like, like, "Oh, this is gonna go away and die. I need to digitize it and back it up." It's really cool to see your GameCube save data on your computer. I don't know if you've ever- - Oh, yeah, sure. - It's great. Melee, my Melee save will live on, but I know at least on like the Wii U, I'm able to do this with DS games, but I can take my actual save from the game and put it on the virtual console. I wonder, this is a Google rabbit hole. If you could take the save off your cartridge inject it into the 3DS Virtual Console version. - There's some theorizing that could be possibly done. - Oh my gosh. I'm sure people, 'cause I, the Pokemon community is hardcore. - Oh, undidably. - I remember you were tweeting the day of the direct or something and I don't remember exactly what you're saying but you, along the lines of, you were not looking forward to the negative hot takes from the diehard. What is the deal with that, man? Why can't people just enjoy things? - And I know there are some people who, I think rightly so, say you described every fandom. And yes, fair. But the Pokemon community in the last couple of years were making the big stink about the national decks. And why didn't we have every single Pokemon ever created into Sword and Shield? Why did it take DLC to bring only some of them into it? I feel like you see similar parallels with another fandom that I'm deeply involved in, or have been at least for years, Super Smash Brothers. As these downloadable content options open, and call it a selfishness, call it an immaturity, it you know the anonymity on the internet allows you to just spew whatever. There's a toxicity there that isn't necessarily present in other video game fandoms. I don't know. Something about Nintendo fandoms. It's real intense. I

don't know. Yeah there's a lot of passion there but it's often misdirected in negative places. I remember this National Dex thing thing. So the last new Pokemon game I played was X. So I haven't played Sword and Shield or Let's Go or any of that. But you hear this stuff all the time and it bubbles up. But I have a friend, he's younger than me, he was a teenager at the time, and a huge Pokemon fan. He plays all the games, hundreds of hours, does hardcore shiny hunting the real way. was it pokosov and cheating it up you know he's he's into Pokemon and he was just like you know they're just taking the 3ds models and putting them in the game there's no new work it's they're just ripping us off like just really mad and upset taking those YouTube hot take talking points and spitting them back out that's yeah and I'm trying and again I'm out of touch with the scene but I'm I'm like, this stuff is hard, like game development is hard. And they have supported, like are they over a thousand yet? I mean, hundreds, 900 Pokemon. I don't know, eight, 9,000 Pokemon supported, detailed, updated, modeled for years, for 25 years. I mean, the fact that Pokemon in the first game are still characters that are playable and loved and sought after in new games is insane just from that perspective and that they've maintained that kind of support. It almost feels like it comes from a place of entitlement, but we don't really own, like, I don't know, man, people gotta let them make games and it's hard. And the Switch, there's a lot of Pokemon, man. Like, do you need them all? Maybe, I don't know. Gotta catch them all as in. (laughs) - So doing the quick look up, Kalorex who was the legendary that was with the Frozen Tundra DLC for Sword and Shield makes 898. - So, I doubt Legend, well, Legends may have new Pokemon, but it's set in the past. I mean, there'll be over 900 within the next, or a thousand within the-- - Oh, within the next few years. - Yeah, a thousand within, holy cow, the thousandth Pokemon's gonna be wild. Whatever that, I'm sure they actually, I would think they have that already planned out in some capacity. - But then it even gets to, like, with the fandom, and we gotta find something to get up in arms about for better or for worse. I mean, so, let me ask you, Max, I mean, for Brilliant Diamond and Shining Pearl, for it to revisit the games that brought you back into Pokemon this chibi art style. - Love it. - I like it too, and I think there's-- - It looks exactly like the game. - Yes, yes, yes, and I think that's an interesting way of looking at it is that it looks as if we remember it. Now, granted, I did see different takes where I think there is some fairness to talk about how, you know, Pokemon kind of painted themselves in a tough position by not promising anything, but by repeating the pattern well we're gonna remake Gen 1 inside the Ruby Sapphire Emerald. It's gonna look like Gen 3. We're gonna remake Gen 2 inside Diamond and Pearl. It's gonna... HeartGold Soul Server looks like Gen 4. You know, for Omega Ruby Alpha Sapphire we're gonna take those Gen... Ruby Sapphire Gen 3 games, we're gonna put it into X and Y. It's gonna look like Gen 6 and they're taking the battle system of Sword and Shield here for Generation 8 when they're remaking Gen 4. But yeah, this new look for this new development team that's getting some assistance from Game Freak while they work on this new take of Legends. I think it looks great. I think, yeah, it looks just as if we remember it. The people who... They look at Link's Awakening and then they're like, "Oh, but I like this one, but I don't like this one." I think the only one good take I've seen about that is that it looked like Nintendo Link's Awakening was committing to a vision, to a style. Whereas this looks like every mobile game. Well, yeah, but also at the same time if you want this to happen While the game freak is focusing their main attention on the next big thing You may have to take some sacrifices along the way. I like how it looks. I was talking with a couple of friends. Um we've been friends since eighth grade and Pokemon came up and said we were talking about old DS games and just that time and Diamond and Pearl came up and we went on like a 15 minute rant about just um The underground and like building bases like oh, yeah, that stuff's so cool. I'm so excited. I think it looks great It captures the spirit bring some things up to modern like the battle system I think it is gonna be really cool to see that in action for myself, you know on my own TV It's I'm stoked and if people don't like it, I mean, that's the funny thing They'll buy it. Anyway, they can vote with their wallet and not buy it Like you don't have to but if you want to play diamond and pearl you can play it on your DS It might be a little expensive now apparently but um you know, you don't have I've You don't have to buy it and play it you can you know, you can pass I promise it'll be okay But it's gonna approach if not surpass 20 million units sold



