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Hey everybody, welcome to the Max Frequency Podcast, episode 10. It is the most wonderful time of the year. It's E3 time, it's summer, video game news has happened, and I have none other than Jared White here to talk with me all about it. Hey Jared. Hey, how's it going Max? I feel so good Jared. I was talking about my job earlier, which hasn't been good the last two days with IT issues. But the video game side of things, I am flying high. I was playing this, what is this song called? It's like "Come on the Train" or "Come on and Ride the Train" or whatever. It's some hype song. [Music] I was playing it yesterday in the apartment before Nintendo's E3 presentation and my wife Abby thought I was crazy. I tried to get a hype choo-choo out of her, but she wouldn't participate. I love E3. I love E3 so, so much. I'm glad to have it back, man. In any capacity. Obviously, there's some pitfalls to it this year. Some things weren't great. Some things were incredible. I'm just glad to have it back in any capacity. Obviously, I hope next year it's better and gets back more to the form it was before COVID, but I'm just glad to have it back. Just compared to last year having it essentially drag out for three, four months, compared to just having it pretty much mostly condensed here to the traditional weekend and first half of the week. I mean, I know EA is at the end of the month and God only knows if PlayStation will say anything here in the summertime, but it just feels so good to have it more condensed than before because last year it was, I mean, understandably, we didn't have a proper E3, I get that, but just having it sprinkled throughout summer was not ideal at all. I get everyone was trying. Yeah. And it just felt so like mismanaged in many ways. And there was so much over the course of so long that the messaging was kind of lost along the way too, where I don't know if you were the same way, but for me, it was hard remembering what exactly was announced because we were inundated with information often and constant and it was just like over and over and over. I was like, was this announced? When was this announced? I feel like that was forever ago. Oh, that was only a month ago. What this was last week. Yeah, this is, this is so much more fun. It's been better. And, uh, I wanted to have you on the show. We've done E3 together. Uh, for years on and off throughout I've joined you on controlled interests for X-Box and PlayStation type discussions. I think you've even been on, uh, all my old podcast with Logan Moore, millennial Gaming Speak, which I believe is where you and I first met through the power of the internet. If I remember everything correctly. >> BRIAN KARDELL-MULLER Through the power of the internet, yeah. >> ANDREW FITZ GIBBON So E3, really my goal for this episode, and you know this Jared, but for the listener, the goal here is to specifically talk Nintendo and Xbox. Jared is like my go-to Xbox guy. If I have a question about Xbox, I go to Jared. And so I really wanted him here to talk about it because they had a really heavy show, I think is a really good way to put it. A lot of games, a lot of news, big stuff. They're making moves, continuing to do so. And then Nintendo, I could talk about Nintendo forever. So I thought that'd be really fun. But to kind of kick it off here, just to start, what were your overall thoughts? I mean, Ubisoft did stuff. There was Summer Games Fest with Jeff Keighley. else went? I'm like it's so hard to remember everyone who went I think gearbox did something, Capcom, like it's too much. There was a PC Gaming show, future game show, some yeah so many things. Let's tighten E3, three press conferences please let's get back to that that would be great I know that won't happen but. So in terms of how I feel about the shows I think Xbox and Nintendo are the only ones that justified their presence there and as

we'll get into later I wasn't super into everything in Nintendo's direct, but that doesn't mean I didn't think they had a great presentation. I think they did a really good job with it. It's kind of how you have to separate yourself sometimes is these press conferences aren't meant to have everything interest you specifically, but in terms of pacing and what they're announcing and what it means for the overall picture of the brand or the publisher. So yeah, Nintendo and Xbox, I think killed it. Square Enix, I think did okay. Like for me, I tweeted about this. I said, if you would have told me that in 2021 Square Enix would have a presentation and their best shown game was their Western title and their Japanese stuff kind of didn't hit I'd be shocked because obviously that's where Square's bread and butter is with Final Fantasy and especially Platinum Games stuff that they publish and a lot of that didn't show very well. PC Gaming Show and the Future Games Show I think were pretty bad in terms of presentation. Some of my favorite presentations during the weekend were Day of the Devs which is by Tim Schafer's studio Double Fine. They basically have a bunch of indie devs. So technically Xbox? What did you say? So technically Xbox? Technically Xbox, yeah. But the way they handle it is really cool where they let all these indie developers submit an application of their indie game and then they pick the ones that they think are the best of the best and then they have their own conference with it. And so many dope indie games I saw there at the day of the devs. The Wholesome Direct was really cute. Not all of those games spoke to me, but I thought that went at a really good pace. The Guerrilla Collective was pretty decent. Capcom's was a train wreck. They shouldn't even have done one. It just is pointless. Which is a bummer because that new Professor Layton game, well not new, it's getting ported over I guess to the west for the first time. It looked cool for what it was, but it got muddled into all this other stuff that people weren't having it, right? People were already tired of the presentation by the time those things even popped up. So I really hope that next year it returns more to what we expect and these presentations kind of find their way. I didn't mention Ubisoft, theirs was okay. It was inoffensive. Yeah, it was inoffensive, which is I guess as good as you can ask for with the types of stuff they showed off. But for me, if Square Enix just gave their Guardians thing to Xbox or maybe even Summer Game Fest with Keeley, which I also thought was a pretty good show for the first time, I think a lot of these other publishers just didn't need to have a presentation and it showed and thank God Xbox and Nintendo showed up with what we wanted and expected. And it's because of how bad all the other presentations were it makes me miss Sony just because I want a third competent presentation there that's like full of nostalgia and hype and equal measures. But overall, like we said at the jump, I'm happy it's back. I don't think I wasted my time this weekend, which is the most important thing. I mean I didn't watch the Koch Media presentation which apparently was the biggest train wreck of all of them. But yeah, I'm stoked to talk about Nintendo and Xbox because those are the ones that really spoke to me. Good weekend for video games. I think what we were talking about earlier where it's nice to have this spirit of E3, like just this summer week of games, helped alleviate some of the letdowns in some of these shows. Like Ubisoft, I think I'm a bit more forgiving because it was caught up in the hype and the spirit of everything. I think I thought Rainbow Six Quarantine actually looked fairly interesting for like a team co-op shooter. - Max Extraction, it's called Extraction. - Extraction, dang it. - Can't use the word quarantine. - You're absolutely right, it's Extraction now. It is, what was that other Rainbow, I think it was Rainbow Six Patriot, which was a Game Informer cover for Before Siege and like that game's a lot. Anyway, you're absolutely right, it's Extraction. Aliens, I'm glad they went aliens instead of zombies or something. at least Aliens feels a bit fresher in this space. I was happy about that. Pandora, I was actually surprised about. I forgot that they were doing that entirely. Sorry to cut you off. Did you read about why that game is important to Ubisoft and Massive Entertainment, the developers? So-- Beyond Disney dollars, no. So it's funny you say Disney dollars. You remember the report that came out that Massive is going to be working on a live service Star Wars game? That's going to come out after the exclusive deal? I do remember that. The reason they got that deal, it came out, and I'm sorry I'm not sourcing who, I follow so many journalists in the video game realm on Twitter, apologies. But apparently what had happened is when Disney was coming in to check on the progress of the Avatar game that was licensed out, right, they were really pleased with

the quality of the game and that's when they struck the deal for the Star Wars game. Where it's like, "Hey, we're looking to other studios outside of EA to work on Star Wars titles, you guys are doing a really good job with this, we trust you guys, do you guys want to make a Star War?" And obviously Ubisoft's like dollar signs, sure. So that's why they landed that deal is because this Avatar game I guess behind closed doors, Disney was confident in the product they're putting together. I've actually really enjoyed for the most part how Disney has been handling dishing out its properties lately. Especially Marvel. John Drake who's formerly at Sony got hired on by Disney to handle all the licensing that's non-Marvel which we kind of saw the fruits of that labor in the Xbox show. But yeah, to your point, the Marvel stuff too, incredible the way they're handling that. Yeah, Marvel's getting passed around really well. Indiana Jones is over at Machine Games and Bethesda. It's just, I like the way they seem to be passing things around and sharing them and I'm excited to kind of see the fruits of all this labor and stuff. It's funny, Avatar's kind of become a joke or a meme at this point just because it's been how many years since the first one and we're still waiting for the sequels that have have been in work forever. It's just kind of funny, but the game visually looked super impressive. Just striking graphical fidelity there. Yeah, it's one of those tough things where it's hard to recognize the gameplay and you can see spurts of it. I mean, there's a moment where one of the Av- I can't remember, is it the name of the alien race Avatar? They are Navi. Navi. When the male- I'm assuming it's a male- Navi is in the jungle area and those rhino-like creatures are running away when the military ships are coming in. You see a brief snippet of what seems to be possible gameplay where he like slides under this like tree branch. So I'm curious to see if it is first person or third person. I didn't look into it, maybe there was a press release. But if it is this type of game where, I mean we don't really know. I was talking on my own podcast about this of, I'm super in if it's a single player open world type experience and I'm not even a big avatar guy just because the world looks so cool. if it ends up being a live service multiplayer thing, one, I'm gonna have a hard time convincing my friends because of the meme that Avatar is. And two, I don't know if I'm super interested in, you know, beating on either the side of the Na'vi or the side of the military. Like, I don't think anybody wants to be on the military side, right? It just is boring. - It would be, it would feel like something was missing. Like no one would want to join the, I mean, people do want to join bad guys in games, but it just seems like an Avatar that wouldn't necessarily be the case. I'm curious, I'm very cautiously optimistic. The visuals were the most striking thing to me. I was actually incredibly impressed. It's been a while since I've been that kind of floored by an Ubisoft game visually. I feel like Assassin's Creed's all kind of look the same and whatnot, but this, what do they call it? Snowdrop, is that their engine? - The Snowdrop engine, it's the one they use for The Division 2, it's Massives engine. So it's gonna be the same one they're going to use for the Star Wars game, which I mentioned a little while ago. And that gets me excited, because even if this isn't what I want and I don't want to play this game, knowing that the Star Wars game is in the pipeline for Massive, I'm like, "Hell yeah. If it's going to look like this, I'm in." Yeah, me too. The other thing, kind of from Summer Games Fest, there were two, I thought, mostly notable parts from Summer Game Fest. Kind of a hit or miss part, depending on the pacing, with Geoff Keighley there, who always Sometimes it goes a bit long in the tooth, especially when he throws music in there. But anyway, there were, um, Elden Ring was his kind of big get, good for him. And then, uh, they also did Death Stranding Director's Cut with Kojima, which talk about teas after teas after teas, which is so Kojima, a kicks off with just him talking to Kojima who brings up 9/11, which kind of felt weird twice. Yeah, like, "I'm just trying to figure out my game." And you know, I'm down for whatever Kojima's doing, so I can slide that off. And then he's like, "But I do have one thing to tease." And then all of a sudden the PlayStation Studios logo pops up, and I went, "There go the tears of thousands of Xbox fanboys." And then I remembered, "Oh wait, Death Strand is coming to PS5." Because it felt like in that moment, very briefly, that they were revealing like he was doing the Kojima tease of his next game and it was a PlayStation game again. But Death Stranding coming to PS5, Director's Cut, did a whole Metal Gear Solid, straight up Metal Gear Solid tease for Death Stranding. It just seems very weird. I would call it a troll at this point. I don't know if it'd be a tease. I think it was a troll. Well it could, if it means nothing, if there is no Metal

