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Hello everybody and welcome to season one of Chapter Select where we bounce back and forth between series of games exploring their evolution, design, and legacy.

And for season one we are covering the Paper Mario series.

My name is Max Roberts and I am joined, as always, by Logan Moore.

Hey Logan.

Hey, you stole my liner.

I did.

I channeled your energy.

As always.

I'll have to use that on the episodes that I host.

We'll just keep tossing it back and forth to one another.

We'll share it together.

If this is your first time listening to Chapter Select, this is season one.

If you actually look in the podcast feed, you'll find season zero, which we recorded last year in 2020 as a test run for the series with The Last of Us.

If you're unfamiliar, we basically play through game series front to back, but bouncing back and forth.

With Paper Mario, we're going to play.

We've already played the first Paper Mario game, and then the next episode is going to be about the Origami King and Thousand-Year Door and so on and so on.

And we chose the Paper Mario series because we thought we were going to do this last year

in 2020.

And we technically started it.

We kind of did.

Sort of.

But we did the season zero, and then we started Paper Mario.

But I got too far ahead, you were too far behind, we stopped playing it, and then we kind of reconvened and said we want to do this and we decided to finish out Paper Mario.

Max, I don't know if you know this, but 2020 was a year filled with strife and confusion and a lot of other things and kind of just fell by the wayside. I also needed to not do anything else

but play Persona 5 until I beat that game, so that kind of dominated like two months of my gaming

time, so there's that. It's okay. I apparently spent 90 hours playing The Last of Us Part 2 and another 80 playing The Last of Us.

So you know, you spent 80?

You did play the multiplayer stuff though, that's right.

I did.

I went for the Platinum before they shut those servers off someday.

I'll never get that PS3 Platinum and I'm sad about it.

But we're not here to talk about The Last of Us.

We did that already.

You can go listen to that if you would like.

Today we're going to talk about Paper Mario for the Nintendo 64 which ironically or cleverly planned actually just turned 20 in the United States like five days ago from this recording.

On February 5th, 2001 it came out in Japan in August of 2000.

It was developed by Intelligent Systems and then published by Nintendo for the Nintendo 64.

I'm gonna try my best to pronounce the game director's names.

by Ryota Kwade, Tachitaka Muramatsu, Takahiro Ogi, and then Hiburo Nobu Suzuki.

That was my best shot at that.

I think you did a pretty good job for the most part there.

Take a bow, American white man, who really was only good at saying a few Japanese people's names.

that the producer Shigeru Miyamoto is one of those, and then Kenji Miki was another producer on the game.

And then the music was done by Yuka Tsujiyoko, try that?

That's how I would say that.

Alright, we'll take it.

Who's done music for other intelligent system series, including Fire Emblem.

The game has a Metacritic score of 93 through 100,

and you can go maybe buy the cartridge for like over a hundred dollars. It's a little ridiculous.

And I thought we should talk about our experience with the series before we dive into the specifics of what we thought about Paper Mario.

So Logan, what's your experience with Paper Mario?

Uh, I mean, so the fact that this game just turned 20 years old is really bizarre to me because I remember going to pick this game up at Blockbuster and renting it and playing around with it.

And I had told you before we started this that like I think when I was a kid

I ridden it from Blockbuster a time or two and I got to the desert area and I had never proceeded past that

Because I got confused on how to do things there. That's one thing

We can talk about that area later, but things get a little hard to navigate unless you are

Reading a lot and I was seven years old. I think or six maybe so I didn't really know what I was doing

So I never got much further than that

So that was 20 years ago, wow.

But yeah, so I had played a little bit of that Paper Mario, and then basically played

the completion Thousand-Year Door, and other than that I have dabbled in Super Paper Mario,

and I have not played anything past that.

Yeah, for the most part a lot of what we experience in this is going to be totally new on my end, which I am...

That was one of the reasons why, honestly, we chose the series, I think, was because

we both like this series and we like this franchise quite a bit but it's also one we have not played a lot of surprisingly. We have very high regards for Thousand-Year Door and then we have

not followed it up and experienced many of the other games in the series. I think that will reveal itself as we play through these games including some in the middle. Our histories are very similar in the sense that I remember being aware of Paper Mario but never actually renting it or playing it and then really what clicked was thousand year door I actually would play the demo at it was either a target or a walmart or something but I'd play it because I remember it

was at hooktails castle and it had the the paper airplane mechanic and I just thought that was cool

so I ended up buying that game uh or my parents bought it for me and then dabbled in super paper

mario like borrowed it from someone and then I also dabbled a little bit in sticker star but

never really followed through and then Color Splash just didn't seem... it seemed like more

Sticker Star so I didn't jump on that train. And then we have Origami King now, which we both bought.

We bought it launch and haven't played yet.

Bought it launch the same day as Ghost of Tsushima for the PS4.

Oh yeah, that was it. Wow.

It was the same day.

Turns out Origami King might be the better game that came out on that day.

Could be, and possibly not as long because I know we both

I got the Platinum and Ghost and it was, at least according to my playtime, roughly 50 hours for that one.

That was the game I played the most last year, I think, on PlayStation for me.

Oh, other than Persona.

And then Technic... We decided not to include it, but there's still Mario and Luigi Paper Jam.

Yeah.

And it was like, "Paper Mario is technically in it?" I never played that either.

Yes. So if you're looking forward to our Paper Jam thoughts, that'll not be there.

Maybe we'll do a Mario and Luigi.

So really, I even remember trying to emulate Paper Mario on my computer back in probably middle school or high school.

This game is something I always wanted to go back to, and I guess it just took deciding to make a podcast for me to actually go back and play it.

We both played it the same way this time, right?

On our Wii U's?

Yeah.

Yeah.

The Wii U, Nintendo's best home console system, clearly, because we still have it hooked up to our TVs.

That is a weird thing that I have a Wii U still hooked up to the same TV that I now have an Xbox Series X and a Playstation 5 hooked up to.

That's a... My entertainment center is like very comical now.

Reggie would be proud.

It's the most accessible way to play this game for sure. Like I mentioned earlier, getting a real cartridge is gonna run you between \$80 and \$100.