like it's mom's it's It's gonna be great Two more things about Pokemon, I think. I just wanted to gauge your thoughts on this Legends. I've always said Arceus, but apparently it's Arceus? He said it a different way than I normally do on the Direct, but Legends, the Sinnoh prequel. Yeah, I think it is Arceus. I think for years I also said Arceus, too. So I think it's one of those tomato, tomato, but you know, the official Pokemon company says tomato kind of thing. So, you know, it is a really cool idea. I think I heard the one take from one of my podcast co-hosts, Joe Devater, who said, "If you're going after that feudal look, I would have really liked Johto. I think Johto would have been more beneficial to capture that feudal look." And hey, maybe they go back and do that for a future game, but Sinnoh is gonna be hot right now with Diamond and Pearl, they want to keep that momentum going. And it makes sense, you still have Mount Coronet as the central focal point. It's going to be interesting to see what city they choose to have this bustling town to be. I love the takes of seeing Cyndaquil, Rowlet, and Oshawott show up. And the whole takes of, you know, well, Oshawott, when he evolves into a samurai, he's based on a samurai. Rowlet when he evolves into Seijuwai based on an Archer and then it sounds like you know, Sinequil when he evolves into Tiflosion like I think his name was like Bakufon or something like that and like that name in Japanese is like playing off of something Feudal back in that time. So like that seems to be the reason why Those Pokemon were chosen. Cool to pick them across the generations, but there's a feudal Strategy there which is neat to see I think yeah for those who say that it looks rough that frame rate Yeah, that that shingling did look a little rough in the frame, right? I get you but they're showing the concept the game is still a ways away. Do I think it's hitting early 22? No You know hope it is a thing I think it's very optimistic to try to hit that so close back-to-back with holiday 21 for Diamond and Pearl and then early 22 I'm not buying that so I mean I take the time If you're gonna try to get a Breath of the Wild style Pokemon, taking inspiration, you see the shot in the trailer where the camera swoops behind the trainer and goes out in the field, like that's right from the Breath of the Wild trailer. It's really interesting to see, because for a long time, like, yeah, Pokemon and Game Freak, their strategy is, no, we're gonna keep doing what we do, we make these incremental changes, we keep hooking that young audience. And it feels like with this, the Utsunomiya guy, Like kind of being the face, the presentation specialist. Not one like Junichi Masuda, who's assisting with the Diamond and Pearl game. Junichi Masuda, original composer from Red and Blue, but throughout the years was brought up, he became like the game director, the face of the Pokemon series, and he still composed like all the battle tracks. Like that's like basically his shtick. But it seems like Pokemon is transferring over to a new generation, a new generation of players who have played some of these open world games who see the trends in the industry. And I feel like having this kind of new face presenting shows that like, that may be like the trend of where Game Freak is looking. Like maybe the dam is breaking in, opening their eyes to new possibilities. It's exciting, the thought of going out in the field and throwing a Poke ball, you know, battle unprompted and catching like, that seems really cool. I have a sudden dive dash roll to get into the wild grass. I mean the potential is there and I'm excited to see more from legends. Yeah it's I'm very curious to see how it all shakes out and the ultimate reception to it as it goes it was a lot of people were talking about how Choppy, it looked how rough it looked and um, I think we might touch on that here in a bit Yep, but the just the last Pokemon thing I definitely wanted to ask you because I don't remember you you've probably mentioned it before what's your favorite? game slash generation you Everyone has one Yeah, my favorite is Heart Cold Soul Silver. Mmm, I think Generation two with all that it did to build on the lore of the game, you know going into Johto But then the callback to Kanto and making that the big experience and the the showdown with red at the end I don't think that's been topped and people talk well Pokemon rainbow the open-world Pokemon where you can go to whatever Generation you want in an MMO. I guess it's pipe dreaming, right? But yeah, I feel like everyone who comes up with those big fantasies is just really trying to recapture what gold and silver did and you know Satoru Iwata the Genius at the time to make that all work on the cartridge cartridge. Oh But generation 4 was such a huge step up, you know, for the battling. The simple fact of splitting physical and special attacks beyond just, well, all fire types are special, all fire type attacks are special, and you

know, all normal attacks are physical or things like that. No, it was based on the move. Whatever the move is, does it make more sense for it to be a physical attack or a special attack? Go from there different stats coming to play that gen 4 like that was a big break and really shifted that and so The remake of gold and silver there in gen 4 with hard gold soul silver. That's that's my personal favorite That is also an expensive Pokemon game that one. Yes. Oh my gosh with the Pokewalker who I've Basically recently learned is no matter what I should have been buying all of the Pokemon games and just keeping them sealed because apparently it's a gold mine wild. It's insane. Out of all the three Pokemon games I've played, I'd have to say Diamond, but that's pretty easy, given my history with the series. I wanted to touch on the Smash Brothers stuff, because in this Direct, the Nintendo Direct that they had before the Pokemon direct. Two directs back to back? What is this? 2016-17? They announced the next Smash fighter whose names I don't remember but they are from Xenoblade. Yes it'd be Pyra and Mithra the sword. The Aegis sword essentially. The spirit in the sword? Like they're not really sword users. I don't know it's the personification of the sword. Xenoblade's getting more representation So Shulk isn't the only one in there. And I think now we have two DLC characters left? Is that correct? We got two more left in Fighter Pass 2. Do you think Fighter Pass 2 is the last Fighter Pass? I hope for Masahiro Sakurai's sake that yes it is. Because if they pass it off to Bandai Namco, some internal team, it just won't have the same. Like, Smash Bros. DLC is special because of the face that Sakurai puts on it, all the love, care, knowledge that he puts into, you know, how much he knows about each franchise, all the research he's done, whether it's personal knowledge or what he's done on the side, all the love and care that goes into each DLC character, I think it's not gonna be the same if it's just an internal Bandai Namco team. "Let's make Fighter Pass 3 just for more money." You know, I think you need the love and care of for Sakurai there and you know for Smash Brothers Ultimate And once you