Gear to speak of, then yes, a troll would be fitting. But could be teasing it a little bit more if you buy into that. There's possibility of a Metal Gear Solid remake from Bluepoint, Konami possibly sharing their... There's a lot of stuff kind of floating around, but it just felt too much like Metal Gear to not involve Konami. And I'm just... I don't know. I was losing my mind a little bit in like this kind of fun antsy way. But the real the real thing here is Elden Ring. Did you well, did you play Death Stranding? No, I didn't play Death Stranding and it's it's not cuz I'm against playing a Kojima game to me. It just it was a weird game Obviously, oh and I'm not like I know some people were super in no matter what day one because of Kojima I know some people even though they had no idea who could humor was love Norman Reedus I like Norman Reedus as much as the next person Shout out to Daryl from the Walking Dead, but it just isn't something that captured me and then when I saw reviews Not that it reviewed poorly, but it didn't seem like an experience. I wanted to have necessarily. Yeah Now that being said, I don't know if I am You know not gonna go and hop into it on a backlog play when I get a ps5 eventually whenever that happens I just never got around to it. I've never actually played a Metal Gear or Metal Gear Solid game, period. And once again, it's not because of a lack of interest, it's just not the thing I was into growing up in terms of looking for video games. You're probably similar to me where I had maybe one or two video games a year that I was able to get. Being a huge sports kid, I always made sure to get Madden every year, because I love American football. And then other than that, it was the random Spyro crash, all these things. So I kind of just missed out on a lot of the PS1 and PS2 JRPGs and also all the Metal Gear Solid stuff I just wasn't connected to that. So by the time I got older I had no connection to Kojima or any of I respect and fully understand what he's done for the industry I get the legacy. I have plenty of friends like you Logan and many others who love Metal Gear Solid and Kojima It's just something that it you know Ships passing in the night. Yes That that's actually quite frankly the way I am with Bethesda games and Todd Howard like I Understand fully what Todd Howard has done and we're gonna talk about him and in Bethesda what they're doing later But I fully understand the grasp of what both Bethesda and Todd Howard have done for the video game industry but like those games totally passed me by and I I get it, but I just I haven't played it and I don't have a desire to for the you know, so Anyway, Death Stranding, a game I revisited before The Last of Us Part II, I was like, "Alright, I'm going to drop this down to easy and just play." I ended up loving it. If I had played it in 2019, it would have been my game of the year that year. It was a very unique experience, and it's rare to get such a big AAA budget second party title like that. And that's so different from everything else. It was fun. But the real kind of git, as I said before, Elden Ring, the next Miyazaki, I'm blanking on the studio name. It just... From Software. Thank you. It just left my brain. From Software's next big game, George R.R. Martin is somehow associated with it, I guess from the narrative and world design perspective. They showed off a really cool trailer and they gave it a date, which I really wasn't expecting a date, it's January something, right? - 21st. - January 21st, 2022, so really only six months away. Or seven, I guess, seven months. - I don't know if you've learned this from me, just us being friends across the internet and being on podcasts and stuff, but From Software is my favorite developer. I would argue that they're one of the best developers right now in terms of both their level of quality and their level of quantity. There's an argument to be made for the Naughty Doggies of the world that put out these incredible quadruple A games. But you get those four to five years apart, whereas with From Software, you get these very high quality games that maybe don't reach the mark of an Uncharted title, but they're pretty damn close, and you get a lot of those games in a quicker turnaround, right? I just love From Software. I love their game design. I love their intricate ways that they take the Metroidvania style of level crafting and work that into their stuff. With this game specifically, obviously it has open world elements to it and the thing I'm excited about is, you know third person action adventure games existed long before the days of Demon Souls or Dark Souls. But From Software was able to take that genre and make it their own and make it distinct and make it feel like a From game. And obviously we've gotten a lot of clones since then, a lot of Souls-like titles. - It's a genre now. - Exactly, and I'm curious to see what they do with open world because they're not just making bigger arenas for you to fight in. There's going to be interesting gameplay decisions that are made that feel distinctly

from software while still it seems like getting the intricate narrow hallway style design that we're used to in previous titles. At the beginning of the trailer you see this like four legged stone turtle thing with a bell on its stomach and Vata Vidya who's a very popular YouTuber who covers Souls, lore, Bloodborne lore and all that stuff for From Software games. He actually went through a frame by frame rewatch of the trailer and above that you can see that there's a castle on that creature's back, right? Like a building. Oh my god. And I wouldn't put it past From Software that that thing, since it's an open world and it moves, there's probably a point in which you can get onto the back of that creature and that's an optional building you can get into. I'm just excited. We talked about this on my own post E3 show of that trailer would have been enough. I didn't need a date. I didn't expect a date, frankly. But for us to get that is huge. And I know some people are concerned, is it going to get delayed, is it going to make it, which is totally a possibility. But from my knowledge, and I can be corrected on this, since the first Dark Souls, I don't think From's ever delayed a game once it had a release date. And obviously, different circumstances now, completely possible. with that date I think they're pretty confident in it. And earlier this year in 2020 we had, sorry 2021, COVID there kind of threw me off the years. Time is a flat circle. We had a report that they were in the polishing phase and they were actually pushing to put it out this year. And I wouldn't be surprised if it is game complete, right? And they can play through the game from start to finish and they're just polishing the game and getting it ready and taking that extra time instead of forcing it out early. And going to the George R.R. Martin stuff, the way I've had it explained to me through the Miyazaki interview that he had with IGN and other sources, is that George R.R. Martin kind of built the skeleton for the narrative in terms of the lore and the world building. And then from Soft Rewind with their environmental storytelling and the way they tell lore through the item descriptions and kind of filled out the meat of the body, the organs, the skin, all that stuff. That's how it was explained to me. And I'm excited because barring how Game of Thrones ended, at least the TV show. I still love the way George R. R. Martin writes and creates worlds. And from software, obviously, I've loved the way they've done stuff since Dark Souls. I wasn't in on Demon's Souls. So I'm excited for this. We'll get into this throughout the show, but 2022 is a jam-packed year, hoping nothing slips. I mean, even Horizon might be in 22 alongside God of War if it doesn't come out this year. Possibly, yeah, absolutely. Or even Halo. Or even Halo. Oh, we're going to talk about Halo. 2022 can be a very packed year and Elden Ring is my most anticipated game with a bullet just because of what From does and I'm excited to see them try a new genre. I'm itching, honestly after watching that trailer Max, I went and started up Sekiro again another playthrough because I'm just itching to get back into a From Software title and yeah, I just love that developer so much. They, I've gotten to the cleric beast and beaten it. kind of my From Software experience. Funny enough, I never played Bloodborne. I own it, I need to get to it. It's the one From game since Dark Souls I haven't played or been. Well if it's anything like everyone else says, I'm sure you'll love it. Elden Ring just seems very cool to me in the idea that From seem to be, I feel fairly confident in saying this, of gameplay execution, of controls and just tight gameplay. And taking that action, role playing kind of exploration, difficulty, all of that tight gameplay stuff and implementing that into some form of an open world, it sounds like there's different areas that are guarded by certain lords or bosses, like controlled kind of domains, and you're going to go in and take them over, but you can go in whatever way you want is kind of what I've been seeing sounds fascinating for them. It's almost akin to Breath of the Wild in a way. When you hear that, when you heard that Nintendo was going to take Zelda and make it an open world game, you're like, huh, how's that going to work? That's an interesting idea. And I think that train of thought can kind of apply here as well from software. You know what kind of games they make. I mean, like I said, they've invented a genre essentially, and now they're going to apply that to an open world design. And I think that is where a ton of potential lies for them in this to kind of push this thing that they've helped create even further. And you're right, they crank these games out, man. It's crazy. They are like Dark Souls 1, 2, 3, Bloodborne, Sekiro, and I'm forgetting, am I forgetting one? I feel like there's one more. Souls remake that was Bluepoint. Maybe I'm not forgetting one. Maybe that is it. Dark Souls, Dark Souls 2, Dark Souls 3, Bloodborne, Sekiro. I mean there's Derasenia

which was the VR game which isn't actually a Dark Souls game that they had come out. Yeah and those are all like for a while there it was year after year like Bloodborne, Dark Souls 3 were a year apart and then Sekiro came out like 16-18 months after Bloodborne. Crazy. And this I think was originally scheduled to come out shortly after 2. You know what I mean? But obviously with COVID and everything, I think, lent itself at the delay of it. It's really impressive what they've been able to do in such a short time period between each release. Their creature and character design is wild. They're so good at doing it. People often accuse a lot of their games of feeling similar, Which is kind of odd to me because Dark Souls Demon Souls kind of feel similar I think Bloodborne is very unique. I think Sekiro is very unique and this though It has the rumblings of Dark Souls it is different enough for people who are familiar with Dark Souls that it isn't the same thing and I love the Variety of bosses we even saw in this one trailer where you saw this King with multiple arms on its back Who seems like you know the fallen King trope there was like a Valkyrie character that you saw killing the player There was one of my favorite designs. It's only in the trailer for a brief second is you see this werewolf type night Howling at the moon and for those who are familiar with Dark Souls it totally has an artorias of the abyss design with a werewolf head and for I don't know if you know this max black artorias is like the the Mario of From software. It's like the most well-known character that they've ever had. It's like the fan favorite character Okay, so it's no surprise that they would twist that and turn on its head and have a character in this game That is evocative of Artorias, but slightly different It's just the the we didn't talk about the mount that's new for from software Yeah, you ever been a mount in any of their games? There's a double jump mechanic, which you could jump in Sekiro and then you could grapple hook. So that's new they're just really good at building on the stuff that they've already nailed and For those who have played their catalog of games you see parts of Sekiro in this you see parts of Bloodborne you see parts of Dark Souls and I do think that this despite Sekiro winning game of the year and a lot of their games are reviewing well and Having you know beloved audiences. I think this could be their big pop with the general gaming audience as a whole Because even though it's gonna have the level of difficulty from does I think an open world is a little bit more inviting than the more linear stuff that they've done in the past. And to your point, as for me, somebody who, and we'll get to this later when we talk Nintendo, I wasn't a huge Breath of the Wild person. I gave it a try, didn't click with me. I know I'm in the vast minority on that. But I'm excited to play Breath of the Wild from software because it might have the gameplay mechanic hooks that feel better to what I enjoy playing a video game as opposed to what everyone got out of Breath of the Wild, which I just didn't connect with. So that's why I'm excited too. And I'm very excited for the sequel to Breath of the Wild, and we'll get to that. But I can't wait for Elden Ring. I'm so excited we got a date. Does it get delayed? Maybe. But if it doesn't, we're gonna have a great start to next year in January. - Yeah, we are. Let's dive right into that sequel to Breath of the Wild. Let's just use that as a segue. Nintendo closed their E3 Direct with the sequel to Breath of the Wild. I personally refuse to call it Breath of the Wild 2 because that won't be the name of the game. But I get that like SEO purposes it's easier to just call it Breath of the Wild 2. The sequel got some footage, very evocative of Skyward Sword. It looks like they're bringing presumably the game world of Hyrule from Breath of the Wild and they're adding floating islands above it. The possibilities there are theoretically endless of just how you navigate that world and fly around and well we have a Loftwing, are there flying companions? There looks to be some sort of time manipulation that seems really dope and kind of in the vein of how they were, Breath of the Wild used physics in a way of, you know, ice, magnetism, stasis to kind of manipulate the environment, solve puzzles and kind of create the sandbox that they did. Adding time manipulation seems to make sense in that vein and is also very Zelda which has been playing with time since Ocarina of Time. So they closed it and they have claimed a 2022 release year. I don't buy that for a second. I think this is a 2023 game. Were there exact words, "We're aiming for 2022," right, is what Anuma said? We're aiming for 2022. And if you've been following Zelda for any amount of time, you know whatever they announce, just add a year. I would love for this game to come out next year. I thought it was actually quite silly for people to say earlier this year that Breath of the Wild 2 is this year. I was like, "No, I'm not a champ." The game just

looks gorgeous. It's more Breath of the Wild. It's not obviously coming to the Wii U this time, so there's theoretically a little bit more hardware potential to tap into. And also, I don't know if you noticed this, Jared, I haven't seen a lot of people talking about this. The footage on Nintendo's YouTube channel, 1080/60. The Switch, Breath of the Wild does not run at 1080/60 on the Switch. It doesn't run at 60 on the Switch. It doesn't run at 1080 on the Switch. I thought that was very interesting. I think that essentially, actually, I really actually think that footage was Switch Pro, new Switch, Super Switch, whatever you want to call it. I think that was actually footage on the new hardware. And wouldn't be surprised if we get an announcement here in the coming months, if not weeks, about that piece of hardware. But back to Zelda. You weren't hot on Breath of the Wild. I know a couple of people that were kind of like you, just didn't click with them and that's perfectly okay. I did love it. I also, I guess, disclaimer, I worked on the IGN, I was part of the IGN Wiki team for that and they bought me my copy, a digital copy, I still have the collector's edition I bought, but anyway, for transparency's sake, what did you think of the sequel as someone who wasn't into Breath of the Wild? What did you think? - Okay, let me start with this. First of all, I don't wanna yuck anybody's yum. Like, I totally get why people love this game, why it reviewed well, like I'm not trying to say, I'm not one of those people that's like, "Oh, I didn't-- - Oh, yeah. - "Why did it review so well?" It just didn't click with me. For the narrative, I know that was, even the reviews that said it was a great game, the narrative wasn't the strength of this game, right? It was the open world, it was the physics, it was the dynamic systems built into the game. I just felt that the world was a little bland for me as well. I just didn't find those levels of interest in the sandbox that they created for me to do stuff. And I wanted a little bit stronger of a narrative. I like when, you know, The Legend of Zelda nails its characters, and for me, I just didn't get a whole lot of that in terms of what I was looking for. And then I want more traditional dungeons and I know even people who loved Breath of the Wild want those to return. I'm one of those people. Yeah, to this game in some capacity. The weapon degradation was a huge killer for me. Now, that isn't a deal breaker for the sequel. If it still has that, it's fine. I'll deal with it. But in my opinion, I don't think it added to the game in a positive light. That being said, all the negatives out of the way. I think it was beautiful. Art style in retrospect doesn't hold up to me as well as it did when it originally came out, but this trailer that we got, especially assuming it's on the new Switch, I think it alleviates the muddiness in that art style and it looks beautiful. You can even see it in the dynamic ways in which Link's hair is animated. I love the new mechanic of traversing upwards through those water puddle things and getting to the top. I wonder if... A big thing in the first game was climbing and you did have your glider and I wonder if with this being you know second level above Hyrule if the glider is gonna play a big role where there was probably going to be moments where there's you know wind spouts where it'll push you up and you can kind of traverse from Sky Island to Sky Island that's really cool I wanted to feel different enough that it justifies its existence and what I mean by that is we saw moments in this where it looked very much like the map from the first Breath of the Wild but obviously there's these really cool editions of the Sky Islands, and I hope there's more to that in various other biomes in it, where it's not just the hook isn't just the Sky Islands. And if it is just the Sky Islands, make them in every biome feel unique to that biome. And honestly, if they do that, they make the narrative a little bit stronger, and they add, in my opinion, better POI in terms of points of interest on the map and the traditional dungeons. I think this could honestly end up being one of my favorite games of all time. And I know it's kind of wild considering I didn't jive with the first game at all, but I saw the pieces there and I could very much be in a place where this sequel is astounding to me and I love it. It does have that kind of potential as a sequel. It's interesting, it's kind of the first time since Ocarina of Time and Majora's Mask that Nintendo has done a Zelda sequel like this, reusing the same assets, if not the entire same world. Now Majora's Mask used assets but created a new world. And obviously the sky and those floating islands, we don't know how dense those are, how many of them or how big they can be. It's very evocative of Skyward Sword which actually really kind of makes this port, this HD port coming out here next month a bit more interesting if that ties in like making that game accessible again to a new generation and a new groups of players by removing motion controls