I saw it at a store the other day for... I wanna say \$90.

This game is expensive, I guess for good reasons.

People love it a lot, I think a lot of it is wrapped up in love for its sequel, which we'll explore later.

I think any Nintendo first party games have somewhat retained their value though.

Maybe this one a little bit more, but I feel like even if you run across a Super Mario

64 ocarina of time, it's still \$30-40 for the cartridge alone that you're finding most of the time.

There's a lot of love, especially in a community, for this type of game.

Mostly I think because of its world and structure and the characters, I think it's a very charming game.

And that's kind of what sticks with you the most afterward.

Do you want to just dive in right to that?

To like the world and the characters and stuff?

I realized when we restarted playing it back here in January, they really I think stick to this paper aesthetic a lot more so than they do in the middle of the series and then they actually come back to later in Sticker Star and stuff where like there is tape and paper and like I don't know the world seems very flat and aware that it is an arts and crafts thing and is I think this might be the first Nintendo game that adopted like the arts and crafts art style.

How do you feel about like the origins of the actual like paper Mario thing because The series has drifted from it and then come back to its paper aesthetic, but is the paper really an essential part of why these games are so beloved?

Yeah, I mean I think from the get-go they definitely were.

Again, we'll talk about it more with the future ones that we do, but kind of like you mentioned, I know they stick a little bit more closely to it here in the first few with this and Thousand Year Door, and then they start to mix things around a tad bit.

I think they have always played around with it though just in different ways like even color splash

Tried some different things out with the whole I don't know. I don't know a lot about that game

We still haven't played it, but I know you can run around and smack and color things up with your hammer or something like that

Yeah, you can paint everything. So I feel like they've always kind of dabbled with the paper mckay and paper

Stylization in different ways between certain games. It's definitely more blatantly

Obvious and this one though because this was the first one and yeah

It's definitely got that sort of charm and all those areas

I the thing I like about it is that it's supposed to feel like a book you're reading and that's why it's paper like

Because when you think about it the reason for make it paper, yeah, there's really no like discernible reason like oh paper Mario

Who the heck what who thought this up, but it's supposed to be like a storybook

It's supposed to be like a pop-up book

that you're reading and all of the different areas in the game that you are looking at.

Like if you come to the edge of it, it looks like a book or whatever.

That's kind of how I interpreted that and I assume that that's supposed to be what it

is because the opening of the game kind of reads like, "Oh, let me tell you a story"

or whatever.

And so I assume they're going for like a pop-up paper thing, a paper book thing, and that's kind of the impression that I got from it.

idea if that's totally correct or if you thought the same thing but uh.

That's definitely the vibe.

I think it's absolutely a storybook kind of thing.

And I guess it is charming that it is like everyone's flat.

You're moving around like this arts and crafty world but it's not actually made out of necessarily

identifiable objects like something like Yoshi's Woolly World where it's clearly like this is a paper plate and cups and.

Yeah, yeah, foil and things.

And they didn't necessarily have, obviously, that technology back in 2000.

But there's still like an element of charm to it that I think also lent itself to playing

with the Mario world in a way that it hadn't before necessarily and frankly still doesn't get to be dabbled in all that much.

Was it the icy place?

I don't remember the name of the specific town, but like a main character

Characters in that environment are the ninjies and I got excited when I saw them

I was like is this where this ninja character comes from that's like in Super Mario U and whatever

Apparently they are an enemy in Super Mario Brothers 2. I like this up

Ninjies are but they they dabble with these characters that you don't like they put them in the spotlight that you don't normally see in

Mario apparently what is

is like a baby version of the sun you see in Super Mario Bros. 3, I think?

Like that type of thing that chases you or whatever?

This is my understanding of it, yeah.

They get to do weird things and I think because the art style is detached from normal Mario, they get to do that and it lends itself to more creativity.

Yeah, let's see.

Watt.

A little sparky.

Apparently a little sparky.

No, first appearance Super Mario World.

I don't get it.

Oh, the little electric things in like Bowser's case?

- Yeah, yeah, yeah, I know what those are now.

Yeah, that makes sense. - Interesting.

- Yeah, I mean, there's a,

they get to do some more interesting character designs,

I think, than normal too because of what the art style is.

The one that I think of is,

it's not anything bombastic or anything like that,

but like the fat, shy guy that you run across

is really funny looking.

- Oh, that you have to feed?

Yeah, you gotta make a cake for him as Peach at one point. That's kinda cute and fun.

Like Lady Bow in the Ghost House. Like the Boos are not enemies, they are just characters

in this space. Like they're not... And heck, the first partner you get is a Goomba. Like

there are good Goombas and good Koopa. Like it's a world of good and bad types of enemies

and usually I think pretty funny or just charming at the very least. Like what are

the essentially the Teenage Mutant Ninja Turtle version of the Koopas? Like

they get to do fun quirky weird things and I think that's what sticks in your

mind 20 years later. Well you mentioned, so you mentioned the humor here and I

know I was speaking more broad strokes that's one of the things that Paper

Mario as a whole I think is known for especially the more recent entries is

like even the criticisms you've heard of some of the more recent installments in

the series I think people the big takeaways still like always like oh the

writing is really good and the writing in this game is good but it's also feels

very experimental because they hadn't really started leaning into that tone or

voice that was found with later Nintendo games like Mario and Luigi games I think

are another good example of that were I feel like Paper Mario definitely walked

so that the games after it could run not only in this series but in other

Nintendo franchises because it is it is a funny game and the writing is witty

and it's clever but it is also at times very basic and the jokes they are trying

to lay on I felt like we're never I don't know it just like it's like you

didn't always land yeah you're reading it you're like hi yeah like I get what

going for. That's, that's, yeah, that's like, it was, it was funny insofar as like, it's funny,

but it's not like something that's going to make you laugh out loud on the spot or anything like

that. Whereas some of the other ones I've played, like, they totally are like that.