start adding all these different franchises and licenses like it's got to be the last smash game, right? Even if you poured it to a future system How do you top this? How do you top the moment? when they reveal ultimate and it you see snake and it Clicks it's like everyone is here. How like how you can't What do you do the next smash ultimate - you just everyone's still here you can't it's an all-time. Oh my god Yeah, I don't think you can get any higher so you just got to think about if you poured it to other future Nintendo systems and make sure everyone's along for the ride there, but Let Masahiro Sakurai rest the man And just watching him play against himself with both hands one-handed on two pro controllers It's just and he has like hand injuries like wrist injuries like the man battles it out. Yeah. Yeah, he's so He's a crazy crazy man. I'm so thankful for him, but The smash community. I'm definitely more in touch with the smash community. Good gracious. They're mean. Oh, yeah Like they can't take you know one win for themselves like really there there was not one character revealed that you were happy with. It didn't have to be a dream character. You didn't have to be holding out hope for Geno from super Mario RPG did pin all your hopes on that. I was only holding out for Geno cause of the brawl days. Just the old leaks. But like, come on guys, we've got over 80 characters now. It's insane. Incredible. It's incredible. Sephiroth? They actually got Square to come back and say yes? Yeah, what? That was incredible. I mean, yeah, so I think it's another case of, is it just Nintendo fans? You know, there's a certain selfishness in that. Yeah, I think people need to understand, like, take your win, even if it's not a character that doesn't mean much for you. I mean, I played a little bit of Xenoblade 2. You know, it's like, I'm generally aware of who Pyramytha are. They're not the characters I wanted in the game. You see YouTubers like Alpha Red and you just, bless his heart, so happy for him. Pegged that one a long time ago in his wishlist. But just take solace in the characters that have been revealed already, and someone out there is beaming with joy at these reveals. Sakurai is not catering only specifically to you? Well, speaking of catering, I've talked with Logan, Logan Moore, and he thinks Waluigi is going to be one of the last characters, one of the last two, to finally, like, just, Sakurai will do it for the meme, which I think would be pretty incredible. But my pipe dream so to speak. Like the only thing I think that could top Cloud, and because you know the order of like reveals was Sonic, Snake, like just how'd you do this and then Cloud. Like how do you top Cloud and Sephiroth is close if not equal or whatever. Like Sakurai do it, put Goku in the game, like come on. Like how

are you- that's the only thing that would blow my mind I think. I can't I can't think of anyone else that would just utterly shock me to be included in the game. - Yeah, you're pulling from my co-host from my Show Me Your News podcast days. Boy oh boy. Yeah, Goku talks. You know, Sakurai's always said that it's video game characters first. And so that doesn't necessarily apply to Goku. But at the same time, you know, I-- Yeah, and like, I couldn't, I can't predict him. Like, you can't predict the menace of-- - No, he's a bad man, in the best way possible. Yeah, so while it seems like, you know, "Who will the last two characters be?" While the internet talks about Crash Bandicoot a lot, I think it makes a lot of sense. I think it'd be great for the, you know, you have the Microsoft representation with Banjo, you have the rivalry of old school PlayStation, it'd be a great unification of, you know, mascots and companies coming together. the Game Awards when he had Sean and Reggie and Phil up there. Exactly. I think even though Activision owns Crash Bandicoot, but just for Sakurai's big on video game history, I think that would be great, but I'm not going to say that that's a sure thing. So it's tough to guess. Do you think, oh, well, does Sakurai with, you know, say like the first person shooter genre and like, you know, do we go all the way back to the Doom Slayer, Doom guy? (laughing) Because of how important that is. Is there a way that he can tone him down to still get that, you know, E10 plus rating? Like, it's hard to say. I think at this point I got Joker from Persona 5. I got Banjo from Banjo Kazooie. Like I'm over the moon with those two. Like I can't ask for anything more. I can't be needy and asking for that. I mean, would Professor Layton be great? Yeah, absolutely. But I'm not gonna be like, "Sakurai wears my puzzle-solving top hat, man!" Like, you know. Oh, the banjo amiibo comes out end of this month. I'm excited about that. Right? Like, that's crazy. And the fact that all the characters still, like, have been revealed and will be revealed are also going to get Amiibo. I love Amiibo, man. They're the perfect little statues. Do you miss, like, the days of the Brawl days and the updates and all that stuff? Because sometimes I do. I miss the daily news update nature of it all, yes. I think it was the perfect pre-hype culture environment. Did it get a little unruly at times? Yeah. I can't even imagine what it would be in an age of full-blown social media. Oh my god But for its time there was there's something special about it. Yeah, I look back on that fondly. I just I'm hard-pressed to think of a game closer to modern times that has had a similar pre-hype like pre-release cycle of just excitement it doesn't have to be every day today, but just The anticipation for brawl just I again. I was watching those old e3s and one of them was the one where I wanna reveal the the revolution at the time the we and talked about how you know they were gonna have online play on the Wii and In Smash Brothers was going to be one of the the first games on the Wii I think even in the presentation he said at launch that didn't pan out And you know, he's like and I will be able to beat Reggie every day. I did the... Maybe it was just that time where Nintendo was in a real stride with Twilight Princess and the overall success of the Wii and Melee was, you know, still is. Beloved, maybe a little too much. But there is an energy to brawl that I just don't think has been matched. just with Smash Brothers, but just any game really in general. I'm hard pressed to think of... can you think of anything? Well, you know, it's funny you mentioned that. I don't think that the prolonged nature of the pre-release hype cycle for Brawl, I think, is unmatched. You're right. But I think I think it's been redirected, consolidated in a way, because when it comes to these Super Smash Brothers reveal trailers, it's a format that the fighting game industry has copied wholesale, because they see how well it works. - Yeah. - To have that moment to distill that, like that energy, that's your day. That's the day in game news is that happened. And that even came from, for Super Smash Brothers Brawl, you know, Sakurai had the Subspace Emissary story as you're very well familiar with, but the whole idea of how he didn't like how those cut scenes that he worked so hard on, they got put on YouTube. And people who were playing the games, they were there. Oh yeah. Well, they were, they were watching that. And so I think that's his answer was he let's put the attention into these character reveal trailers. and we saw that start with 3DS and Wii U and to continue into Ultimate. I mean, yeah, the cloud reveal trailer, magical, for Bayonetta to end that fighter ballot in 3DS Wii U. Ridley at E3, right after that big snake moment everyone is here and Ridley happens. Crazy, crazy stuff. - Dreams came true that day. You're so right, it really is, it is being consolidated into these reveals. I mean, even with Pyra and Mythra here, the direct opened up