entirely which was, I frankly and a lot of other people thought was impossible. I thought Skyward Sword would be trapped on the Wii forever. I can't wait to see how those feel, you know, traditional button and stick controls to kind of move that, the sword and items around and stuff. But bringing that to the Switch, an incredibly popular system with a lot more, I think in general the audience for the Switch is beyond just extreme casual gamers like the Wii was. It's gamers of all types and I think there are more people interested in gaming than just having your grandparents play Wii bowling and stuff. I think there are more people that are going to be into playing Skyward Sword this time around. And to your point, Switch isn't a place where most people who would consider themselves more hardcore gamers that are playing maybe the From Software games or they buy every PlayStation exclusive first party title, most of those people that I know have a Switch. They have a Switch and they're playing Switch games alongside it. It's not, "Oh, you're a Nintendo person. You don't own a PlayStation or an Xbox. You only play Nintendo games." It kind of is like, it's not a bad thing, but it's a secondary thing for everyone where it's like, "I'm either a PlayStation or an Xbox primary guy. Yeah, and I also have a Switch." It's a need to have, yeah. My in-laws want a Switch, and the last console they bought was an Xbox One S for my father-in-law. He plays Overwatch all the time, it's great. But before that, the last system they bought was a Wii. It's very targeting that. In any way, the sequel seems very fascinating with the way that they're playing with time, visually how it looks, it seems brighter, more colors, a bit more dynamic, and possibly it's new switch footage, new hardware powering it. It's also kind of exciting to think that Nintendo is more willing to reuse older assets. And I mean Breath of the Wild was a huge critical and commercial success. So obviously it's not hard to imagine business wise like yeah let's go back to this well, we have built this, let's keep using it. I'm very excited to see how this all shakes out at 22. Realistically, I think 23. We'll see. Can't wait for it though. Super, super. - To your point about them are using like assets and not being afraid of that. It makes me hopeful and excited and maybe a little bit like, you know, cautiously optimistic that they do the same thing with the Odyssey engine and all that stuff. - That would be great. So, like, Super Mario Odyssey is my favorite Switch game. It's one of my favorite games of all time. I absolutely love it. - It's a title. - As blasphemous as it sounds, it kind of passed Super Mario 64 for me in terms of being my favorite 3D Mario game. I was a madman, I collected all the moons. I just had a blast with it. I loved the engine, I loved Mario's mobility in it. And I've wanted a sequel with, you know, a level based on Boo and the ghosts, and there's so many things that are potentially amazing that they could do with a follow-up. You gotta wonder what the next 3D Mario, like true 3D Mario is gonna be. And I'm curious how big Bowser's Fury is gonna play into that design. Like how much of a- Good point. How much of that, if you could take that with Odyssey, like, mmm, that's fascinating. That's a little galaxy-ish, a little Odyssey-ish, a little 3D world. Like, I think something really interesting is gonna happen with the next 3D Mario. And I think Bowser's Fury kinda offers a taste of that. But I don't know if we'll see it soon because they did just give us Bowser's Fury and 3D World. And I know it's a port of a Wii U game with a small four hour add-on, a great tight four hour add-on. So I don't know when we'll see Mario. There were rumors of a 3D Donkey Kong. - And also save the reveal of a new Mario for the new Switch, right? Like it's gonna sell that new Switch alongside Breath of the Wild 2 so why might it as well just... - Just like they did with the Switch the first time around in 2017. - Exactly. - Launched with Breath of the Wild and 3D Mario in the holiday. If they could do that again, that'd be killer. That would be awesome. - Yeah, it'd be incredible. - So Nintendo really, their direct, first party wise, frankly was a lot, was very reminiscent of the Game Boy Advance. And I say that because Advance wears us back, Wario wears us back, and Metroid is actually a lot, Metroid exists. So let's go to Metroid because I don't know, Jared, if this was because I was just trying to protect myself, you know, emotionally. But my E3 prediction this year, one of them was a new Metroid game doesn't make an appearance at all. Not only did they acknowledge Metroid Prime 4 still exists and is in development at Retro, which if you follow their job postings is very clear that game is still in very active development. were like, "Oh yeah, and here's a new Metroid game." Not only that, it's Metroid 5, it's coming out October 8th, just like three and a half months away. And, oh yeah, they're using the name Metroid Dread, which has been around for 16 years. As a Metroid

fan, ever since I got Zero Mission as a birthday gift, holy smokes, I can't believe it. I've been and losing my mind. I actually don't know. Are you a Metroid fan? Have you played these games? What's your relationship with Metroid? So I've played Metroid and Super Metroid. Enjoyed both of them a lot. But I'm not a mega fan or super fan by any means. So I'm not that type of person. But I did enjoy them. I've actually been waiting for the Prime trilogy to come out, because we know they're holding it. It's all confirmed that they're just holding on to it until they can have a firmer release date for 4. So the moment that comes out, I'm going to buy it and play it, because I never that when that trilogy came out and I'm excited to hop in. With Metroid Dread, and I don't want to yuck on anyone's yum, I didn't dig the art style, but what I will say is that for people who do love Metroid, it's dope that they're getting a brand new from the ground up Metroid 2D game for the first time in, I believe, what, 19 years, correct? Yup, Fusion was the last one, and then Game Boy Advance. The whole stalker approach to the AI in this game, that's kind of like the hook, I love that this game's coming out in October around Halloween because it does give me those horror vibes, right? The survival horror where this robot's kind of chasing Samus around. It looks really cool. Definitely not for me, but I'm glad it exists because all of my friends just like you who are super into Metroid, they lost it when this game got revealed and I'm super excited for them to have something to play this fall and get excited for. So yeah, I was actually a buddy of I mean, E.M.I.N. had me record my reaction to the direct because he actually thought he had read rumors about the Smash reveal, which didn't end up happening. There were heavy rumors that morning of Chief, Master Chief, being the character, and he wanted to catch my reaction to that. And so for the first time ever, I recorded my reaction to any direct or E3 presentation. I've never put a camera on my face and just done that. But I was very happy that I had it on for this particular moment. I obviously lost my mind. It's from Mercury Steam and that is the team that did Metroid to Samus Returns on the 3DS which was a remake of the Game Boy game and it added like the counter ability, kind of more fluid in the free aiming. So that stuff comes back into Dread. Now there's a slide a la Mega Man and it seems very fluid, it's running at 60 frames. I'm not sure, I think it'll be 1080p, I think. Sounds like it's actually probably done already. Nintendo's website says it's 6.9 gigabytes, so not very big file size at all, but Nintendo's like the master of compression. So I'm so stoked that this game exists and is coming out soon. I love it. just when Nintendo does it or it's a game series that I love but I love when a game is announced and it's out in three months, it's out in four months. Correct me if I'm wrong, I believe that was the way with Fallout 4, like they had the big grand reveal of Fallout 4 and they were like "and it's out in six months." Yeah, they were like the first triple A to do that. It was like "hey, this is a big presentation by Todd Howard, oh yeah it's coming out in like three or four months, wild." Yeah I think I honestly would love it if all games were revealed that way. would remove a lot of this, look at Metroid Prime 4, that was in Bayonetta 3, four years ago, and we still haven't heard anything, and that's okay if the teams wanna take time and create the game they wanna do, and Metroid was rebooted, you know, a year or two into development, so like, none of this is surprising. But it is more fun when a game is revealed, announced, and out super fast. So, I'm incredibly excited. The other kind of first party stuff, a new Mario Party game bringing back some N64 levels and 100 classic minigames or whatever, that seems really cool. You can actually pause in the middle of the game if you're playing online, which Nintendo with a forward thinking online component and Mario Party, what? Who would have thought of that? WarioWare, Get It Together, that's the game. WarioWare is back. Advance Wars 1 and 2 are being remade. Were you a Game Boy Advance guy? Do any of these series speak to you in that way? So my Game Boy Advance was a Pokemon and Advance Wars machine. Literally the only thing I ever played out of were Pokemon games. Yeah, so I was stoked. I was actually worried when it was initially revealed of "Is this a new Advance Wars?" Because you never know if they're going to get it right or not. But then the moment they announced it was a remake of 1 and 2 from the ground up. I'm not super sold on the art style. It's a little shiny toy box for me. I do love the animation of the characters themselves. And I'm willing to give it a chance. December 3rd is, I believe, the day for this. I've wanted a new Advanced Wars for a while. And not necessarily a brand new game, but just something to play on the Switch. And I was hoping maybe there was going

to be a port or something. And to get this is more than I could ask for. Once again, not super sold in the art style, but because it's the games I loved playing, I'm down to just give it a shot and maybe fall in love with that art style the more I play it. And WarioWare has never been my jam. I always thought it was cool and weird in an awesome way, but it just doesn't speak to me personally. But yeah, Advance Wars is super stoked about that. Yeah, the art style kind of reminds me of the new Pokemon Diamond and Pearl remakes. A little chibi-ish. Yeah, even like Let's Go a little bit. Yeah, I see that. Yeah, I'm excited for the Diamond and Pearl remakes and I like that art style in that game and I think Advance Wars, it'll fit really well. I mean, of course I would prefer really nice 2D, you know, animated style, but I'm kind of down for this. I really, I'm happy. I thought at first it was just going to be Advance Force 1, but it's 1 and 2. I think it's called 1+2 Reboot? Something like that. Reboot Camp, I believe, yeah. Reboot Camp. So it's, you know, it's a cute name. Full blown, two full games on Switch. Perfect fit for portable or TV play. I'm just, I'm really kind of glad that Nintendo is kind of digging a little bit in their back catalog of IP and kind of bringing some things to the Switch, which is on track to beat the Wii and who knows if it'll beat the DS or PS2 or anything like that, but I mean this is going to be a top five if not top three selling console of all time, theoretically. You know, it could. It has that track potential. And to bring these IP that have been either not on systems with huge hardcore and casual gamers or not a huge platform at all, look at the Wii U with 3D World and stuff, to bring these games to a popular successful platform that a lot of people want I think could really kind of bring back a lot of these dormant franchises. Theoretically, Dreams could come true, F-Zero could come back. Star Fox could get kind of- - Shout out to Nintendo for doing December releases too. Like no one really else does that. Advanced Wars coming out December 3rd. I think one of the Breath of the Wild DLCs came out in December, the year it came out. Nintendo's one of the few that doesn't, everything has to come out before Black Friday. They're like, "Oh, we'll release a game in December, "it's fine." Smash Bros, right? Smash Bros Ultimate came out in December and that's why it missed the Game Awards cutoff. So they're not afraid of it and I love it. Yeah, and really most of this direct was focused on games coming out the back half of this year. Metroid, WarioWare, Advance Wars, Mario Party, like really we didn't know Nintendo's lineup up through Zelda here in July. And now suddenly the back half of the year is packed with a couple of teasers for the rest of the year like the sequel to Breath of the Wild or Mario and Rabbids Sparks of Hope which was announced at Ubisoft's press conference, if not a few hours beforehand by someone accidentally. So it was really nice to see games coming out soon and show gameplay and trailers and kind of get people excited. And it makes sense because the Switch is in its fourth year, unlike PS5 and the Xbox Series consoles and stuff who just came out and they're still in that transition. The Switch is in the prime of its life, so to speak, and this makes perfect sense and it was cool to see that. Yeah, for sure. Maybe it's about to get a second wind, right? Presumably with the Switch Pro. So it's hitting that sweet spot, and then it'll have a second life with this new hardware that's supposedly coming out. Their content for the Direct didn't all speak to me, but I'm glad they did it because they're willing to showcase some of these games that we talked which are, you know, the B tier of the Nintendo IP, but they're willing to give it a shot, whereas we've seen where's Min Castlevania, right? Like, what's Konami done with that? And I'm glad that Nintendo's willing to do this, and they could've, if they didn't back these type of projects, it could've been a disappointing direct, but because they doubled down on it, and you know, if Advance Wars 1+2 reboot camp sells well, maybe we do get a new one, right? Maybe if WarioWare sells well, maybe they do some post-lodge content, which I know is not common for Nintendo really, but maybe they change with that as they've added stuff to Mario Party and some other titles on the Switch's life cycle. I think this directed a good job of being like, "Hey, you should still play your Switch and you should be happy that you own a Switch." And I think that's all you could ask for as a Switch owner, is that they give you reasons to buy games on it and continue to support it and make you feel good about making that purchase years ago or maybe even a month ago if you were lucky enough to get your hands on one. - Right. First party games weren't the only games shown off at the direct, there was also second and third party stuff and frankly I think the most surprising one was the fact that the brand new Square