One, one scenario that pops in my mind specifically was, again, the icy town. And maybe I'm thinking of this the most because it's one of the more recent stages we've played. But like, the first thing you're supposed to do is go meet the mayor of the town. And his wife's like, "Oh yeah, go on back!" And then he's un- well, everyone thinks he's dead, and you walk back and she's like, "He was alive! He did it!" And like, that came off as funny to me, and I really thought it was gonna turn into a full-blown mystery because of what I know in Thousand Year Door on the train specifically, but it was just like, "Oh, go here, go upstairs, and come back." And it's like, "Oh, the mystery's over. Now you gotta go do this ice cave." Like, they're just scratching the surface of the real potential there. And you can kind of feel that. And not, I don't think just because I have some hindsight in where the series can go, but it just feels like it's scratching the surface. Yeah, there's jokes in some of the other games that I feel like, Thousand Year Door specifically, where it's returning gags where they will keep bringing things up that they brought up earlier in the game and they keep coming back to. Yeah. Yeah, this one was very much like they will make jokes and then it's kind of just those punchlines in the moment and then the game moves forward from that point. Which is fine, but yeah it doesn't have that same sort of like investment that you'd like from the other games where they are referring to things that have happened previously and stuff like that. So, yeah the writing is good, but can just still tell it is very early and they're still trying to figure out okay how far can we push this and how can like when you see that we've not played Origami King yet but I've seen some clips from that game that game gets extremely meta extremely out there when it comes to Mario especially when you think about that context it is a Mario game and I feel like they're this game definitely feels at times like they did want to push more in that direction of just the absurd and they always kind of reel themselves back in quickly being like like yeah the whole mayor

sequence that you mentioned since you brought that up like yeah they kind of take it to the absurd

craziness for a few seconds there and but it's like a five to ten minute section and it is very

much back to okay now mario you need to go down the street and you need to go back to this thing

you find the stars and blah blah blah like it always reels itself in back in really

Quickly to get you back on the main path of the game

Which is again not a bad thing

Knowing where the tone of the series goes I guess it's a little odd

One part in particular or series of sections

I should say that they really got to I think stretch the like creativity wing

Was those peach?

Interludes in between each chapter like peach got to do interesting different things at least narratively

I was gonna say like justine in quotes and her really the gameplay is not super thrilling but like narratively what you're doing

that was interesting like you read Bowser's diary or you make a cake for a fat shy guy or you

You dress up as a different guard like there's different you do a game show like they yes

Their narrative they got to really play around with peach more

So I think than Mario and that was kind of interesting you mentioned it a second ago

And I guess peach ties into it as well with tink

What do you what do you think of this like the overarching story of like save the stars?

Not great. I don't know um

Yeah, not great. It's very it's very basic. I mean it's the bowser is the bad guy he's kidnapped peach

There's a McGuffin involved which is the star rod sort of yeah, I guess that's sort of

No, you gotta track down all the different people. There's there this many people go find them all very

very much an n64

Game in that regard go here find this come back. Yes

Yeah, come back to the hub world in between every different section you're going to and and I mean thousand

doors the same way in that regards. So it's very formulaic the story is but yeah the story they're telling it's not anything that's gonna really hit home with you and I think again it's a Mario game so I'm not expecting the story of the Last of Us. It is very much what do you expect to happen in a

Mario game? Peach is gonna get kidnapped Bowser's gonna be the bad guy. Wishes come true. Yeah the

those characters, specifically the star people in Twink or whatever, none of them,

actually I thought most of the characters, not just these star people, really didn't stand out.

There's a lot of them with mustaches, that's all I can tell you. There's like three or four of them

with mustaches I think. Yeah. Well you save them and they show up and they're like "Yo what's up

Mario, thanks for saving me bro. Alright I'm gonna float back to star heaven now, by the way you have

have this ability, peace out.

- Deuces.

- And not, yeah, like, they don't need to play a huge role in the overarching story, I guess.

Like, that's kind of what the partners are for,

the companions are for, that's more of the moment to moment,

like, talking sequences, I guess.

But it is weird that you're spending all this time

tracking down these characters throughout the whole game.

- Yeah.

- And you have like, 10 lines of dialogue with you and then you never really talk to them again, most of the game, so.

- Ew.

partners moment to moment and like their involvement in the game was it me or did

you get partners like incredibly fast in this game um they definitely deal them out pretty quickly you get one first stage and bam yeah I guess you got two well think about it you got well the game moves with a barrio or whatever yeah upfront and Cooper then you got the Koopa Cooper and the bomb in the same chapter yeah yeah yeah there and then what was that and then you get the mailman and the drive drive ruins tubba bla bla you get the boo toy box you get the spark dude the wah and then sushi the fit cheap cheap on the island and then the flower field lackluster your whatever has uh what's he want to be called spike I think I think spike is what he wants to be called um but lackluster says name yeah which is actually pretty clever yeah they give you partners pretty fast but I feel like that also keeps it interesting. I didn't find most of these characters interesting actually. I thought they were all pretty shallow. I thought we'd get—

Sparky one. The Spark Dean's really bad.

Watt? Ugh. And you know what's even worse? Watt is the guy I actually ended up deciding to use in the final fight because—

Really?

Watt's attack cuts through defense. We'll talk about that final fight later for sure.

That was who I ended up ending up using and I have I felt like these characters weren't explored a lot

Like they threw him at you really fast and all they really boiled down to was new ways to navigate the environment

they explore the first couple Cooper and then

Gumbario a little bit too Cooper as well because they keep coming back to the professor

Colorado character and he yeah showing up and every time he shows up

It feels like Cooper has like Oh professor Colorado because he's like it's like his hero or whatever