with the Xenoblade looking thing. I was like, "Oh, maybe the Xenoblade." And then real quick, me and my friends figured out, we're like, "Oh, this is the Smash reveal." And it kind of was like, "Oh, ho, ho." - Yeah, you gotta watch for the not actual gameplay footage. That's the big tell. 'Cause I know I fell hook, line, and sinker at the Joker reveal at the Game Awards. Oh my God, I would talk about an incredible reveal moment. That's the other end of the spectrum, just the absolutely shocking surprise. And that set the tone for what DLC could be. And then that pass ended on another Fire Emblem character. It just has this energy back and forth and back and forth, but there's some really high highs. And I hope they go out on a really high note here, at the very least for the last character. I'm not saying my character or Goku or whatever, but just someone really big and exciting and just cool and unexpected I think would be a really great way to hopefully wrap up Sakurai's time with Smash. Because the man needs a break. Yeah, give him a vacation. And you know, people always talk about that Byleth reveal, right? But I think you got to remember, Sakurai loves Fire Emblem. Yes! Loves Fire Emblem. It's his game. Like, you know, in the end Smash is his. Yeah, he's a crazy huge King of Fighters fan. So, yeah, is it a huge surprise that Terry got revealed? Well, no, it shouldn't have been. But he's talked about in columns for years of how he went to arcades and trashed people in King of Fighters and he felt really bad because he beat up, you know, this one person who was on the other side of the arcade from him, because you can't see the way it's set up in Japan and it's just like oh man I wish like I can make a game that's really accessible that anyone could play kind of on an equal footing and pop it up Super Smash Brothers um so yes so I wonder what the last two will be and I'm not about to yeah I've tried to do that whole guessing game and it's beyond me now it definitely I can't keep up with it I I do, I love watching them though. It really is the news of the day when it happens. I have old friends who don't play a lot of console games anymore. They still tune in for Smash reveals. Smash is the great uniter. I love it. The other, look at that, pivot out of Smash and Pokemon. The Switch here, ironically, not planned at all, is four years old today, the day we were recording on March the third 2021. Holy cow. It's been 4 years. It doesn't feel that long. It doesn't it doesn't and as as you referenced it may make you wonder like what's the future of the switch. It's getting to be that time where it's around a couple years since switch light and when you see that you see that. Pokemon legends are real and you're like maybe the Switch can't handle this. - Switch could use a little more power. - Maybe a little, or at least maybe a dock that like magically gives it even more power than the current dock already does. Yeah, man, it's four years. It's essentially passed 80 million units, 79.87 million units in four years. It's on track this year to beat the Wii, which was 101 million units. It's actually in line with the DS. I looked up the DS sales numbers, like year to date of when things were being sold and between four and five years of the DS's life cycle, it had been around 80 million units. So it's on track with the DS, which ended its 10 year run at 154 million. And that was with the DS, the Lite and the XL, I think. I don't know if they threw the-- - The DSi. - They throw the DSi in for-- - They do, yeah. - Okay. - Yeah, I think so. - I still have my DSi, it's back there. I mean, it's insane. The Switch is selling bananas. - Well, and what a time to look back at 2017, though, to think that, I know it's only so many years ago, but maybe some people have forgotten that Nintendo was at that point with the Wii U that they're not dead, but if they make a wrong step, they may be in trouble. Like they'd have the cash and all to stay a little bit of a float But yeah, they really needed a winner and boy do they yeah I think I think Reggie said recently in an interview that the switch was a make it or break it kind of console for them Yeah It's absolutely I've I love the switch. I've been playing it actually quite a bit lately. It's so for like what do you rumors for the switch Pro have been around for I feel like two years. Half of its life already has been when are we getting this upgrade? And there were a lot of rumors early last year. I thought there was enough smoke there that I thought the fire was going to reveal itself. But you know, Mum's the word. I think they're going to continue writing it now and I actually don't think they will release a Switch Pro or whatever they will an upgrade to the Switch this year. I think that's next year. What do you think? is the future here. I feel like you're right. There was enough smoke there when you're talking about like NVIDIA chips and things like that and you keep an eye on that because that's the partner for Switch, right? I feel like there was enough smoke to maybe think that in a normal world, end of this year could have