Enix Guardians of the Galaxy game is coming to Switch. When that popped up in the direct I went, what, how? And it turns out that it is another cloud-based game, it sounds like, just like Hitman and Resident Evil 7, I believe is like that in Japan. And there's one more big one that, oh, Control. Control is also on the Switch, through the power of the cloud. So, I mean, really cool that developers are willing to do that to get their, I think that speaks to the Switch popularity and demand to have games on that platform that developers are willing to, And maybe it's not so hard to engineer a cloud-based game these days with things like Stadia and XCloud and Luna. So maybe it's not as big of an ask as I'm picturing. I mean, it's hard. I'm not saying that making your game run in the cloud is easy, but bringing it to the Switch in that way maybe isn't as hard as I thought. But holy smokes, didn't really expect to see this game on the Switch. And the funny thing here too is Square didn't bring Avengers via the cloud, which is an online game, whereas this is a single-player game. So I think that helps Guardians in that it is a single player narrative experience where you're not demanding the controversial Nintendo online services to try to work overtime on it. So I think that helps Guardians as well. Definitely. We also saw a Life is Strange like kind of psych out where it was like, "Oh look, a 2D Life is Strange with a cool art style. Oh wait, nope. It's just those games are coming to Switch." that the new game True Colors is hitting day and date on the Switch on September 10th, but the remaster that's releasing everywhere else on September 30th just said releasing later this year. I mean, hmm, yeah I would have no idea how that, I mean, I understand prioritizing the new game hitting day and date, like that makes a ton of sense, but you would imagine that the effort, you would, I don't know, you would assume the effort is somewhat similar to bring the remakes or remasters. But it could be that the the new game was developed from the beginning with the idea of it being on Switch, whereas the remaster collection, because they're going back and retooling those older games, maybe it is more work, right? So yeah, that's probably why. I have never made a video game in my life, I do not know how to do it, I just know it's hard. So forgive my ignorance, anyone who makes games. I really kind of think the other big Switch title kind of announced was, and I mentioned it earlier, the new Mario Rabbids game, Sparks of Hope. And man, what a bummer that Nintendo themselves hit the publish button like an hour too soon, because at least I didn't know about it. Apparently this game has been kind of leaked for a while, at least the name of it and stuff, so maybe it wasn't as total of a surprise to a lot of people, but I definitely didn't know anything about it and I would have been so pumped. Mario and Rabbids is a game that I've always loved the idea of and I've even played a little bit of it at a friend's house. And I always say, "I'll buy you, I'll buy you." And it's on sale as we speak right now, Jared. Fifteen bucks for the gold edition which comes with the Donkey Kong DLC. But I just haven't pulled the trigger yet. Pulled the trigger. It is... I'm so happy that this game is getting another shot that I don't know his name. I call him the crying man developer because he was so excited that his idea came, it was a very sweet moment. So I'm really happy that this game series is getting a second wind and that Ubisoft and Nintendo are continuing this partnership because using Nintendo IP in a second party capacity I think really helps bolster the Switch in a really great way that also lightens Nintendo's development load. And it's a great deal for Ubisoft 'cause they get to use these. I mean, you put Mario on the box, everyone knows who Mario is. And frankly, everyone knows what kind of what Rabbids are. So it's a really great team up there and I'm excited to see this game. They showed off, was it pre-alpha, alpha? There was a lot of alpha footage this year. - Pre-alpha, that's what they titled it, pre-alpha gameplay footage. - A lot of people were saying this, it's like a lot of alpha footage at E3 this year. I think it was, Imron? I may be saying his name wrong. - But I believe-- - Imron Khan from Fanbyte? - Yes, thank you. He even tweeted, he's like, "Man, this footage looks very pretty. "I don't think that's running on a regular Switch." Now, I don't necessarily, like, yes, we all know that Switch Pro is coming and I'm sure a lot of footage, I was talking about Breath of the Wild, probably some footage this year was shown using that hardware, but they just couldn't say. Schreier said the the the Mario plus rabbit stuff was on the new switch see and he tweeted that out. Yeah I just think it's interesting that I I don't know where you fall, but It's pretty alpha footage like the polish on this game isn't coming Till the back half of its dev cycle like toward the end like this is clearly not representative of This game's art style and direction

and the power of the switch Pro I mean there were a couple cool like screenshots and stuff, but really This looked like it could run on a switch like this didn't scream switch Pro to me Not to like downplay that at all, but it just this is pre-alpha like I'm not expecting any alpha footage to like knock You know knock me out Yeah I think it was the subtleties in it in comparison to the original game for people who had played that I think it was a little Bit more clear for me. I was like this game looks cool doesn't look too different in terms of visual fidelity than the first one. I was just saying like, "Oh, God, this is the Nintendo Switch Pro." I didn't even really get that with Breath of the Wild 2 necessarily. And to your point, it's because these games aren't at the finish line yet. They're still polished and they're still working on stuff. And yeah, you know, Jason Schreier, these other journalists saying like, "Oh, that was on Pro," or, "This was on Pro," it's like, "That's cool." It didn't really drastically affect my interpretation of what was shown by any means. Yeah, I walked away from rabbits not going, "Wow, that looks incredible." It was more like, "Wow, that's going to be really fun, I think. I'm excited to see more." It wasn't as... And again, it's pre-UBS- Poor Ubisoft, man. Poor Ubisoft, they have stuff leak every year, and the one year where nothing really leaked, Nintendo is the one that kind of drops the bag. And though it was known beforehand, to the general consensus, it wasn't an Assassin's Creed style thing. I still think you had to be super in the know to know that there was like little tidbits of this game being out there because I didn't even know about the name and I consider myself who's somebody who follows rumors and leaks and stuff pretty closely and I never saw that stuff until the day it leaked for everyone essentially. It's always a bummer, especially so close when something leaks like that and something so kind of new and exciting. I honestly wasn't really expecting a sequel to Mario and Rabbids and I'm really glad that it sold well enough for both companies to do another one. So I'm super happy. I wonder if the Starlink team gets a Starfox game. Maybe. It depends on how great this relationship between the two are but they pretty much made one with Starlink. If they could do a full-fledged top to bottom Starfox game without the toy stuff also kind of floating around it. Just to have Nintendo make a couple of amiibo, Nintendo already has the means to do that, they could make a really cool flying Star Fox game. And I know our friend Logan's going to hate me for this, but I mean, might as well give them the chance. They can't get worse at this point. Give them a chance. Let them try their hands at Star Fox and maybe we get something dope. Yeah, one could hope. One could hope indeed. Please bring Star Fox back. Maybe next year. Who knows? So, overall, I mean you've talked about it a little bit kind of here and there throughout this time, that not every Nintendo release really hit with you, which is totally fine, but kind of your, what are your overall thoughts, just kind of reception to Nintendo showing here at E3 2021? So I'd like to move on the grade scale, right? We're all familiar with that, we went to school here. Well, at least if you went to school in the United States, you know, England itself probably I try to grade things differently. For us, the traditional American scale, you know, the red, white, and blue grade scale, I would have to give it probably a B+. And the only reason it doesn't reach an A is because there wasn't enough stuff that spoke to me specifically to give it an A. In terms of presentation pacing, there was a couple of weird pacing things, but nothing that drastically shook the show in any major way. I do think it's a bummer that it was the "Hey, we're still working on Metroid Prime 4." I know they had to say it, they definitely had to say it, especially with them announcing Metroid Dread, but you know, it's just a bummer for people who are excited for that game, it just sucks. And the other thing I want to mention is I'm not even a huge Legend of Zelda guy. My co-host on my podcast, Dominic Orlando, is a very big Legend of Zelda fan, and he is pretty bummed at the way they're celebrating Zelda's anniversary this year. He kind of rolled his eyes into the back of his head at the Game & Watch announcement. Anuma in the presentation said we don't have any games or content, but we do have this and here's your game and watch to celebrate Jeff grub from games be kind of tweeted after the show saying That the reason we didn't see Wind Waker or what's the other remake of the game they have us Yeah that we didn't see those is because Nintendo is unsure if we're gonna get breath of the wild next year And they're kind of holding that to kind of you know, I honestly whole Yeah, for sure. It's the same thing with the the prime Metroid prime right? It's like I understand why they're holding the trilogy It's a very good marketing move I totally get it

bummer for consumers because we just want to play the games but as a you know business top-down I totally understand but overall I think it's good I was worried honestly Max that we weren't gonna get breath of the wild too when they went into the Zelda segment when I first saw the Hyrule warriors Oh my gosh, it was so good. It was the greatest tease ever. I was like, oh god this is how they're ending and then they went to Skyward Sword and I'm like okay they're ending on Skyward Sword because that's the new release coming for Legend of Zelda and then I went to the Game & Watch I'm like there's no shot band on the Game & Watch No shot and Anuma delivered and they gave us a date obviously a little cagey with the aiming for but top to bottom I think they Did what they needed to do? I thought it was a solid direct not anything crazy in terms of hype outside of Metroid Dread But that doesn't speak to everybody Metroid doesn't sell like many of the other major Nintendo franchises do but it does now Oh, yeah, hopefully And I think the trilogy for Metroid Prime and this too will go a long way in doing that with the switches popularity I thought it was really good. I enjoyed watching it and it met all of my expectations even though stuff didn't speak to me I thought it was a really good show awesome. Yeah, I loved it from it from a critical perspective. I thought They had really tight games. I think showed off trailers and gameplay for for most especially their first party stuff which really speaks to me when I see gameplay for stuff, especially new things. Like Metroid, if they had just shown a trailer for Metroid, like just a traditional like, "Here's the trailer," I would have of course been excited because Metroid lives. But seeing gameplay and especially, I really love the Treehouse segment. I think it's so smart of Nintendo. They're like, and they've been doing this since 2016, 2015, if not sooner, where they're like, "You just watched our direct, our digital presentation," whatever it was called at the time, "Now let's show you the game." They dive right in. And the first thing in the treehouse was Metroid Dread, and they were showing off gameplay and stuff. And I just, I really love that approach that Nintendo has, where they leverage the hype that they generate to keep that train going and and keep the conversation going around their games throughout the week, you know, the Treehouse streams. In a traditional-- - They give their audience an option, right? That's the beauty of it is, if you watch the Direct and you're either sold on the games or you're not sold on the games, you have an out to go and do whatever. They don't force it into the Direct and have you slog through stuff that you're personally not interested in. But for everyone who's excited, you know, you see Metroid Dread, you're like, "Yo, it's showing up at Treehouse, "you can just stay on their stream and watch that." But they don't hold the audience hostage, It's an optional choice. It's great. - Yeah, so I personally, you know, this is 10 out of 10, Nintendo saved E3, you know, all the jokes. But from a critical perspective, a B plus, A minus, kind of depending on where you fall in the Nintendo IP thing, I definitely understand the WarioWare, we didn't even talk about it, like Shin Megami Tensei 5, like doesn't hit with everybody, but-- - That was their only gameplay presentation that I think went a little long, and that's kind of being hypercritical. Like, you know. - Yeah. It is, it was a solid show all around and really a great way to cap off E3 and from a consumer perspective. - For sure. - Now is the time. Now we get to the reason you're here, like specifically. Like I wanna sink our teeth into this. Xbox Bethesda Showcase. The way the show notes are structured here and the way I kinda wanna talk to you about it is I wanna talk about some of the games, Maybe I'll try to remember the order these were discussed and that's actually what we have written down is probably fairly easy to do that. And then I wanna get into the overall show and implications of everything they talked about because this was dense and there's a lot to chew here with Xbox and a lot of implications, both for them as a company in the gaming industry, I think as a whole from a consumer and a business perspective. So they kick off the show, there's no Phil Spencer. I was super surprised that Phil didn't kick off the show. He did close it, but there was no T-shirt tease. Like Phil wasn't, we did not see or hear Phil until the end. Instead- - There was a T-shirt tease, just not by Phil. - Yes. Instead, Todd Howard comes out, kicks off the show, star-filled. First of all, in hindsight kind of makes sense. They just spent \$7 billion. You want to flex that. And Todd, Todd is on the level of a Kojima, a Miyamoto. Like people, especially in the West, know Todd Howard. I've actually seen the man. He was at PAX East and I like passed him. He was going to some background. - Much smaller than you think. - He is. - No slight to Todd Howard. - He