The mailman's like a pointless character I feel like he's just like oh I gotta

deliver mail oh if can I deliver mail while I'm on your team sure then I guess I'll join you like it was like his number one pursuit was deliver mail and then priority two was like oh and I guess we'll beat Bowser too if we have to do that. And really his I rare I don't know about you but I even rarely used him in battle. Like all I used him for was to float over gaps. And the same thing with say, Watt. Like, Watt's only purpose is lighting up dark caves. And you only do that in two areas. Where you get him in the toy box and the end in Bowser's castle. Which was- Who'd you use the most? I used Goombario the most. Goombario and Lady Bow. I did not use her because her slaps didn't do a ton of damage. Only one, so if the defense was zero that's when I would use her because you can get six hits in. Yeah. But Goombario is who I use the most. Because he's got the tattle and it tells you the health bars of everybody. Exactly. Which is, I feel, vital especially for the bosses. Like anytime I knew a boss was coming up I was like, "I gotta get Goombario out here because I gotta know how much health I'm dealing with for this battle." Mm-hmm and I think maybe third I'd say sushi yeah I used him a firm I use sushi Gumbario Cooper and lackel Easter quite a bit like those are the four I lose him at all he has a good move where you can deal damage to everybody that is on the field at one single time no matter where they're at which is really good and really helpful I just used the bomb lady for that bomb bet or this or sushi sushi can do the tidal wave and like hit everyone with water. So this this is maybe a good time to bring this up since we're gonna be talking about combat a little bit and there's some timing things with it and stuff like that and I'm curious the way we played this on the Wii U was there any latency problems for you that you found as you played this video game because I found that there was like there'd be some times where I'd let off I'm like I know I'm letting off at the right time here but it was like not tracking in the actual game that it was and I think it was a quality I think

was the ports problem more so than like my timings problem like I would basically have to let go of

all of my prompts in combat about half a second earlier than I would think I'm supposed to and then they would work. It's very strange. So while we both played on the Wii U we did play with different controllers. You used the gamepad right? Yeah. I used a Wiimote with the dongle and actually

play with an N64 controller. Oh that's right you did yeah. The only time I really noticed

what you're describing like that kind of actually was with Watt. Watt has this attack where you hold

down like the A button or whatever and then let go when it lights up red but I don't know Watt gets all glowy and stuff while this is going on and I thought I was letting go at the time but

I always would apparently let off late so I actually stopped I looked specifically like right

before the thing would light up. It like lit up before the bar reached it there

was kind of the timing I was seeing so I waited for it to turn red instead of the

bar. Same thing would happen with the bombette for me. I think that's it. And with

emulation there's always a little bit of input lag and I doubt that like a

Wiimote has better latency than a gamepad like I don't think that matters

Yeah.

In the slightest.

But I, I, it was there.

I just didn't see it as much.

I'm, I'm excited to play the, actually I think.

How many more are we gonna have to play like this?

I guess just, well you still have a Wii.

Well actually, no.

Wii, well.

I'm gonna play Super Paper Mario Wii with backward compatibility probably.

Or on Wii U.

But that, but in a Wii U, a Wii is in there.

Just like a GameCube is inside a Wii.

Yeah.

So it'll be a little, true, it'll be a little better.

It should be all native.

So this'll probably be great.

- Every other game we will be playing on native hardware on some level, which will be nice.

- I can't believe I gotta dig out my Wii to play

How to Use the Door, that's another conversation.

- See, you're gonna dig it all out.

- I just, I never really felt a connection to these chara-

like the partners, like I said at the top,

I feel like they were just excuses to navigate

the environment in a new way or to get around an obstacle.

I don't know, I've never felt they really developed, except maybe beyond Goombario and Cooper because they're with you the longest.

They're partners I forgot I even had or could use and it wouldn't be until a situation demanded them that I would remember, "Oh, they're sitting in my back pocket."

I think the disappointing thing to me about it too, in that regard, is that the characters, in their own specific chapters where they're supposed to be the ones that are shining in

that moment. They don't really do a lot like Sushi and the whole Yoshi Island part. He's

just like, "Oh yeah, I try to keep an eye on these Yoshis that are around here. I just

try to help some people out. That's basically why I'm here." "Hop on my back and we can for a ride

Why is just like oh crap. I fell out of this lantern and I'm just here now. I guess I'm please help

I guess I'll just be with you know

like I feel like the ones they did the best were

Yeah, Cooper goombario and then lackluster

Lycer he kind of comes out of nowhere. He just flies out like does he's just like hey, I'm here

And then but they'll use him for is to float above so they at least I feel like did his section a little bit better

because he is a straight-up boss person that you have to fight and then he turns and he's like

"Oh, I got a girlfriend and I need to be a good boy" or whatever. The others though, like yeah,

Watt just like comes out of nowhere. It's like "Oh, you fought some dude and I fell out of a lamp."

The sushi dude is just like a babysitter. Mail dude sucks. Mail dude's the worst character in

the game. And then the bomb is just like "Oh yeah, I was in jail. I guess we can get out of jail if

I just blow up like they don't have any specific

Stake really in the larger

Context of each of these chapters which I guess is what I was looking for a little bit

They just have they just have unwavering loyalty to Mario after he helps solve their problem. Yeah

It's like oh you help me out with this one thing at yeah sure

Let's go kill Bowser and save all the star spirits not kill him. I guess I don't know

Does Mario wanna kill Bowser? I don't know. Is that his overall goal?

In any of these games? That would be pretty dark.

I guess they're both like, they're both like, they are both like trying to kill each other,

but like, I don't know. They're also like friends at the same time? I think of the end of like Mario

Odyssey when they're like pals, sort of. I thought the partners were, they were more disappointing

than I thought. Which is funny because, well I guess to just get on this tangent real quick,

It's funny because the things that people have been saying they want forever is like, "Ah, bring back good Mario games, bring back the partners, bring back the partners!"

And then when we play this one it's like, "Oh, the partners, they're not that great."

I mean, they're there and they're fun. They're more fun to use in combat because you just have a second character to use.

I want to put a pin in that.

Sort of.

For combat. I want to put a pin in that for combat.

There's some things I would like to say about combat too.

Well before we dive into that I want to talk real quick

We've talked about like world design and things like that

But did you have like a favorite world environment chapter and like what did you think of the overall?

I guess navigation of the world and how it was all

Connected. Yeah, so than just the way it looks

Well, if I had like a favorite I definitely think I

like the ice place a lot

But I'm also prone to that one because I like the music a lot and we can talk about the music here in a second

I think most of the areas though were I

Don't know some of them got pretty complex like we were talking before

No, we talked about this during the show

The like the dry dry ruins area I think any of those places where it's like

Oh

We're gonna send you out in like a wide area and there's really

You got to keep very careful track of where you're going like how you find a big like monolith temple thing in dry dry ruins

is very

Difficult and you have to kind of keep track of your where you're going. I I looked up a guide

I will there's no shame. I mean I looked up a guy. I was like I don't know

I just had to tell me how to get here. I just I paid close attention, but

Yeah, that was not fun everything with tubba blubba. I thought was pretty good although

I did again, once again getting to the boo thing. It was like, oh, like,

there's a difference in the background of each one of these things and you gotta every place looks sort of the same but sort of

different and you gotta pay very close attention to the environment. It's like, oh man, like not this again.