been possible. I think, yeah, COVID pushes that back. I think, yeah, one's coming. You kind of have to keep up, especially with these big next-gen boxes and how they're loading games faster than ever. And they're pushing those specs like crazy. But Nintendo's got the juice going right now with the idea of, you know, for some people, the dock is the solution. For some people, taking it only on the go, handheld is the solution. Like it works. But you're gonna have to find that solution of how do you continue that sort of console base going? What games can be played going forward? Do you do games that can only be done on the Pro? - Do you have a new 3DS situation? - Right, and that didn't work out too well for that system, but it was the smart thing to do at the time, I think, to kind of keep pace going. So they've got some questions to answer. I feel like, yeah, if we were in a normal environment, end of this year would have been a good prediction, but I think, yeah, next year, early optimist, yeah. I actually think it could be in line with Legends and I could even see the sequel to Breath of the Wild kind of being close to that launch as well. Definitely. And I mean, talk about, I mean, I remember, I think everyone remembers the Breath of the Wild like date announcement trailer. One of the best video game announcement trailers of all time. Sometimes I just watch it to like hype myself up for the day. It is oh so good. And you know, and it just, everyone kind of thought at the time, it was like, I really hope Zelda's day one with the Switch. They really kind of need that, let's go, you know, come on. And then the date hits and it's like March 3rd, day in, day out. What a special day. I can only imagine it had to be the same for the Wii and Twilight Princess of just this fervor for a new Nintendo console and a new Zelda game, kind of hand in hand. And I really, I could see them doing that again here. They did it with Majora's Mask and the new 3DS when that came to the States. The new 3DS XL launched with Majora's Mask 3D, obviously the Switch with that and the Wii. I mean, Zelda's been a day one sort of console both for new stuff and revisions. I would love to see it. I think that's a really good guess and you think when you're pairing it with a game like The Legend of Zelda Breath of the Wild, I mean, for as amazing of a video game year as 2017 was, for that to be the runaway you know, game of the year, a game that a lot of you know games since have looked to, like how can we design our open world better? I think you have to set that up. Yeah, right exactly. So I think that's a good pairing that you know if you want to get attention to Switch Pro Especially if you want that hardcore audience to follow Yeah, that's quite a good game to start that with and then you know the open-world Pokemon game - yeah It seems like a sound strategy. I my fear my fear is that Nintendo is gonna keep going with these um limited edition theme switches animal crossing Super Mario Bros and at some point this year, they will continue to celebrate Zelda's 35th anniversary and Reveal a standard Nintendo switch or a switch light. Who knows that is Zelda themed and I'm gonna be so upset They've already revealed those joy cons. Yeah, maybe they put on an actual system I I do have the joy cons ready to go along with the game because Me and Zelda themed items go hand in hand. I still have my Wiimote My Majora's Mask 3DS. I've got the the Wind Waker Wii U Yeah, remember that the only special Wii U. Oh, yeah I really hope they they don't and they save it for the switch Pro because eventually there will be a Zelda system. I'm sure We'll see how that goes. But I have a feeling that they're gonna Milk us for all we're worth as is their right But honestly good for Nintendo, I mean you look at their stock today \$75 40 cents or so a share. Mmm. It was 28 78 a couple days before switch launched. I mean, so yeah, they were in some dire straits there They're doing well and they've hopefully they can you know open that theme park once things get better in Japan Yeah, and here in Florida there they just actually announced that construction for that new Universal Park, which will contain Super Mario has begun so I can't wait. Oh, oh my gosh. I'm gonna have to It's gonna be one of those things when you live so close to all these theme parks and new stuff comes it Sometimes you're like do I really want to fight the crowds for this? like I can just go and but Nintendo Land or Super Nintendo World I mean like who might have to fight the crowds for that one because when it opens crowds will be able to be together in the open all the time and it'll be great yeah I'm Nintendo is riding high right now and I'm really looking forward to their future and I think they've got some good stuff lined up but I'm switch needs a little juice, so hopefully they get that out there. I wanted to ask you, I saw this article the other day, or I think maybe last month on the verge, talking about Mark Cuban, Shark Tank Man,

investing in like some podcast app that basically is gonna have, let hosts talk to listeners live. And I actually quoted the article on Twitter and said, so a radio talking show, because that's exactly what it is. And then Mark Cuban's company would make money off of that somehow, I'm sure. And it made, it reminded me of your show that you did the power switch, where you had a call in radio show for video games. And it was a podcast format. And I was a fan of that. I was actually on the show at one point, episode 38 on September 23rd, 2017. And I called in a couple of times as well. You use Discord to have people call in. But I saw this article and then you see Clubhouse kind of taking off in this social media where people just jump on calls and talk and now Twitter's doing it with spaces. I was like, how does that stuff make you feel? Like, I feel like you had the idea to take something from radio and sports and bring it to games. And it didn't, you don't do the show anymore as far as I'm aware. If you have been, I'm sorry, I've missed it. - No, no, I do not do the show anymore. - But how does that make you feel? - It makes me feel like the idea was right. The idea is still there. No one has done it since. I keep always thinking, like there are two podcast ideas that one I did get to try with the power switch, as you mentioned. The other, like I've always kicked around in pilot form you know, did at one point, you know, way back when, 12 years ago, oh my gosh. But I love talk radio, especially when it comes to sports. I love, you know, debate when it comes to sports. These are the well-tread formats and genres when it comes to formats on radio or formats on television. And as the video game industry grows more and more, I've always thought, you know, we need, the industry needs, there needs to be some sort of call and talk radio format to talk about game news, ideally in the moment, you know, on the day when the conversation and the topics are hot. When that, when that Smash character is revealed, when Ridley shows up, people need to talk about it. Yeah, yeah, and so there's that, but I, I'm a big, big sucker, love pardon the interruption. And so the less than half hour debate format of the day, week, whatever format you want to do that in, is so digestible in podcast format. It just takes the right host, the right combination. It's been ideas that have just always stuck with me. And so when I see these different formats pop up with Mark Cuban and a clubhouse in spaces and Jeff Keighley trying to do something on spaces, things like that. It makes me think there's promise there, but it's going to be some time before someone else takes up and runs with the idea to a success that I envisioned and hoped originally. The tough thing is in an age where internet marketing yourself is at an all-time difficult It's so trying and so tedious and it's tough. But to get that audience kind of devoted there, and so how do you grow that audience? I feel like when I was doing that Power Switch