is a much shorter man than you would think. And I'm not a very tall person. So, but you know, he hasn't, He has clearly changed the course of games. He's had huge impact. Heck, he was on Apple's stage a few years ago to show off that mobile Skyrim game. Like Todd is an undeniable force. So I understand opening the show with him is great. Starfield, they show off a, what I think could easily be misconstrued as a CG trailer. It was actually in-game, like they were using in-game assets engine footage, a tone piece for Starfield. And then they confirmed what I think everyone should have expected, that it is an Xbox and PC exclusive. You don't pay \$7 billion and make the next big game not an exclusive. So coming to Xbox and PC exclusively, sorry PlayStation and Switch, I suppose, and Alexa, 'cause that's where Skyrim is. And they gave us a date, 11/11/22. Jared, what did you think of Starfield? So let me say, outside of From Software, Bethesda is one of my most beloved developers. I know that. Fallout 76 is what it is, it's a whole conversation for another day. I enjoyed Fallout 4, it did struggle from a lot of the issues many people had of it, it just wasn't innovative enough. It felt like more Fallout 3 and New Vegas, which is fine, very good game in its own right, but for a studio like Bethesda, people expected more. I was super excited for this game. My favorite genre period in any form of entertainment is sci-fi, followed very closely by high fantasy. I was excited for them to go into this because we've gotten the post-apocalyptic stuff, obviously with Fallout. We have the high fantasy with Elder Scrolls. This was their foray into sci-fi and hard sci-fi. Outside of the tonal piece, which I want to get to, there were some details that came out from Todd Howard, which he stated, "It's going to be a more hardcore RPG than previous Bethesda games. It can be played in first and third person, which is like no duds of Bethesda title. It's grounded in scientific reality, but it's quote unquote still a game. You talked about there's alien races and planets. It's very big. I'm super excited. I love the tonal piece because there's plenty of, and Bethesda's really good at this, there's gameplay teases. The gun that you see on the table, you see that there's a cautionary sign blinking. And you know, is it that the gun's jammed? Is it that the gun needs to be reloaded? Is it that it's deteriorating? Like you need to, maybe there's a degradation system where you need to heal your guns with parts that you collect. I loved that. It also makes me feel as if this game might have some dead space to it in that. Or even Halo, for instance, where some of the gun related AI, or sorry, gun related UI isn't in the HUD and it's actually in the gun in the gameplay, right? Where you can look at your gun and have feedback for if your gun needs to be reloaded. and it kind of helps with the immersion of being in the world. I'm very curious how No Man's Sky it is in terms of traveling to different planets. A question I brought up to my co-host on my podcast is, when you land on a planet, what approach are they going to have, Max? Is it going to be you're going to enter into this densely populated city that's like a jaw-dropping experience, or is it going to be more of a barren wasteland where there's points of interest, but it's more about the area as opposed to a condensed city. And I do think we might see a combination of that where some planets are lesser along in terms of their societal and cultural structure and it is more of a wild planet. Whereas you might go to some other places that feel very Star Wars and that there's a centralized major city and you get there and it's like crazy and it's very unique to its own, has its own politics. I'm very curious, the date was a surprise kind of like with Elden Ring that I said earlier, The tonal piece was enough, getting a date was icing on the cake. Having the date that far out, you know, you can plant a flag in the ground that next year's E3 there's going to be the long Todd Howard presentation that he had for Fallout 4 where he's going to explain the mechanics, the ins and outs of the game, the intricacies, all of that stuff. I'm super excited for this and the only reason it isn't higher on my list than Elden Ring is because Elden Ring comes out first. If it was the other way around, this would be number one. It hits everything for me. Bethesda Game Studios, Syfy, I love their gameplay. My hope, Max, is that this game is closer to done than we expect in terms of it being game complete. And with the reputation Bethesda has of their games coming out as great as they are, very buggy, a lot of issues, I hope that this entire year and a half, or as much time as they can, is them ironing out that stuff and it's the cyberpunk effect. And you know, it's an assumption, but I wonder if this game could come out spring of 2022 or late this year, but they decided like, "Hey, let's just be super cautious. We're part of Xbox now. Halo's coming out. Forza's coming out. Let's just take our time on this." And

the moment they figured that out, they're like, "Let's just set the date. Everyone wants that. Let's deliver it. We can do it earlier in the year, but let's try to put this game in the best place it can be at launch." And a tweet I had, I don't know if you saw this, the big thing I want from Bethesda in terms of their innovation and evolution as a studio, alongside the bug fixes, is I want this to feel like the Outer Worlds are Mass Effect in terms of the companions. In Elder Scrolls and Fallout you get companions but they don't feel like companions. They feel like these mercenaries for hire that are with you for a bit, maybe they die, maybe you lose them, and there's no connection there. I don't feel bad when that happens, I don't feel a connection to these characters. I want my companions, whether alien or fellow astronauts, to feel as if they matter. And adding that to the Bethesda dialogue systems that we already love and just the storytelling and narrative and the worlds they build could go a long way in making this a special game. And that's like my big ask is I want the companions in this game to matter and feel like I'm building a relationship with them in an active way. I think that that type of dynamic is essential for big successful role-playing games. I mean, that's why people love Mass Effect. Heck, it's why people like Paper Mario and the Thousand-Year Door. It's the people that join you and you play with along the way. One thing Todd pointed out, and it's been well known for a while now, is this is Bethesda's first new IP, new world in, I want to say, 25 years. It's been a long time coming. They've done Elder Scrolls, they've done Fallout, and sure they reinvented Fallout from the real time strategy game to the RPG, open world RPG that it's well known for. Skyrim still selling today, celebrating its 10th anniversary this year, which is just crazy to think about that it's been around that long. I personally don't think it's going to hit the date. Logan says I'm crazy because he says Bethesda wouldn't give it a date if they weren't confident. And I'm like I'm sure everyone's confident when they have a date and I get the significance of 11/11, you know that Skyrim was 11/11 to 11, right? That was Skyrim, right? Yes. Yeah. So I get the significance. But I feel like we should have seen some real gameplay. I get that it was in engine and that's what the game, like that's their tech. This is their new engine as well, correct? Or like version two? - It's the creation engine two, it's the first game on the new engine. - Right. - And funny enough, a lot of people saw the trailer and they saw that it was only gonna be on next gen, but this isn't gonna be the first Bethesda game that's next gen only. Deathloop and Ghostwire Tokyo are both PS5 only. - Right. I'm really excited that they have a new engine because I do understand that Bethesda games launch and they're buggy sometimes and things like that. Maybe not to the level of a cyberpunk. - All the time, they're buggy all the time. - Okay. - Somebody who loves their games, they always launch with bugs, you don't need to be that kind. - Well, I can't speak from first-hand experience, so I wanted to play a little bit softer ball there. But yeah, I'm really hopeful that this engine, I want to believe that a big reason it has taken this long for Starfield and will take so long for Elder Scrolls VI, is they really wanted this engine to be solid. And I'm really hopeful for that. And it looks, the trailer visually looks good, but I just, I wanted some gameplay. And honestly, it was kind of a theme. - I think we're getting at the Game Awards. I would almost bet money on Jeff's getting that and we're getting game, or even opening that live for, that seems a little soon, but I wouldn't doubt if Keely's already in talks to show the gameplay first at Game Awards, 'cause that's a big pop. You know, it's one of those things where Xbox did enough in the showcase with Starfield to get the headlines and the news beats. It's just another beat at the end of the year, show off first gameplay of Starfield and own that new cycle. - And Xbox seems to be very friendly with the Game Awards. They revealed their Series X console at the Game Awards. It's like-- - Perfect dark. - Yeah. - As well. - It is, Xbox is very friendly. I definitely could see that. That would be really exciting. I just, maybe I'm crazy, but I just wanted a little bit more to see for Starfield because I feel like Starfield is riding off of reputation right now. And it's a really great reputation. Todd Howard, Bethesda, brand new RPG. I mean, really, that's all you have to say and tens, hundreds of millions of people will buy this game. It's not a hard sell. But I personally just wanted to see a little bit more. I was a little surprised that it was only like three minutes. - And I think it is the experience, right, of playing it because if Kojima did the same thing and he had a tonal trailer for it, Kojima fans and people who have played his games kind of understand what some parts of the game will feel like, and they understand his perspective on it. And you would

be a lot more hyped than I am, and I'd be like, well, I need to see gameplay. I need to understand what's going on. So the role reversal here is I'm so experienced with Bethesda that I kind of have a loose understanding of how this game is going to be, and that's what gets me excited. But for someone with you who has barely any touchstones with it, I totally get it of like, sell me on this game, I'm unfamiliar with what I'm supposed to be expecting. I totally get that and it makes sense. And that's the interesting thing with having experience at certain franchises is that what the company can do in terms of an announcement or a showcase speaks volumes or silence depending on the individual. And to your point, I don't think it was, even for somebody like you, I don't think it was a bad showcase, but you're just left wanting more. Like show me gameplay, I wanna know, just give me a little bit more. - Yeah, left me hanging. - I agree, completely. That is actually a really eloquent way to put it 'cause that's really how it hit me. I was just like, cool? It's, and this also ironically, this also leaked 30 minutes before the show, like super close. It was, I think the Washington Post pushed the button too soon. You gotta wonder like when that happens, it's like, all right, maybe the Washington Post like intentionally pushed the button a little early 'cause-- - Oh, to get the clicks, for sure. - Yeah, that was a little too-- the nose. But super exciting that they talked about it and then Todd was gone. Phew, into thin air. And then the show... This is getting into the ether. Yeah, then he's going back to work on it. And then the show kicked into the, what I would argue, the classic Xbox showcase pace of just "Game, game, game, coming to Game Pass, world exclusive," you know, all that stuff. The Xbox vibe. "Exclusive world premiere." Thankfully no voices here doing that. Yeah. So the second game, right, was Stalker 2? Am I correct in that? Yeah, it's the follow-up. So what actually happened is Todd Howard came out, did Starfield, then that was done. Sarah Bond came out. That's right. She said, "Thank you guys for joining us. We have 30 games, 27 on Game Pass Day 1. We're going to start off with this one from our partners." She didn't say sorry. I'm saying sorry. I can't remember the name of the developer. And then they went into Stalker 2 pushing that it was going to be a performance powerhouse for the console. And this was incredible. As somebody who's not familiar with Stalker but knows the legacy and how much people loved it, we knew Stalker 2 was coming to Xbox consoles first. They announced this last year at the Series X premiere presentation or whatever. I kind of remember what they called it. But they announced it there that Stalker 2 is coming to consoles. This was awesome. It is, if you're familiar with the Metro series, it's essentially that. You know, it's, you know, a post-apocalyptic Russia where you're dealing with, this takes place in Chernobyl, I believe, where you're dealing with radiation. I loved how beautiful this game was. I loved how it showcased ray tracing. This feels like a real true next-gen experience for Xbox. I'm excited about that. I mentioned before us recording that this is one of my favorite ways that a game has ever presented itself, where it was this dialogue between characters and then intercut with gameplay highlights, and then it would cut back to the characters discussing whatever they were, but it was humorously tied to what was going on. Like they mentioned the lab, and then it cut to a very horrific, nightmare-inducing scene where the player was going through this dark lab-type area, and he runs into some alien mutated-type creature, and then it cuts back, and the character in the conversation says, "Wow," as the people watching it said well. I love that it ended with the lightning dynamic weather effects that were happening on that giant array type structure. This is really cool. I think this, I believe this got dated for April 28th. I could be wrong about that, which was quite surprising. Let me double check my notes real quick 'cause I don't wanna misquote that. Yeah, April 28th, that's crazy. I didn't expect this to get a date either. And if that ends up hitting, That's a pretty good start to the year for Xbox gamers where we're going to get Alden Ring and then a few months later you're getting Stalker 2. I don't know if this one hits the date. And funny enough, I'm more confident in Starfield because it's Bethesda and their first party as opposed to this being a partnership. I don't know if this gets pushed at all because it is the performance powerhouse. But I'm in. I love the Metro games. I love the commitment to using the Russian dialogue with the English subtitles. I know people who play JRPGs that will go in with the Japanese language and use English subtitles because it feels authentic to that experience. People do that with Metro, where they go in with the Russian language because you want to see the artist's vision fully. I don't know if I'm going to commit