So like speaking really quick speaking of that I

actually got all the way up to or even I think through

tubba-blubba

mm-hmm and

saved and turned my Wii U back on the next day and I forgot that I saved a

Save block and I loaded instead a restore point that I made on my Wii U

Which was before the beginning of that chapter and I had to replay that whole

section

Whole thing forest through tubba-blubba that'll

Do it to you. Yeah, I don't use the restore point feature too often

I did it as a I used it as a like a backup. I would do that just in case

I would do that periodically too, but I wouldn't do it a lot because I was always like, oh no

I don't want to totally override my data here or something like that. I got mixed up

I definitely made a mistake. So wait if you load into a restore point does it automatically update your past restore point?

If you load a restore point it basically overwrites

So I could I quit out but I couldn't get back to where you were at my previous state

I will say that's a kind of a fun chapter though. Top of Bubba's one of the better bad guys

Yeah, that was one of it's actually my favorite

environment like thematically I really like the haunted house and

Thankfully, you can mash the B button and like fly through text. Yes, and that's really nice. So

it did work out that way, but I

I think the environments are cool, if not, you know, traditional in that sense of like,

you have a desert, you have a, like a lava level, which with the island, you have

flowery field, ice level. You have kind of a basic intro level, which was like the fortress.

Yeah. It's, it's cool. And I think the environments were more memorable and engaging than the, um,

the characters, like the partners themselves, I think the world was definitely more interesting than the people you had in your back pocket, so to speak. Which was a lot of fun. Those are places

I would want to visit again, and I'm actually super curious, now that I have context for the start of this series, to pick up on all the references that future games likely do make to these entries. Just like the worlds and people and references. I do know in Thousand Year Door, Lady Bo is in, I forget, the really rich town at the end of the train. She is there. So I'll have an appreciation for that. And I'm sure even future games have references back. I know Origami King, Origami King I know takes place in Toad Town. I don't know if it's the same Toad Town.

Unfortunately the way we're playing them we might not fully understand all the future references because it's like oh

Playing origami king we might not be like oh, that's a reference to sticker star or something because we're gonna play them

so out of order so

Alright so it sounds like the world and the characters and stuff let's come back to the pin

Okay, we're gonna take the pin out gameplay. Let's talk about gameplay and specifically the combat first

Because it does revolve around the partners

and everything. What do you think about this first iteration of turn-based Paper

Mario RPG mechanics? It's good for a first outing. It hasn't aged the greatest. I mean that's the problem is we're playing this 20 years after it released so like duh it's gonna age. Honestly all things considered for this being a two decade old game it's still it's totally fine it's totally good for what it is but it does get old

by the time you reach the end of those credits. I was very glad to be done with this game just

from the basic idea of we would be doing something different in the next one when it comes to combat.

JAYLEE Very different.

JAYLEE Yeah, and I don't think it's...

there's not enough evolution. So they introduce the combat to you very early and it's like,

"Okay, this is cool. The timing thing..." The timing stuff is novel, I think, both in regards to

doing more damage to the enemies and preventing damage to your stealth. I think that stuff is all

very engaging and keeps it... It adds like a splash of real-time to the turn-based combat. Yes, which is

great and it's a great idea and really the future of the series in some regards is built upon that.

So that again, for what it was at the time, there are some really really cool ideas here. The problem

is it kind of shows you everything up front and then does very little to iterate on them

as the game goes on. Obviously you can get new badges, which we can kind of talk about

that system in a second. You can get new badges and things like that which can give you new

abilities, but at the same time, like, the things, you have a hammer attack and you have

a jump attack and it's always kind of the same thing. And the badges you get and the

different variants of those moves you get are always asking you to do the same thing,

They are just dealing the damage in different ways or dealing it with more damage

And even when you get like the different boots or the different hammers, it doesn't alter things in any major sort of way either

It's just like oh you have a better hammer. You just do more hammer damage now

so it

Yeah, it kind of shows you everything up front. You're like, okay. This is cool. This is interesting. This is unique

What are you gonna do on it?

How are you gonna mix this up ten hours in and they really don't the way that they continue to kind of iterate on it

Sort of is the introduction of the new

characters

but

This is the other problem to you get to a point in this game where?

Some of your characters are more powerful because you've come across the upgrade blocks
mm-hmm and you've started upgrading other characters and

You get these new characters that they throw in your life, and you're like oh, that's cool

I'd like to try this person out, but they're totally way weaker than this other dude I've already
got right here

I'm just gonna keep defaulting to this person and you just kind of fall into a lull where you keep
using the people that you've

Already upgraded and even after you find more upgrade blocks throughout the game and you
upgrade all the characters and by the end of the game

They're kind of all in the same level

I still was like finding myself. Oh, I'm

Defaulted to using Cooper and Goombario a lot

I'm just gonna keep using them because I don't have any reason to switch at this point. There's
my ring on combat sort of I

It is if the partners and like characters were shallow I feel like the combat is so

Restrictive and

This is undoubtedly due to the fact I have played thousand your door a lot

And like I know where this series can go and I understand the concepts of combat and other
games

But this game to me just felt like I couldn't do the things I wanted to do in

combat and outside of combat. For example, items. The only way you can use an item

is if you're Mario and you're in combat. You cannot use a mushroom to heal

outside of combat and you cannot use a partner to heal yourself in combat.

That's not true. You can eat mushrooms and stuff because I did it. I did it.

cannot I do not do it yeah you can there's a way go you can go just you can

bring up an item list the same way that you bring up it's one of the d-pad

options same way you like swap out okay you can bring up a mini item thing and

you can eat a thing there cuz I did it accidentally one I'm about to turn on the

Wii U I'm about to try this out you can I guarantee you you can so that's just

- That's something you didn't do.