show, one of the toughest moments I had doing that was, you know, let's try to do some episodes live on Twitch. Right? Twitch is the audience there, And if they call into that podcast or talk shows or whatever, they had a channel and they'd see something like that, maybe that'll get their attention, help grow the audience. And people who are passionate and know Discord and can maybe talk about the game news in a productive way. And had trolls come across one of my live shows and they called in and it just, it hurt. That sucked to have it just to be kind of shell shocked by that. And I feel like that's the big challenge, honestly, when it comes to that kind of you need someone to kind of screen the calls and moderate. There was yeah, moderate it. There was a way I was trying to do that at the time. And it worked well for a smaller audience. But it didn't have the idea to win if it ever scaled big. Right. even then, you know, this fireside app, the one Cuban is investing in, like, I feel like they're, they still have to launch it first of all, like it's still in development, it's in beta. I will be very interested to see where that goes. And yeah, if anyone in the industry ever actually takes off with either the talk radio kind of call-in format or you know the the PTI debate format for games because it's it's right there and I've tried for the taking. It really is. It really is. Did you listen in on Keeley's call with Reggie I think it was a week last week? I did not yet, no. So I did I decided because I found Clubhouse very interesting. I'm in Clubhouse and then Spaces on Twitter, and Twitter has been my bread and butter for far too long. And so I was super fascinated with it. I actually recorded the call, and I even threw it up on my YouTube channel. I was like, "This should be up here for posterity's sake." No one seems to have said, "Hey, take that down." Because it was just a—that's the thing about Clubhouse and Spaces is this live and in the moment thing. And you can definitely tell that some people don't have the equipment or know what they're doing.

It's very rough in the sense that it is live and it is what's happening now and it's giving access to millions of people to just talk and pretend they know what they're talking about. And some people do know what they're talking about and they have panels with other people and that's interesting. But I find it an interesting space where things could take off and Keely now is trying to do a weekly thing on Thursdays, tomorrow I'm going to try and catch it. But it was interesting to see people virtually raise their hand and Keely would choose them out of a hat and bring them up on stage to ask a question. It honestly reminded me of like a panel at a convention. - Yeah, yeah. - Like packs or something. But instead of walking around awkwardly with a microphone, these people could ask a question or two and have famous people answer them. - But then what happens when someone goes, "Bubba booeey, bubba booeey," or something like that? - So the one with Reggie, one of the people, he wasn't quite like that, He asked Reggie, he started off with, do you know who Dunkey is? And I was like, oh boy, here we go. - Oh, okay, all right. - It did turn into like a nice compliment. He was like, Dunkey, you know, Dunkey's how I became aware of who you were, which I thought was interesting in and of itself. Like Dunkey has educated people on the existence of Reggie Fils-Aime, former president of the Nintendo of America. That in my head, that would never happen. but according to this person, it did. And he thanked him for that and was like, you know, I watch what you do and I think it's great. And then he suggested that Reggie follow Dunkey on Twitter, which again, kind of leaned back into the joke. It was lighthearted. It could have derailed really hard, but thankfully it didn't. And that's the part where I don't quite know how this could grow for games in that sense. I don't know. It's interesting. It's very experimental right now, but I think back to you in the power situation. I was like, but we already tried that, didn't we? And it feels like that, 'cause I was involved with you and your community, and I was aware of it, but it's the scale of it. And I really, the other thing about Clubhouse in particular, and Twitter to an extent, is Clubhouse, there's not a brand, like you can't have a brand account on Clubhouse, so to speak. Like you can't have the, the IGN Clubhouse channel, like who's talking for that? Who represents that brand? And on Twitter, there are brands obviously on Twitter, but again, if IGN hosted a space, so many names to keep track of, if they hosted that, like who is representing that account, so to speak, it's better to have individuals, which I think is why Jeff doing it and bringing someone on, I think he's having Joseph Farris on tomorrow to talk about his new game, It Takes Two. Like that draws people in, but I don't know how you could have a brand do it. And so to me, that seems like a possible limit of growth for gaming, you need the personality, not so much the brand recognition. And if so, how do you draw that back to your site and not to the individuals hosting it. I don't know. Fascinating times. - For sure, and Jeff Keeley gives it legitimacy, for sure. Definitely has the audience to kind of grow and tap into that, and he's got the connections to bring in great guests. I think-- - He can just call up Reggie. - Right, exactly. I think I'm at the point where I'm more interested to see these kind of ideas work as show formats for the game industry, whereas in my younger years, have been like, "Yeah, I can take the charge. I have the know-how. I can do this. I think I can talk it out and all that." But at this point, it's just like the ideas are there. The technology is continuing to grow. It'll be interesting to see this kind of format be tested and tweaked and prodded and see where the flaws are and see if, honestly, the Internet is ready for a positive, productive conversation. I don't know if the Internet's ready to be positive so much. Then maybe one can be curated. Let's say that. Definitely. Yeah, we'll see how moderation tools and things like that are involved with Clubhouse and Spaces and Fireside whenever that decides to launch and how that'll take a hold. I feel like a bunch of companies are trying to reinvent podcast and really like podcasting like how it works some Spotify and things like that and it's like well podcasting is fine but how do you re-invigorate the format of the show not necessarily how you make money off the show or deliver the show. Yeah, yeah, it needs a breath of fresh air but I don't know if it needs to be reinvented per se. Right. It needs to have a breath of the wild. Oh, wow. - Maybe. And speaking of Breath of the Wild from earlier in the sweet reveal trailer about the launch date music, you threw this in here 'cause I don't remember this. Well, I didn't add this. It's just not that I didn't remember it. I know I didn't add it. You threw this in here. You do have a podcast now. You've been doing it for over 100 episodes. original sound chat where you and Joe is it