to it quite yet, but I do think this might be a circumstance where I do play with the Russian VO and English subtitles just because they presented it in that way. It seems like the artist's true vision, and I think this game is going to be really cool And quite a shocker. Going into this, there was a lot of games I wanted to see, a lot of games I expected to see. Stalker 2 wasn't one that I thought was gonna sell me or be a brilliant showcase, and it was incredible, especially following Starfield. It caught a lot of people off guard in a good way. - This is my turn to take kind of the phrase you've used a couple of times this evening. I don't wanna yuck anyone's yum here, but I thought this part of the show was far too long, I didn't think this game looked good at all. I personally thought it looked very brown, drab, and I guess maybe that's because it's set in this post-nuclear apocalypse kind of setting, but when that guy started dancing I lost it. I was like, "Alright, I'm done. Get out of here." You didn't feel that that was very Kojima-esque though? Because that's something I could see in a Kojima trailer. It is a very quirky character. I mean a quirky character, sure, but I just... This vibe was not clicking with me. I did like the commitment to the Russian dialogue and the English subtitles. I did actually really enjoy that. I thought that was cool. But the bouncing back and forth, like talking about a thing and then showing it, that was not... I didn't click with this. And maybe I was on Twitter too much. Maybe I was distracted with who I was talking to. I definitely didn't have my whole attention and I checked out even harder when I wasn't enjoying what I was seeing. So maybe I didn't give, you know, I go back and give this a full fair shake, but I don't know anything about Stalker, so I definitely didn't know anything about Stalker 2. And I just, this did not vibe with me at all. I thought this went on far too long. I was like, "Alright, let's go. Come on. Where's this pace that Xbox typically has?" And I just, I was not sold on Stalker one bit. I was, ugh. That's personal, I know. And a lot of, and I've heard a lot of people are actually very excited about this game or interested, like Logan. Logan's never played Stalker, but he's sold on the idea. He thinks this game looks really cool. So I know I'm in the minority on this one. Shout out to Logan for being on my side on this one. He's gonna be on your side on a lot of this Xbox stuff, so don't you worry. We had a very fiery conversation afterward. You know, this does kind of speak though to Xbox here, and we're gonna talk about this kind of in the back half here, but this is a first on Xbox kind of exclusive situation. They are throwing money around, and they are getting games on their platform, bolstering this catalog, especially on Game Pass. And so I do applaud them for that and they're going for it. They're really, really going for it. And I do appreciate that, both as a consumer and as someone who can try to analyze this industry and stuff. So it was cool to see that. The next game. I don't think this was next, but I'm going to say it anyway. Somerville. I think Halo was before that, but I want to save Halo for a bit. So Summerville, the former Playdead, one of the former Playdead guys went and found his own studio. I don't know the studio's name, I apologize. Jumpship. Jumpship. Looks like Inside Limbo with the Last of Us, which on paper sounds like a Max Roberts kind of game. Very excited about this one actually. Looks cool. Was getting major Playdead vibes and found out later it was a guy from that team, so So not surprising at all. What did you think? Yeah, I loved it. So I've been waiting to see Playdead's next project. I've been waiting to see Jumpship. When they initially founded the studio after one of the founders of Playdead had left, they showed a brief teaser image of, it looked like an English countryside but there was like these monolithic spaceships in the back. And it was like, "Okay, seems like it's going to be some type of alien invasion game." And then now we finally getting a full reveal of this is really cool. I love the tone that they set with a lot of the gameplay clips. It's interesting that they weren't afraid to show characters without... So it's a family with a dog, two parents and a little kid. And I'm glad that they were willing to show that certain gameplay segments are gonna have either the man by himself, the man with the dog, the family as a whole. Because some people might consider that spoilery or whatever. I just think it's... The family's gonna get separated at some point. you're going to play as different people in that family setting. It looks dope. I think this also has a date for 2022. This one I could easily see getting delayed just because indie game development, especially something like this that's pushing a very unique artistic style. Inside and Limbo are some of the most beautiful indie games to ever release. It's really nice to see that this guy left the studio, founded his own thing, but still has that creative eye and is lending

it to another game. I mentioned we have to wait five years between every Playdead title, it kind of sucks. With Jumpship that might not be the case and we can get stuff that feels uniquely Playdead and now Jumpship back to back in following years or at least closer together than five years. I'm super excited about it, I'm curious to see what the whole narrative is and what these aliens mean and if it has the same type of ending no spoilers as inside or if it's something more definitive I'm very curious about that because both of those approaches depending on what the developer wants to do I think can carry different weight in terms of their critical analysis and what they mean to the industry as a whole. Yeah. I totally agree with everything you just said about this. I'm so curious, excited. It's good to have more games like this and also with a presumably level of quality that Playdead has had over their past, you know, their two games. So it's really a great gift for Xbox to have that on their stage. Did it say it was exclusive to Xbox or games? Coming first I believe. Okay, so you know. - PS5 was exclusive at first, then it came to PlayStation. - Yeah. - So I'm assuming this will eventually hit PS5, which is good for everyone. - Yeah, no, it seems very cool. I'm curious how the storytelling will be, because, you know, limbo and insider are environmental storytelling. There's no words or dialogue, and this seems like it may possibly have that, or be a bit more overt with the storytelling in a direct kind of way. Not to say environmental will be gone, it's just a different way to do it. And so I'm excited about that, excited to see that so let's talk about the I don't know if there's an elephant animal equivalent in Halo but the elephant in the room the berserker I don't know whatever poor analogy the elephant in the room that is in the room I guess Hunter in the room that is Halo infinite I mean I'm gonna be straight up up what a disappointing showcase for Halo at E3. I was expecting a gameplay demo either single-player or multiplayer honestly was expecting like a straight up multiplayer demo not just the trailer they showed which was great had the Halo stuff like that's how you sell people in Halo multiplayer but I was expecting a demo, I was expecting a date. All we got was holiday 2021. Like what is this? I'm excited for Halo. I think the multiplayer looked dope. I think the show, like the behind-the-scenes 15-minute thing they had the following day was really cool. Still not as much gameplay as I would have liked to see. Like Jared, I don't think Halo's coming out this year. I think they want it to and I think they're gonna delay it again. I was feeling that way based on the presentation especially with them committing just a holiday but following the conference with multiple sources saying that they're actually just kind of holding out for Call of Duty to you know square away a date makes sense because this is the longest we've ever gone in a year without Call of Duty having a date for their game for the year. That's fair. And this year Activision is doing it this year is they're announcing their next game in Warzone this summer. They've never done it this way before. They had an event last year in Warzone that had the first trailer for the game but it wasn't revealed then. We knew about Black Ops Cold War for a while beforehand and you know we live in a day and age where Warzone dominates the free-to-play space Apex, Fortnite, and you know we can touch on Battlefield at some point in this hairy situation that's in. But with Halo being free to play The last two games coming out and being kind of lackluster despite what I would argue Halo 5 having the best multiplayer suite in the entire franchise's history. Obviously the campaign was a low point but the multiplayer I think was some of the best. I do agree with you partially on your feelings towards it. I think we saw way too little of that campaign. I wanted another gameplay demo. I think part of that is due to their hesitancy with the way everything was received last year and everything becoming a meme. Just bring Craig back. Lean into it. Go here's Craig now. There is official things that there's going to be a Craig the Brute plushie which I think will probably go on sale the moment we get the deep dive on this. The 12-minute multiplayer thing that happened the day following I think that was great. I love the way they're handling the lack of loot boxes and the battle pass system. I think they're nailing all of it. All super smart. As somebody who plays, you know, one of the primary things I play on a day-to-day basis are live service shooters. I think they're nailing everything to a T. It's modernized for 2021. They get it, which is incredible. Let's just mention it too. Multiplayer is free. Free to play, not game pass. Halo multiplayer, free to play. Yeah, it's crazy. I still can't believe it. - No one has to go buy Halo to play the multiplayer. The only reason someone would buy Halo is the campaign this time around. And arguably, most

people aren't gonna, I mean, Halo is huge. Like it will sell tons of, if not hundreds of millions of copies, but like Game Pass is where, arguably everyone's gonna play it. And you don't even need Game Pass to play the multiplayer. You just, it is free, which is astounding and I think is a testament to Microsoft's wallet. (laughs) 'Cause - Exactly. - I can't process this entirely. Like Halo multiplayer free. Halo is a titan in first-person shooter space. I mean, it really is something that can go against Call of Duty and Battlefield. And I think we were talking about this before the show, Call of Duty Warzone, which isn't the full Call of Duty suite, like traditional multiplayer that will come with whatever the game is this year. It's just the Battle Royale which is great and millions and millions of people play that. But to have everything in Halo just be free and you can buy battle passes that never expire so you can always buy a previous battle pass and you can change what you're working towards and you know really what they're gonna be selling are cosmetics and and that's fine. And nothing earned in the battle pass, you can't pay for additional levels in in the Battle Pass, you have to earn it through gameplay, which is huge. 'Cause in other Battle Passes and other games, if I'm at level 30, you're at level 50, I could pay X amount of dollars real-world cash to level up to level 50 in the Battle Pass. And you can't do that in Halo either. - Which I appreciate. Halo is all about gameplay. And to keep that in line with the frankly necessary micro transaction and like, you know, just consumer culture, especially when it is free to play, makes sense. And this is gonna be huge. I think the numbers on this are gonna be ginormous. And when you put this with Game Pass and XCloud, Halo Infinite can go against something like a Call of Duty mobile, except instead of it being a mobile game with bots and is different than Warzone, you are getting Halo Infinite wherever you go. - Another thing we haven't mentioned, the first time ever in Halo's history, it's launching day in day on PC, which is gonna be incredible that people are gonna be able to play. - Yeah, the PC community is gonna lose it for this. And honestly, most of the stuff we just talked about came out the next day. Like in the showcase, and I didn't want them to spend 20 minutes on Halo and be like, "And here's the behind the scenes of the multiplayer." Like that stuff later, perfect sense, don't ruin the pacing of the show. - I think part of it though, Max, is that there is, I'm still confident, I would say I'm 80/20 that it comes out this year. But I do think they're not fully confident in either A) when it's releasing and B) if it's this year. And I do think if you do have that big gameplay showcase and then you end with holiday 2021, it kind of takes the wins out of it. And I know that's a weird thing to say. But I do, if this game is coming out this year, I think by the end of July, we're going to get the announcement of Xbox's Inside Xbox, which is their monthly presentation thing. And I think that's where we're going to get the campaign and where we're going to get the extended multiplayer. I disagree a little bit in terms of enough gameplay. I think we did see a solid amount of it in both the presentation and in the following day for multiplayer. But it was quite shocking to not see anything except a pan over of the open world map for the campaign. I was like, "Don't look too closely at Crag." - Yeah, I'd be lying to you if I said I was fully confident this game's coming out this year, but with the reports of them kind of strategizing around Call of Duty and their confidence in their multiplayer approach, I do think they do hit this year. The weird thing too that we haven't talked about is how much is the campaign gonna be for Halo? Because it's launching into Game Pass, it's not gonna have multiplayer, And with Microsoft's wallet and Phil at the lead, I could see them putting this at 40. Now do I expect it to be 60? Sure. That's probably where it's gonna be. - I mean, I think, not that they couldn't change the price later, but my understanding is retail, they're selling it at 60 bucks. I'm pulling it up, \$60 right now. And it does still say that it's launching on Xbox One and Series consoles, which I'm partially surprised about 'cause I really think they should drop that and we'll talk about this later. My hesitancy about it launching this year is twofold. This was supposed to be a launch title. This was supposed to be already out a year by the time holiday rolls around a year ago. And I understand COVID changed everything up for game development and everyone in the world. I get it. I understand the delay from last year, but to tack on an additional, Like that game was supposed to be done last November. And then the other part is they gave Starfield a date. And we've seen the zero Starfield in the grand scheme of things. Like I just, one of those has to give, either Starfield ain't making it or Halo. And the fact that they didn't give Halo a date, I feel like is Halo. And maybe I'm just too, Maybe I'm

being too bold on Halo's sake, but why should Halo be afraid or play around Call of Duty? Halo should be bold and proud and like, we are back, baby. Remember the Master Chief Collection and it launched and that was a mess. - Yeah, but we're in a different place, Max. Like the last two Halos didn't do well. I mean, they reviewed okay. - I get it, at launch they didn't, but look at them now. Master Chief Collection is insanely incredible. from its multiplayer suite all the way up through the 4K updates for everything, you know on Series X and stuff. Halo 5's multiplayer is awesome. But we're living in a world of Fortnite and Warzone. Like we, the point, the thing with Halo Max is that we're in. Me, you, Logan, all of these people of this older generation, we're in. Especially with it being free to play. And yeah, free to play will bring in a lot of people and it will certainly bring in millions of people RH2 who maybe don't have the expendable income or don't want to purchase it. What we have to look at is that Halo has lost the younger generation, right? It just has. Are you saying that we're old? Oh no! We're old. I hate to break it to you, Max. We're old. And in order to bring kids in from Fortnite or even Warzone because they're watching all these streamers, Nick Merton and the like, playing Warzone all the time, they need to strategize accordingly because kids and their attention span, you need to hit and you need to hit strong and you need to know how you're strategizing correctly. Yeah. You're right. I think it's necessarily a thing where they need to avoid it by like a month, but they need to have enough time and space so where they can accordingly release it, hit on all grounds, have an excellent marketing thing. And the beauty of Halo coming out this year is that the rumors are that Call of Duty is going to be a World War II game, which is great for Halo. And I know it's not, even if it was a modern warfare type thing, I think Halo still strides well. But I do think because 343 has failed in the past, and Phil and everybody there, Joseph Staten, Bonnie Ross, everybody wants Halo to return. I think it's more than acceptable if it's not getting delayed. Obviously we're talking about the preface of this is just their strategizing around Call of Duty for them to make the best decision for the franchise. Because you know it's a shooter that a publisher screwed up the launch of and people now look back at it as like, "Oh, that's a niche starling that people should have played, but it got screwed over." Titanfall 2. Titanfall 2 came out day in and day with Battlefield and people forgot about it. It didn't sell well. It's kind of why Tienfeld died as a franchise. But anybody who talks about playing that campaign understands it's one of the most innovative single-player first-person campaigns that has ever been released in the last probably decade. And that game went wash. And obviously, I'm comparing apples to oranges. But I do think they've seen the history of Halo. They understand that like, if honestly, Max, Max, if 343 fails the campaign on this, I would not be surprised, and if it doesn't hit the way it should, the next Halo we see might not be developed by 343. Especially with the host of first-person studios that Xbox now has under their wing, they have more than enough talent and maybe it's in partnership with 343, but I do think this is 343's last chance to get it right as the sole developer of Halo because it is this mega thing to us. And one thing I wanted to touch on real quick is people have this understanding that this next Halo should be this revolutionary thing in the way that God of War was. And I hate to break it to people, but shooters are a completely different animal than a single player campaign. The reason why the talented Sony Santa Monica was able to do that is because it's a very structured game and they're able to have their full creative vision of changing that. Shooters just aren't that. Even the best shooters don't review the same way that single player narrative driven games do because they're different animals. There's different things that go into that that you can't control on the same level that you can that type of game So I kind of got frustrated with people expecting that from Halo. Halo will never be that it can't never be that I know you're not saying that this is more Internet in general. Halo has a fantastic world and lore and a big part of that is the what Bungie built in Left 4 343 and I'm I'm in I think in the minority of like really actually I enjoy the Campaigns of four and five I do understand five Subverted a lot of expectations, especially with the marketing thing too, man. Yeah. Yeah. Yeah I was funny while they were teasing a little bit of the the single-player. I was like, where's Locke like bring Locke back But I do understand Not everyone loves what 343 has done narratively and I do agree I think they they realize this is kind of like they need to nail this one But I'm not going to Halo expecting like this phenomenally grandiose emotional story It can't it has those