- 'Cause I would go into the pause menu.

- Oh, yeah.

- I would go into the item tab.

- Well, see, they should have let you be able to do that too, 'cause that is an oversight.

- 'Cause it would not let me use it.

And then you could not use an item as a partner.

All a partner can do is attack or swap out if you get the upgrade for it, or just do nothing.

They have no health.

All they are is, again, just a way to facilitate

a different type of attack, just like they open up

navigation in the world is all I really felt they did. They only really open up

another round of attacks and then on your point when you have Gumbario and

Cooper upgraded and then you get a new person and they're weaker you're just

gonna stick with that. So the whole time you're jumping or your shell shooting

and that's all you're just doing that and you're just building that attack

pattern up. I can't tell you how many times I jumped in this game because

typically my Mario build is a big jump thing and then I'm jumping with Goombario

and it just felt restrictive I just I couldn't do everything I wanted to do

yeah and so really Mario is the only power play that you have and specifically

I think you feel this a lot in the final fight with Bowser Bowser oh that's

before we talked about that fight cuz that fights the whole thing itself I

Think the one thing they do try to introduce to keep things a little bit spiced up is the different stars

They're like, oh, here's something new you can do in combat

How many of those did you actually use I used I?

Used the first one to heal. Yes

Until I got the other one

Yes, I then occasionally use the one that like shot stars down

It's all these

Some of the other ones were like, oh you can put people to sleep, but it might not work on everybody and it's like well

I I need some sort of guarantee that this is gonna work before I spend my turn using this

so I never use that because and then you did and you had nothing to fall back on because if you did that as

Mario the only person who can use this star power

Yeah, nothing. Well, then it's like it just you may be burnt especially if you're in like a fight where you're tight

Yeah, it takes squeeze. You're like, oh man, I can either sing them to sleep or I can heal myself here for five HP

What should I do? I'll try the sing. Oh, it didn't work. Oh, I might die. Oh

So like this thing is not the only one either. There's a couple one one was like blow enemies away

Mmm, there was another one. It just I forget

Yeah, it just like half the stars that they give you

It's like I don't really need to use these and even though even the dude who?

Yeah, like you said you get the one who heals you at first you're like, okay cool

And then you get the other one who heals you later. It's like well, I have no need for the other guy anymore

I only use the other guy if I was poisoned. Yes. It was a guaranteed way to heal the other I

don't know if you felt like this, but I felt like

Experience was

doled out like completely imbalanced like if you started a new chapter you'd be getting a

Decent chunk of experience and you maybe level up once or twice in a chapter. Yeah, but after that

It's one little point or nothing

especially when you go back to tote town and you're in the sewers and stuff like I I

Felt very restricted in leveling up until I got to Bowser's castle

And then it was like have all the experience you want and I leveled up four or five times in the Bowser's castle

Well yeah I think they are trying to walk a very careful tightrope there because it

was very clear to me that the game could get unbalanced if you got too much XP there because

you would get...

Max is turning on his Wii U, he's gonna actually do it, he's gonna actually test to see if what I was saying was true.

You can definitely get out of whack though if you gain too many levels and you have way too much health or way too many badges, use way too many abilities.

I can see they were trying to keep the game a certain level of difficulty throughout.

For the most part, I think they did a decent job by kind of limiting how many star points you could get.

But yeah, it was very much like you would hit a wall like halfway through a lot of these areas where it's like, "Wait a minute, that dude I killed has given me like five star points before, now he's giving me one?"

Like it was just, it was frustrating.

It just didn't scale.

I didn't think it scaled appropriately.

And then you hit Bowser's Castle and it's just like, "Here we go, here we go, here we go."

I was only a few levels away from being completely maxed out, because you can only have 30 BP,

which is bogus.

50 HP and 50 FP, and I think I finished the game with 50, 35, and 30.

I didn't know you could max out HP.

I got 50 HP, but I must have tried to upgrade again.

Yeah, they they cap you off at certain points, which I thought was pretty lame

Alright, so let's talk about this final fight specifically. Actually. Let's talk about boss fights as a whole. Let's

The boss fights cool like design wise. I think the bosses are very clever and they look cool

Specifically, I think the piranha plant one comes to mind. Yeah, I liked

I even like tough and puff or whatever

But that fight makes you think a lot that's probably the best fight in the game. And that's where I was going

It's that I think there's only two fights that really have any level of like real

strategy of like which order to attack or what attack you want to use and the rest are just

Hit this boss until they're dead. Like I didn't find

them to be super engaging even though I thought their designs were cool until Huff and Puff and then

the boss at the ice

Level who's like who it actually is sort. He's sort of like that. Yeah, I found him

Yeah, a little wizard ice wizard cuz anytime he showed like there's multiple persons of me

I was like, okay dude with the stars. Come here real quick call down all these stars

Third persona mentioned in the podcast. Yeah, considering one of the games I've played most within the past year

It was persona 5 to play another turn-based RPG where it was like

Very much more dumbed down with the boss fights

And again, I'm not expecting totally not expecting paper Mario to have the same level of intricacy as a Japanese RPG

I guess they're both Japanese RPGs technically

Technically, but I'm not expecting paper Mario to have the same level of depth or whatever

to persona but yeah, it was very much like I

Was not really needing to think on any of these boss fights like whatsoever

Huff and puff really felt like the first one where I was like, oh

Okay, there's like I got to think about how I actually want to go about this and I had to start using a lot more

Items is a lot more healing items make sure I didn't die in that fight

Like I kind of used everything I had on me in that Huff and Puff fight to make sure that I killed him

Mm-hmm, but I don't really

Last fight specifically very bad very very bad. Not great. Let's talk about that it

Hey Mario, do you want to do the same star spell 50 times over and it plays the same animation every time and it does

The same stinking thing every time and Bowser's gonna cast it every three turns. Oh

and by the way, your partner is also stunned for three turns so

You can only use the spell as Mario and you don't have a follow-up attack

So let's just burn a turn every time to stop Bowser from being invincible

Well, it was so easy

Like it wasn't anything that was the problem with that is like there

It's not like that it threw that at you and you were like man now I have to do this

I don't know what I'm gonna do next time. It was my next turn or I oh man. It's just a slaw

Yeah, it was just like

intentionally

Stopping. I guess I have to do this now and no I go. Okay now he's on an invincible now we can

Hit him again

Yeah, cuz I didn't struggle at all with that fight compared to getting like the oven put fight

It felt like I had to use a little bit of everything like I beat this

Like one day before you and I get I think I met texted you I was like, yeah, you got the ending left

There's not much there. I

Yeah, I stopped right outside of peaches castle. Yeah

You're at the fight and there's not a lot to it. Um

So yeah, and I don't know like it's fine for what it is the part with tinker twink

His name's Twink, I think. It's Twinkle. It goes Twinkle, Twinkle. It's not Tinkle, Tinkle.