Devater? - Yep, yep. - Yep, Joe Devater. Talk about two different video game soundtracks, composers, and really the kind of like the history and synapse, you know, general information about the game. You've been doing that for 100 episodes. Tell me about that. - Yeah, so I threw this in here because I mean, at the end of the day, we get back down to plugs and who I am and when I'm here. So like, yeah, this show, Original SoundChat, you know, we've done this for more than two years. We've hit an episode every week since then. And like, that's always daunting and kind of amazing that we've been doing that since then. But yeah, it's the idea that Joe and I, we each bring a game of our choosing to the show that we wanna talk about. And it's all in a love of video game music. You know, what are these soundtracks that we love, important game music that we'd like to talk about or sometimes when you know people recommend games, we haven't played them, sometimes it takes some learning, some know-how, some research. So the gist of it is it's the people stories and the critical tracks behind the games. So I feel like if you're gonna try to appeal to beyond an audience that lives and breathes games, you know, there are gonna be games that some people don't know about or some people aren't too in tune with the game industry. So you kind of have to open up the conversation of what the game generally is. What are some of the basic information about it? What is the game? Is it a 2D platformer? Is it a 3D open world action event? Things like that. But then you can kind of get into the nitty gritty, some of the development details. Neat little trivia that you can pull out of it. Those are always really interesting to doing these deep dives into interviews and old archives and, you know, reading all that and kind of relay some of that information for those that do care a little more about games. And then you get to the soundtrack and when it comes to the composer, you know, first and foremost, like the main composer, because will we then tie, you know, an individual or a band or who's responsible for the music for the game and then do research there. You know, some neat stuff that we come across there, like what instrument did they play growing up? What was their path to working in video game music? Now that we've reached, you know, we're recording episode 111 this week, once we get to that point and we, you know, double up the composers, and we have talked about so many already, you start to hit a certain point where if you want to revisit certain game franchises or certain games, and you've already talked about the composer, well, now you're digging into, well, people who contributed other compositions to the game or a vocalist, a musician who worked on the game. You know, for example, Journey. We didn't cover Journey early on. We talked about Assassin's Creed Syndicate was a game I brought to the table, but that was the composer Austin Wintory. Well, Austin Wintory is primarily known for his work on Journey, but when we get to Journey eventually, well, okay, Austin Wintory did all the music. Let's focus on Tina Guo, the cellist who is featured in the game's music. So I mean, then she's got a career, a history, worked on so many different games. So it's a fascinating deep dive. You learn something new every week, I think we certainly do during the show and working on it. And I feel like that's something that keeps us going for sure. - I certainly did. So I listened to, at the time that we scheduled this, our little show here, it was Metal Gear Solid 3 and No More Heroes. - Yes. - And first of all, Metal Gear Solid 3 is my favorite Metal Gear game, so it was the perfect kind of episode to really refresh myself on the show format and kind of just see where it is now two years later. And holy smokes, you blew my mind. First of all, no one knows who the voice of Eva is. I did not know this. Second of all, everyone thinks that it's Ariel from The Little Mermaid. Are you kidding me? Yeah, I hate showed so the Little Mermaid is Abby's favorite Disney Princess movie and so I played I was like Abby Abby Abby you need to listen to this clip and so I just I went on YouTube and found like the Eva introduction I was like Whose voice is this and she didn't know a first I said it's a Disney Princess and then her eyes went, (mumbles) or you know, it could be a Disney princess. Holy smokes, blew my mind. - You hear it and it's like, that's actually really believable. You hear those tones there. But I mean, yeah, what an episode to beacquaint yourself with. I think we're super proud of that one because we've kind of been hitting our stride recently with, you know, video game composers, musicians, like they don't have always the big followings on Twitter. They don't have the recognition for their work. And so trying to shout them out through the social media and promotion and all that good stuff, it's amazing some of the feedback we've



received recently. And so for Metal Gear Solid 3, when we've talked about Norihiko Hibino, who did a lot of the music in that game. Harry Gregson Williams also gets a lot of the big name for the soundtrack. We talked about him for Metal Gear Solid 2. So like those were kind of covered. We had those covered. Oh, the vocalist for Snake Eater. a woman known with the name Cynthia Harrell. And what's her story? And my goodness, learning about- - Mind blowing. - Yeah, yeah. Like learning about her history and what she's gone through throughout her career and the interaction she's had with Hideo Kojima. But then to reach out to her and to get the feedback from her of how she listened and it brought her to tears. Like, are you kidding me? It's one of these things where it's like, yeah, you know, certain podcasts starting out, if you have only a certain audience where you may not pull in the big numbers, and that's one thing, but when you get feedback like that, when we had our episode for Sonic Mania and Street Fighter X Mega Man, when we got feedback from both T-Lopes and Luke, a rival, Esquivel, to say like, "Hey, you guys did your homework like really nice job this was great to you like it's so rewarding and like it makes the show kind of worth doing to Joe and me so you know we love talking about game music and game tracks and all that coming up so definitely check out the show original sound chat on podcast services wherever you go that's that's where I am most visible most audible most audible internet so Yeah, yeah audible works you you also wrote your favorite game soundtracks. So well, yeah I just didn't know if like you had any certain game music soundtracks that really, you know hit you or like that Well, you want to see you covered on the show or like favorites that always stick out in your mind. I Do I listen video game music is like the reason I have a record player I love my