moments. Look at reach look at ODEST goodness gracious ODEST is so fascinating with the way it experimented with storytelling in a first-person shooter But the you got have the gameplay that nails it too. You've got to have that. Yeah you and Halo can do it It's I mean go play the Master Chief collection like halo has these levels that are just iconic and I think they can do it. I'm really I have a lot of faith in that I just I'm happy max that our concern is mostly with is this game releasing this year or not and God, this looks like a train wreck and I know we don't have the full picture on campaign because it still could be that way Yeah But with the multiplayer as little as they shown I have yet to hear from somebody that they're not sold on diving back in And I think that's huge because you had to win over people and like the grappling hook I think is gonna modernize it in a way that feels like it's adding to Halo and it's not just an addition for addition's sake and I I am fully confident that when the multiplayer releases whenever that is if it's this year next year is Gonna nail it and it's gonna run and it's all the battle pass is gonna hit I am just concerned with the campaign in terms of how it's gonna work because Graphical fidelity sure is it not going to look next-gen, you know people are concerned with that I totally get that I'm my concern is what people aren't talking enough about is it seems like the narrative structure of this game is going to be different than Halo's past with these bit like this big hub world like how is that gonna play out and That's something people aren't really talking about in terms of will the campaign hit or not They're mostly focused on why aren't they showing us is it still look ugly? What's going on and ugly is always funny too because I think the game still looked good Obviously it's not ratchet level gorgeous, but I still think it looked like a triple-A game for the most part. I agree. People are a little bit hyperbolic as the internet is. But that's my interest in wanting to see the campaign stuff. Isn't that- is it still ugly? It's- what is this structure like? And that's what I'm curious about. Same. I'm- I'm with you there entirely. I've looked at the clock. We're gonna have to pick up the pace to hit a couple of the key things I wanted to talk about but one thing that you mentioned about Halo that I just had to bring up I've you pointed out that we're old I've also realized that children today will look at chief on the box or the on the Xbox dashboard and They'll go that's the guy from fortnight and I kind of went inside a little bit. So I'm excited for Halo. I was just I was expecting a lot more at e3 this year and hopefully You know they do something here in the coming months, and it does hit this year. I really want to play Halo this year It's it's why I have Series X is like I want Halo. I want These big Xbox exclusives, and I'm just I'm I'm upset because I care And I can't wait to see more really quick I Just I have to mention Forza Horizon 5 I I had heard nothing about this game. I am so excited that they're doing another one of these. I thought "Motorsport" was next. They're going to Mexico. It looks gorgeous. It's gonna be playable at 4K60 in a performance mode or you can add ray tracing and dump that frame rate down, I believe. Are you a "Forza Horizon" guy or are you the "Motorsport" type of racer? - I am not a car guy in general. I play "Forza" because it's arcadey enough for me to enjoy. I love the new addition of the Forge mode, which funny enough, we didn't talk about Forge is going to be free for Halo 2, which is crazy. That's part of the whole package. I'm excited for this. I really enjoyed Forza 4, Forza Horizon 4. England was a little drab, honestly. It's kind of like how you felt about Stalker. It's like, yeah, a lot of browns and grays and it's like, okay, whatever. This is exciting, especially as somebody who's from the state of New Mexico. I'm very familiar with the way the land looks in Mexico and the diverse nature of everything. It's beautiful. I would argue based on their track record of how their games have reviewed, it's safe to say that Playground may be the best racing game developer in the world at this point in terms of consistency. They review so well. Even Turn 10 with Motorsport does well, but I think Playground kind of took over from Turn 10 in a way of being the premier racing game studio, and I think that the arcadiness of Horizon adds to that where it's not as simulation as the motor sports stuff that's very much car guys. And you can tweak it and make it as simmy as you want. And kind of like what you said earlier in the show about From Software kind of like pound for pound the rate at which they put out games and the quality and consistency of them. Playground is that for racing games. Like pound for pound these guys crank out these games. The Xbox One had three of them and now Forza Horizon 5. We've got four games. I think they all reviewed above a 90. I'm pretty sure. Yeah, they're incredible. Which is incredible. It just, and they've gone to such cool and diverse

places. Forza Horizon 2 I believe was Italy. Three was Australia. Four was England. And now we've got New Mexico. I just, I'm stoked. Can't wait for it. It's gonna look gorgeous. It's gonna be, I can't wait. One thing people aren't talking about is I really think that the, you know, Xbox acquiring Playground is similar to Insomniac in that I think the value of the purchase is insane because not only are we getting these Forza Horizon games for Playground, we have Fable on the way. I'm really confident in that becoming a franchise again, especially with the way they handle their level of detail and the way they develop games. We've seen how Insomniac puts out Miles Morales and now Ratchet and they just hit on all cylinders, incredibly talented. And I think Playground could easily be that for Xbox, just with having the premier racing franchise in the industry and an RPG that people have been dying to get back. And I'm thankful that they gave it to a London studio, an English studio, because you need to nail that humor. And first, the Horizon 5, I'm going to be honest with you, Max. I'm going to download it on Game Pass. I'm going to play it for a week or two. Never going to touch it again. And it's not-- no discredit to the quality of the game. I'm just not a car guy. Yeah, man. Never have been, never will be. But I'm so excited because playing this is like, I can't wait to see what they do with Fable. I cannot wait. - Yeah, it is. - November 9th, by the way, too, is I think when Forza hits. - And that's another game. Great example. Announced, revealed, gameplay, out in six, seven months. Great, I'm pumped. Can't wait. - Game of the show in all honesty for Xbox. Just because of all of that. Gameplay demo, release date. - Between that and Metroid Dread, I'm on Cloud 9. Like I've got, it's great, it's so exciting. All right, I've really got to pick and choose here. And I want, you know, there were other things announced. There was like Red Fall, which is from Arkane, which looks like a Left 4 Dead vampire shooter. Interesting, cool to see a new Arkane game. They didn't even mention Deathloop or Ghostwire Tokyo, which I thought was interesting because those are coming to PlayStation first. But if I really, looking at the list here and looking at the clock, There's one thing I want to talk about with you, and that's Game Pass, and the value of Game Pass. I've been seeing this everywhere, all over the internet. Game Pass is crazy, you'd be nuts not to get an Xbox, and Game Pass, like pound for pound, Game Pass is the best deal in gaming right now. Everyone needs Game Pass, Game Pass, Game Pass, Game Pass. And I'm over here, as someone who-- I saw your tweet, Max, I saw your tweet. - As someone who has Game Pass, I converted like two and a half years, right before Series X because I thought Halo was coming out and I was getting a Series X. So, you know, I still have a year or whatever left. I haven't touched my Xbox since launch and I played Ori. My brain has been wired where I play, my PlayStation is where I play my third party games. And maybe that's something I have to pivot. Maybe personally like to truly see, kind of get the value out of this. But my Xbox is my exclusive machine. and a lot of the games, both shown in the showcase and just kind of what's out right now, don't speak to me from Xbox's audience. I am a mostly single player, narrative driven game focus, third person action or puzzle, like that kind of game. And Xbox doesn't have a ton of those necessarily. I'm very excited about Perfect Dark. We didn't see anything about that. I'm very curious about Indiana Jones. Obviously that's in pre-production, early development now. You know, there's a lot of promise here. But Game Pass, like everything coming to Game Pass, especially the first party stuff just makes sense 'cause they own it. And it's a subscription and everything's a subscription now. But like, it doesn't do it for me. If I was paying month to month for Game Pass right now, I would cancel it, honestly. And it's not because I don't think it's a good value for most people, but I just don't play these games. And like I would just, honestly, I would just buy Forza. I would just buy Halo. And that's my two games or whatever before I get to the \$180 a year. And you know, some of these smaller indie games, Somerville, that's not a \$70 game. Not to say that its quality is not of that, but it honestly will be sold for anywhere between 20 and \$40, 12 minutes. another game I'm jazzed to play out in August, or Psychonauts, a game I'm very curious about. But Game Pass doesn't speak to me or my wallet. I kind of think of it like HBO Max. If HBO didn't say all their movies were coming out this year, 2021, day in, date with the theater, I would have canceled HBO in like November, December of 2020. I just wasn't watching anything on their platform. And then they found a way to entice me to stay. And good for them, they keep getting my 16 bucks a month. And just Xbox doesn't have that, our movies are coming day

and, like they don't have the movies I wanna watch to keep the analogy going. And the date for the movie I want is like, maybe it's coming out this year. And I still have what's carried over, but I just, maybe it's just, I mean, it is just me and my taste in gaming. and Xbox doesn't have necessarily that diversity yet. They have bought a lot of talent to give us that diversity, but we're still waiting for it. But like, I don't know, when they were like, "Game Pass won the show," I'm like, "Did it?" "I don't know. "What do you think?" I don't, I just kinda had a Game Pass ranking. - I like to rebuttal, so-- - Please, please. - I'm never, I can't disagree with your choice in games because it's your choice in games, obviously. And to your point with HBO Max, I think it's a good analogy, and I was actually gonna bring that up, of like, I don't subscribe to every subscription service because I'm not interested in what they have. And you know, the beauty of Xbox is that you can technically buy a game for 15 bucks whenever you want, Max, because if you subscribe for a month of Game Pass, you can play that game for that month, and especially somebody like you who's only really into single player games, right? It's a little bit different when people are into multiplayer. You can get in, get your experience for that month, and get out. And obviously, who knows if you wanna replay game that run that game. The difference with HBO Max and other subscription services Max and Game Pass is that you cannot have Game Pass and Still Buy Forza day one for \$60 right? With those movies there's a lot of weird things with them. Okay it's coming two weeks after it's in theaters or no you can't purchase this outright you have to subscribe to HBO Max to watch it we're not going to put it out as a rental. Or you rent it digitally for \$20 or \$30 or something you don't even own it later. And which you could do with Game Pass where you quote unquote "rent" a game that's coming out right for a month for fifteen bucks and then that's it. And to your point with \$180 a year, let's say for all intents and purposes Halo comes out this fall, Red Fall comes out in the summer, and Starfield comes out 11/11/22, right? And I want to touch on, I think part of your hesitancy with this too is because you're not super sold on any of those release dates actually hitting, which I completely understand. So you get Game Pass in November, you buy it for the year, and you get all three of those games. Halo is going to be \$60. It's weird with the free-to-play. Just let me get this example. But it's \$60 at retail if I were to play it. Yeah. Starfield, \$60. We're assuming Redfall, \$60, obviously, the new Arkane title. The \$180 pays for itself, really, right? Because that's three games you would have purchased. Obviously we're assuming you're interested in those games you're buying in day one. It pays for itself right off the bat. Then throughout the months, they're adding and removing games. And yeah, of course, with any subscription service, you know how much crap gets added to Netflix I have no interest in? Is far too much. But when something catches my eye or something... Yeah, or something catches my eye that I never knew about gets on there. And I come to it from the perspective of, Max, and you may have been similar, I grew up with a single mom. We didn't have a lot of expendable income. I got at max maybe three games in a year, and that was like a great year, right? We didn't have money for a lot of video games. If Game Pass existed when I was a kid, I would be thrilled. And it goes back to the Halo thing of us being old and kids being around. Kids aren't like us, kids have different attention spans and I think it's great for those types of gamers where you can hop in, hop out, try a bunch of games, get in, get out. And for parents who can't afford to buy their kids all these \$60 new releases, I think it's incredible that they can spend \$15 a month, maybe the kid earns it through chores or whatever the whole system is for them, and that kid has access to all these games and they don't feel left out in social situations at school and they get to play all of these really dope stuff and get to develop an interest in video games and not just with Call of Duty or Fortnite. They get to try roguelikes and puzzle games and all of these weird things and develop an interest in indie titles and have a collective based system where they're buying these weird odds and ends and doing all of this stuff. Somebody like you who you love the Naughty Dog games, you love the single player stuff, I totally get why Game Pass doesn't work for you because a lot of it's weird little indie stuff and even the genres you like aren't necessarily the genres they put into Game Pass often, right? And just because you're not interested in it doesn't mean it's not a good value, doesn't mean they didn't present it very well and sell it on stage. It just means that Game Pass doesn't speak to you and that's completely fine, right? I could be like, "You know, really none of the games