We're not P in here. We're wishing upon a star.

Yeah, the part with Twink there was pretty good at the end when he gets more powerful and kills the...

Doesn't kill. I keep saying kill. No one's dying in this game.

The Kamek gets beat up by Twink was kind of fun and cutesy.

But that was also like artificially slowing you down.

Yeah.

Because you couldn't... all you could do with Peach was like wish, make a wish, and then

You couldn't block or like double hit or anything.

You just, it was a cutscene that you played out, which was kind of interesting in the sense that you're actually executing that narrative beat, but you're just pushing the same button every time.

You're doing the same, there's no strategy or depth to it.

It is just push this button.

Yeah, press 8 and advance forward.

It's almost like a quick time event, sort of, but a slow time event.

Sort of.

Yeah, I, yeah, I don't know.

The final fight.

disappointing fight especially because they built up the whole game like especially I will say the opening fight is great though like it subverts your expectation so well I remember when I was a kid and I was like oh Bowser I'm gonna fight him and then you lose to the boss and he throws you out the window and it's like whoa what they're like it's a very good opening and for you to get back to that point and it just be like I have the power of the stars now and like the first because that fight is in two phases and the first phase it's like okay this is good but the second phase is just like the first one except he's just larger

has more health and you have to keep up the same exact strategy like there's no you don't really

twist it in any any way so yeah um it is what it is um it definitely goes out on a whimper it's not

as exhilarating or strategic as it could have been they really could have bowser could have summoned

And enemies are done different unique star powers, like, there are a lot of things that could have happened, but instead it's just remove his invincibility and jump or hit him with a hammer and hope your partner's not dead.

Or stunned, because they don't have health.

They're just stunned.

So they're completely useless.

So it robs you.

It strips you down.

It just makes you feel not as powerful as you should be.

And I'm...

I did not care for that final fight at all.

Can I talk about something I did really like in this game though?

Mm-hmm.

Uh, I mentioned it before, um, the music is excellent!

The music is- so I want to explain, like, why this is weird to me.

So while I work all day, I typically listen to- I listen to music in the background, but a lot of times what I listen to is I'll just pull up random, like if you look at my YouTube recommended it's just a lot of like lo-fi beats to chill out to, it's a lot of stuff

like that but there's also video game stuff mixed in too like relaxing video game Nintendo mix. I just listen to like ambient like chill out video game music or lo-fi stuff in the background while I work because it's just it's not over aggressive enough where it's like distracting me it's just very good background work writing music for me. I cannot tell you how many songs in this soundtrack

I knew from those YouTube playlists that it wasn't until they popped up in the game I was like "oh

I know this song! I heard this song on that playlist I listened to!" And so I think I was tangentially aware that some of these songs were in this game, but it wasn't until they actually happened that I was like, "Oh! That's where this comes from!" So that was cool for me. And some of

the songs in this game are excellent. The star area, whatever it's called when you start heading towards where all the star people are. That whole area where the stars are falling out of the sky is great.

That music, all the music in the ice area is fantastic.

Every track there except for maybe like the main village song.

All of those are excellent, like excellent, excellent, like probably my favorite songs in the game.

There's a lot of good stuff. There's some annoying stuff though. The toy box music is a little much.

I was so ready to be done with that one.

Yeah, when I got done with that I was like, "Thank god, get me out of here."

So it definitely goes back and forth, but for the most part I think the soundtrack is really good.

Yeah, I mark what I think usually is good music, besides just it sounding good,

but specifically in an RPG like this, if the battle music is good and also doesn't get old,

Like that, I think, is a delicate balance.

And I think, like, the battle music in this game I enjoy a lot, and it never rubbed me the wrong way.

And, like, the fanfare when you win, even if you were getting one star, it'd still make you feel good in that regard.

The ice music is fire, which is kind of funny.

But yeah, this whole--the music in this game does stand out, and I'm excited to see really where it goes in the future.

Especially like in Origami King, which we'll play next.

I think I remember reading that it was all orchestral or something like that.

So the series could really go some places with music and I'm excited to see where they take it.

I would also like to say, while you were talking, I grabbed my Wii U gamepad.

Did you try the thing?

You could totally use items if you just hit left on the C-stick.

This is stupid.

Why can I not do it in the pause menu?

Why does nothing tell me this?

To be fair, there's no instruction.

- Something probably, something surely told you that.

- An instruction manual that came in a box
with a cartridge.

- Probably.

- I think you can pull a digital version of that.

- You can, yeah you can, you can.

'Cause I did it accidentally a few times.

- I guess, I was so mad.

I used the wumpa fruit and I was like, ugh, so mad.

So thanks for that.

20, 24 hours later of gameplay.

But this, speaking of, what was your clock,
do you remember?

- It was something around, I mean there was a fair amount
of time I probably had it sitting idle in the background,
I mean not playing it, just, I don't know,
get distracted and leave it on in the background.

Actual play time probably right around 20, I would think,
give or take.

Yeah, I think I ended probably around 23 or 24,

something like that.

There was one more point I wanted to touch on, specifically just because it's an RPG-style game.

Did you care for any of the side quests or world or exploration or anything like that?

What ones were there?

Because I...

Off the top of my head.

Exactly.

The ones that I thought that they were side quests at first, like, the one that sticks out to me is like the flower things, where she's like, "Oh, get all these seeds for me."