vinyl soundtracks and things like that. You collect the vinyls. I do I'm one of those people but I try to get games like that I truly Truly care about like the music and the or the game itself. Sometimes I've bought stuff. I Was gonna say sight unseen, but maybe I should say song unheard like I bought the spider-man PS4 soundtrack without hearing it first, but that panned out pretty good At least the swinging song where you're swinging around the city I I pivoted around to look at it. I have the Banjo-Kazooie one. Abby bought that for me for Christmas one year. I have three of the four Shovel Knight soundtracks and the fourth on the way eventually. So I'll finally have all of Shovel Knight. But, and then Celeste, I listened to Celeste constantly. Constantly, it's unhealthy probably. But this actually sparked another question in me. But maybe I should let you answer the question your favorite game soundtracks first? - Oh gosh, I mean, yeah. I think, you know, the Persona series, there are so many soundtracks. So that's like quintessential. You know, when I think of game music, I think of that first. I also think of when it comes to Metal Gear, like when there's the question of like, what game soundtrack do you want to be the music that plays in your life? And I think of Metal Gear Solid 2. Like that's just an amazing score. We talk about, constantly I feel like Joe and I talk about how Chrono Trigger is the one that we had the most difficult time picking our critical tracks. Narrowing that down is just impossible. So many great stuff there. I think of Nier Automata, I think of Metal Gear Rising Revengeance and its amazing boss fight themes, and one that I have coming up in several weeks that I'm bringing to Original Sound Chat, Final Fantasy XV. Yoko Shimomura is just amazing. I mean, her work in the arts. She crushes it everywhere. Amazing. But yeah, that one, I feel like not enough people talk about how great Final Fantasy XV's score is. So yeah, there are just so many great video game music soundtracks out there. So I just wanted to get a sense. We've also got Banjo-Kazooie coming up, don't worry. That was one where it was like we've talked about Grant Kirkhope already and he did all the music. What are we doing? Mm-hmm. So we're kind of taking a little more Creative route to pick someone new for that that episode but yeah Banjo Kazooie will be coming Did you did you make you probably you've seen more in touch with the music game scene than I am But did you know that Yoko Shimura did Partners in Time like the Mario games? Come on. Yeah She's everywhere and like it's it's amazing even going back to her original themes for Street Fighter 2. I mean it just a legend So so good. I will follow whatever she does. It's even then you pick up, you know composers like Nobuo Uematsu, you know for all of his legendary Final Fantasy work and the news from this week of Fantasian of Hironobu Sakaguchi's Mistwalker Yeah, making this this Fantasian game an RPG for Apple Arcade kind of meant to be a serious RPG in that environment with that's the game where they

Hand modeled all the environments and scanned in all those dioramas and it looks Lifelike for those backgrounds, but yeah, Uematsu doing the score. I yeah you kidding me? Fantastic. It's gonna be dope so your question about favorite game soundtracks made me think about this I Get this thing I do a lot and I'm curious if you do it and maybe other people do it. But do you ever? Like you want to play a game you think about a game you're like man, I'd love to to replay that right now Donkey Kong tropical freeze man. I thought a great platformer and then You're like man. Oh, I can't do that right now. I'm working I'm driving or whatever I'll listen to the soundtrack and you throw on those beats David Wise coming in you're like, "Boo! Ba-da-ba-doo!" It's awesome. And then after I'm done listening to the soundtrack, I'm like, "I'm good. I don't need to play the game anymore." So when I want to play a game, but I don't have the time, I listen to the soundtrack, and then I get my fill. And I think that's interesting. Do you do that? Yeah, yeah, of course. And I think when I think of Metal Gear Rising Revengeance, the game, it's okay. Some people definitely dig it, but it's not one I want to go back through just for those amazing boss moments. But yeah, you get those moments of those songs where he starts with the instrumental and then have the vocals kick in. It's magical. It's great stuff. So that's the one that immediately comes to mind. It's like, do I really want to play the game or do I really just want to listen to that soundtrack? Nier Automata is a beefy game. It's It's an amazing game, but do I just need to hear the amusement park theme and like then I'm I'm good I can run coast off this for a while Mm-hmm. Yeah, I've my my foot now that personas on streaming services Who I've been. Oh, yeah on a persona four and five kick Even not that this is on streaming services, but sometimes they even throw on the brawl soundtrack yeah, and earlier because Oh, what a soundtrack. The Halberd, I love that level. Yeah, yeah. Anyway, I love it. Video game music is great. And I think the show you two are doing is actually super smart. It's again, the Metal Gear Solid 3 episode, which I'll throw in the show notes along with the Sonic Mania and the actual page for all these episodes and stuff. I didn't expect to learn so much. I was like, "Oh yeah, we'll listen to some music, it'll be great." And then it was like, "Jodie Benson blowin' my..." And then I found out, you know, he mentioned Cynthia Harold, like her story, and pointed me to the Kotaku article where he got a lot of information. So then I'm off reading about her and super smart and if anyone likes video game music or wants to learn more about people that do make the music in the games we listen to, you definitely should check out Original Sound Chat. Thank you, I appreciate that. Video game music is a passion and tapping into that every week, it's always cool to discover new stuff. Where else people find you online? You're @PeteSpeakeasy, right? On Twitter? Yep, I am @PeteSpeakeasy on Twitter. probably the easiest place to reach out to me and say hey yeah original sound chat that's that's the big thing I also occasionally do some work for Nintendo World Report so check out that's right World Report calm and you know give them follow on their other social media so cool awesome thank you oh so much for joining me for this inaugural episode of this new podcast I'm trying out so I really appreciate you taking time out of your your Wednesday night to spend it with me thank you for asking me it's it's an honor on my end as well and I was good to talk to you all right thanks man yeah well I was gonna do that and but my parents had a problem with the M thing my hearing you have to shoot rubber duckies for life no no this is just in Yeah, they had a problem with the partial nudity, I think. That was three. They have a problem with Eva, that's awful.