outside of Advance Wars and the Breath of the Wild teaser spoke to me in Nintendo." That's fine. solely for me and with subscription services, it's gonna be the case. There's so many of them. First of all, financially, you shouldn't subscribe to all of them because you're gonna put yourself in debt. I get it from your perspective, but I would agree with the people who said that Game Pass really delivered in this show. And for me, as somebody who enjoyed most of the content in this show, if I wasn't a Game Pass subscriber, I would still be stoked because a lot of the content spoke to me. And I guess that's the thing is, Maybe you're also coming at it from not everything spoke to me in addition to Game Pass doesn't work for me as a consumer. And I wonder if Halo did hit last year and maybe another game you're interested in hit this year, you might feel different about it. And part of that is, we talk about this, Xbox hasn't hit its stride yet in first parties. And we had a report talking about that they want a major release every quarter, right? They want four games a year into Game Pass. And once that stride hits, according to Jeff Grubb and other people, there's a crazy schedule 22 and beyond into 2023, I think that's when they'll be better at pulling in you. Because right now they're not trying to pull in you, they're trying to pull in me, right? But I do think they're working towards pulling in you with everything they've done. So I don't think it's surprising that you're not into Game Pass right now, but I do think in two years time it'll be a bummer if Halo hasn't done what we expected and they are making you question whether or not you continue a subscription or subscribe, right? - Yeah. - Dom, my co-host for the podcast, doesn't subscribe to Game Pass. What he does do though is whenever a new first party game comes out, he subscribes for that month, hops in, plays it, and hops out. And it works for him. And you know, subscription services aren't based on that consumer, they're based on me. They're based on the person that has three years purchased out or somebody who has auto renewal on. - Yeah, they're based on people like me who have it and they're hoping I forget and keep it, keep the renewal turned on and I just haven't touched it. Yeah, and I just, for me it's such a value because of the perspective I had growing up and what it would mean to me to have that as a kid. And removing myself from that additionally, I do think there's value there because unlike you, I have a pretty wide interest in weird indie games and I download, whenever they have a new announcement, I download almost guaranteed one of those games. Do I play to completion? all the time, but I try to give a game that I'm interested in at least an hour of my time to see if it clicks. And more often than not, Max, for me, they do. And I get to play an experience I didn't think I was going to have. And waiting between these major releases, it gives me time to play stuff where I don't have to commit to, "Man, I started that game, but do I want to go back from the beginning? Do I want to jump into the middle of a save? Do I want to relearn the systems? Do I have time to fit this 30-hour RPG into my life? Or do I hop into Game Pass? What looks cool? What looks fun? You know what I mean? That's why it speaks to me. It almost, it sounds like Blockbuster, kind of to me. Again, I guess supposed to age myself. And it's, you definitely, it's like window shopping on the Xbox dashboard. You're window shopping for a game to play. And you're right, they haven't necessarily brought in the second and third party games that would draw me in per se. I'll say this back for blood the that's come to game pass day one and you know myself Mike and Logan like we've talked about Playing this game ahead of time and now that's coming to game pass like that's just where we're gonna play it So I know that you have game pass. You don't have to worry about purchasing it, right? There's no if the game is bad, which I don't think it will be now, but if the game is bad there's no worry there because it's already subscription you have and You can jump and run and there's not this thing of like man I really spent 60 bucks for that and I didn't enjoy it. I should have done more researcher man We bought this game when we kind of duped our friend into getting into it and you know None of us played it and they're on the hook That's the tough thing too and the weird thing is say me you and Logan we're heading going to play back for blood Right me and you have game pass a Logan doesn't all of us like yeah We're committing to playing this game mean you get it for free with game pass Logan pay 60 bucks None of us like it He had to pay 60 bucks. We did it right which is the bummer there You know what I mean? That kind of sucks. So there's a weird thing there of like you kind of want to have your friends have Game Pass too, so you can all commit with the same level of you know, what's the word I'm looking for? Investment, right?

So somebody doesn't feel jaded by it. Financial investment. Yeah. I can see it. I see the future. The other part, and this isn't again personal, I'm definitely a physical collector, consumer of all media. And I haven't entirely wrapped my brain around not owning all digital future halo or not owning Forza. And that, so that that's a personal barrier I have to get over, but I don't own every movie I've ever watched. I don't own every game I've ever played. So there's wiggle room there. I really, you know, Xbox has done so much in the last generation, rebuilding their image and getting to this point and building, frankly, you know, Google's tried it, Amazon's trying streaming services. That's the future here. xCloud, xCloud, xCloud, Game Pass, Game Pass. Like those two together are the future of Xbox. They just announced today, the day we're recording, xCloud is coming to Xbox One, which to me was like the most obvious thing they would do forever. I've been talking about it on my on the blog for years now. Today's post I put up, I was like, and here's where I talked about it there. And here's where I talked about it there. It just makes sense. You have an Xbox One S like my father-in-law, suddenly he subscribes to Game Pass, he theoretically could have access to Xbox Series X levels of performance on an Xbox One S because it has native 4K output for video, which is what a game streaming is. I see the potential and they went on the shopping street, they bought a ton of studios, diverse talent and not only that they've built at least one studio with the initiative they're building it from the ground up that sounds like they're making a game that is like my speed personally and I guess it's just a longer waiting game we still have to wait for these games to come out you know just we have to wait for the initiative to finish their thing we got to see Gears the coalition's working on the next Gears game they switched to Unreal 5 which will look incredible it is funny enough their next game is a non Gears project see even that. So new IP, like, they're getting, they have the right idea and they're moving in that direction. I just, they're not where I want them to be yet. And so that, and then that reflects back on Game Pass and my perception of it. But I do, I'm curious how many average, because I don't hear a lot of people, and I know we have to wrap up, I don't hear like a lot of the casual people I know talk about Game Pass. And I wonder when that moment's gonna happen, when I'm gonna hear someone talk about, oh, I subscribed to Game Pass, or you should get this on Game Pass, or you should just sub to this. I know they're out there, they haven't entered my circle yet, and I'm waiting for that day, 'cause to me, that communicates mass market breakthrough. And I know they have the numbers, like I know it's a thing, but when it hits my circle, that's when I will be like, ha ha, this is a success.

- The biggest concern with Game Pass was, what do developers get out of it, like what's the, you know, And what we've seen is games are selling better for developers. They put it into Game Pass and through word of mouth are people leaving Game Pass and buying the game outright. They're seeing really good sales numbers, which is important because there's the whole worry of like if everything is on Game Pass, how are indie developers going to thrive and what's going to go on there. To the xCloud thing, Max, with it coming and you being able to play a next gen game, next gen only games on your Xbox One, I really hope this is something that PlayStation does because they've partnered with Microsoft with their Azure servers, right? And whether it's through PlayStation now or something, I really hope they do something similar because we're in a place, like Max, I want to play Ratchet right now, I want to play Returnal right now, I can't get my hands on a PS5. I just can't. And I'm somebody who's kind of into deals and seeing stuff and I can just imagine how hard it is for the average person and I want to be able to play these games on my PS4 in capacity, I want others to be able to do it. Same thing with Xbox. And I do think it's the best of both worlds in that people who can't afford or can't get their hands on the new next gen consoles and developers who can focus solely on the next gen experience both benefit because more people will play those games and developers don't have to worry for developing for older systems and it's the best of both worlds. I think it's going to be a crime if PlayStation doesn't have something similar and if Xbox doesn't nail this when it happens. I'm just glad it's an initiative they're striving towards. Phil Spencer is the greatest thing to happen to Xbox. They were in such a bad place in 2013. I know it's a retread territory. And I think another person who doesn't get enough credit is Satya Nadella. When he took over, the shareholders basically told him to kill Xbox. And thanks to him and Phil Spencer getting on the same page and understanding that they need to invest to be

able to play ball with PlayStation and Nintendo, they backed that up. They put their money where their mouth is, literally, and they invested. And it's great to see them. They're not at the point where we want to be. I'm curious how long they can invest like they are right now, financially. I mean I know seven billion dollars is a lot for Bethesda, I get that. But paying out for like getting big games day one, like Back 4 Blood and other big party, big second, third party games day one on Game Pass, I'm wondering how long that train will ride, but that's just something we're going to have to see over time. Well, and it depends on something that people often misconstrue too as they talk about the Netflix model of how can Netflix afford to do this? They're in so much debt. Is Game Pass going to be the same way? And what people don't understand is that, yeah, Xbox has its own internal studios that are building games for Game Pass, but a lot of the deals they're doing aren't games that they outright funded, right? They're paying for it, but it's a completely different situation. They're just paying for rights. They're paying for rights for a certain amount of time. Initially they're paying up front. It really, to somewhat tie it to PlayStation, it kinda is, they're taking, what I'm trying to say, Rocket League, PlayStation Plus, day one, that was like Rocket League launched and it was on PS Plus, same day and date, and it was free for everyone for a month. And I think that's a similar mental model, because PS Plus is a subscription, just like gold is a subscription. It's kind of like a dip in the water. And Rocket League now, not that Rocket League is, I think actually Rocket League is free to play now that I say this, but you know, anyway, it's that times months and months and months and months and months. Eventually the games will go away theoretically, but it's paying more upfront possibly and like having games with a longer tail and all that stuff. It's very fascinating to watch. unique it's different and it definitely shows that the future of Xbox is not an actual box but a platform a service and yeah and no one else is doing that. I wanted to say something real quick so with PlayStation now they have a similar system where they put first party games into it and then they rotate out right and that's the bummer to me is that like they put them in for like three months and they rotate out for a different selection of games whereas with like game pass you know that all the first party stuff is going to remain in there forever yeah out riders or all all these other weird titles are going to be in there for a bit and then go away, but at least there's always going to be that definitive library. And to your point of them building everything, we're finally at, for years we were waiting like when is Xbox going to hit their stride, when are they going to get moving? We're more so in that the gun just got pulled to start the race and they're at the beginning of the race before we were waiting for the race to even begin. We're like, when are they going to get lined up? When are they going to get prepared? When is this race going to start? And now they're starting up in the race and I think in 2022 they're going to start hitting their stride and then in 2023, according to reports, they're going to be in a full sprint. And I think at that point, Game Pass will be justified to so many more people because it'll have the catalog of not only all of the indie stuff or even the AA Xbox stuff from Double Fine and all of these studios, it's going to have these premier AAA games that feel like exclusives that are worth being proud of on a system that are similar to the level of polish we get from the God of Wars and the Uncharted. And I think that's part of it is it's cool to see that all the first party games for Xbox are coming to Game Pass, but we haven't seen the premiere stuff yet. So once all that stuff starts coming in, I think it'll build internal value for Game Pass to where it's seen as more of what they're pitching it as and not this pipe dream with some dope stuff on it as it currently is, you know? I can't think of a better way to wrap up the show, not because it's almost time to go. But that was a really great way to put it and a solid way. I really genuinely can't think of a better way to wrap up this episode. Thank you so much, Jared, for joining me on this episode. Please plug away, my friend. Tell the people where they can find you and your work online. So I host a weekly video game podcast where we cover news and everything happening in the industry with my co-host, Dominic Orlando. The name of the podcast is the Controlled Interest Gamecast. You can find us on any podcast service. Just search that up and you'll see us. We'll pop right up. You can go to YouTube, search the same thing. All of the podcasts get uploaded as video podcasts there as well. If you want to follow us on social media to get updated with all of those posts for the podcast, on Twitter we are @CTRLINT. It's controlled interest abbreviated on Instagram. It's just controlled

interests. If you're interested in me and maybe not my podcast or you want to follow both, personally my Twitter is @JERRADWYCH. That's J-E-R-R-A-D-W-Y-C-H-E. I tweet about video games, I tweet about Marvel stuff, I tweet bad takes about stuff as well. Pretty good follow, I think. Tweet more about sports than your average video game person, but I try not to fill my feed with too much of that, because I understand the audience. But yeah, if you want to, follow, like I said, weekly podcast. Thank you, Max, for having me. Any time I have a chance to talk to you about video games, especially post-E3. We've been doing this for so many years at this point, it just feels like home, so I was glad that I got the invite, and I'm happy to talk to Nintendo and Xbox with you anytime. It's practically a tradition at this point. And listeners, links will be in the show notes for those Twitter accounts and places that Jared just mentioned. So be sure to check it out. You can follow me on Twitter @MaxRoberts143. You can find my writing over at maxfrequency.net. It's my site and blog where this show is hosted. You can also check out my new seasonal podcast with Logan Moore, Chapter Select. Season one is going on right now, actually the day we were recording episode two went up. Season one is focusing on Paper Mario. Logan and I choose a series of games and we bounce back and forth through their entries to explore their design, evolution, and legacy. So season one is all about Paper Mario and episode two just came out all about the Origami King so check that out. And if you're curious about the history of Naughty Dog you can check out Chasing the Stick over Max Frequency as well. Listen to it. their whole history during the ps4 era essentially the history of the last of us part 2 and its development But uncharted 4 and lost legacy and even last of us remastered which history may be repeating itself soon with the rumored remake But we'll see if that ever comes to light it most likely will So thank you for listening. I hope you all enjoyed and until next time adios