And then if you get them all, something special will happen on me.

I'm like, "Okay, cool."

I like really remembered that and then that becomes something they make you do to progress through the main game.

Same thing with the Toad underground area.

I thought that that was just a total side thing and I was like, "I'm not going to dabble too much in that because I just want to play through the main game, get through the story, and I'm not going to try to dabble with too much of the side stuff."

No, it makes you go in that direction eventually and has to get in there.

So there's really, I mean there are some tangents you can go on in this game.

I know there's like a lot of letters you can find to take to people and things like that, but there's no really intrinsic point into doing that that I can think of.

I might get like certain- I'm with you there.

I was trying to deliver letters.

I thought the flower seed thing, like you, I thought that was a side quest.

Definitely not.

I'm just glad I found them all.

I mentioned that to you when I was texting you about it. I was like, "I'm just glad that I found them in sequential order and I didn't have to turn it into a wild goose chase of where the freaking seeds that I need to get now." Because if I had not gotten those when I was ready to progress with the story in that moment, that would have sucked. Yeah, I think I had a backtrack for

like one. It's not fun, especially at that point where you're like, "Ugh, I do have to go back."

That would really be a solid roadblock. I just pulled it up on the wiki, this Paper Mario wiki.

Other side activities. Star pieces. That's, you know, whatever. That's a collectible.

The quizzes. Sometimes you'd see that worm dude.

Which give you star pieces, don't they?

Yes. The dojo in Towtown.

I did that.

Yeah, I did that. Koopa Koot's Favors. I guess you can do favors for this old Koopa in town, which gives you surprise. Star pieces. Tasty's Recipes. So you could do these recipes after getting her cookbook in Chapter 4. I didn't enjoy that as much as the one you get to do in thousand-year door

unfortunately

Because I really like that a lot in that game

And I guess maybe part of that was like there's no cookbook to see like keep track of what you're doing like it just felt I

Don't know what this will work or not and then the letter delivery

And you just get some items for that like there's not even some great fetch quest where you get to it doesn't

Get something at the end

And I guess the pigs you could like oh, yeah, but they never really like explain

That in a great way. They do not do that at all

They're just like oh hey these pigs and there's like some special ones if you get them the end like there's written. It's not really

Explicitly stated why you should do that

hmm

it I think is lens again to kind of just I

I keep using the word shallow, but maybe it's just more establishing a foundation for where the series can go.

Yeah, and that's what I was going to say to kind of maybe wrap this up a little bit is like this very much in retrospect, because we know where the series goes from here.

And it's interesting though, because like I said, so many people have thought that they won a game in this exact style, like now.

you come back to this and it's like man this is pretty darn basic. There's not a whole lot on the bones here by 2021 standards. So but yeah it feels like it was setting up everything that came after

which is strange because Thousand Year Door is very much a sequel to this and then they totally

are like all right forget this formula never go back to this we're doing different things from from here. So it makes you wonder like what they thought of this internally

like were they more... was Nintendo more setting out to make a Mario RPG or did

they have the idea of the paper stuff first and then they're like okay well

what's a good format for this and it just happened to be the RPG and that's

kind of how those two got tied together. Like I'm curious which came first

because they do abandon the... all the other games do have RPG elements to them but they kind of

chuck it out pretty quickly. I mean all the other games are very much RPGs too, except for Super

Paperware I guess isn't. Yeah that one's real-time, weird 2D/3D combat. It's clearly... I think people

may forget how little, like you said, meat on the bones there is in this. There is heart to this game and that's clear and I think that's what's most appealing about it. Like you can tell there's

charm and character here. But as far as a game goes, there's... it is like the... it is the rough outline of a house. Like the framing of a house is going up. And I think they fill that in

in with Thousand-Year Door and we'll see when we get back to it here in two episodes I suppose and see how much of this actual foundation has stayed throughout the series. Because I think what fans really want is the heart and I really don't know when and where or even if the series lost that.

I think another part is also they had the Super Mario or like the Mario and Luigi RPGs, which mechanically are very similar.

They're very silly games set in weird parts of the Mushroom Kingdom and they're turn-based/real-time combat.

And those did their own thing on the Game Boy Advance all the way up through the 3DS even, like we mentioned at the top, cross over with Paper Mario at one point.

And I'm curious to see where we will stand at the end of all this, and really think if this is what we want, or if we're really just longing after a game that we liked when we were kids, or if it's really just the theme and the soul of what Paper Mario is and could to be funky characters and cool looking worlds with good music and interesting combat. Not necessarily turn-based, partner-based combat, but just something unique. Which I think this may have been unique at the time. It was unique to me when I saw it. I don't know where it stands, but is it really Paper Mario the game that stands out, or is it Paper Mario the concept and that's kind of what I hope we we find out yeah over the course of this season yeah I think the last thing that's a really nice way to wrap things up the only other thing I think I'll say too is like we're talking about how this is kind of the base for everything that comes after it I think that's really a Nintendo 64 thing when I think about it the only game I wouldn't ascribe that to would be Zelda but even like because link to the past yeah because I felt like the link to the past kind of laid that very played that groundwork for Ocarina of Time but then Run with a little bit more. But yeah I feel like this is very much an N64 thing where a lot of these 3D games of the day were trying to find their

footing and trying to implement these like "okay the game as a whole doesn't nail this landing but here's a cool idea that we have at Nintendo and we're gonna put this game out" and then they were iterated on on the GameCube and further along the line.

So yeah, I think at the time this was very,

I mean again, it's got a 93 out of 100 on Metacritic.

So I don't know how many Metacritic outlets were around back in the day.

I don't even know how Metacritic works for old games back then.

- It says 15 critic reviews.

- I'm wondering when those reviews happen though, out of curiosity, 'cause it's like,

GamesRadar here reviewed this.

- A lot of, the top websites don't seem entirely old.

I see GameSpot, which has been around.

links are IGN some of these links are bum we could go way way back machine the IGN one just takes me to the home page yeah the the games radar one takes me to a front page for Argos and is trying to sell me a Samsung TV so that's interesting yeah so anyway I yeah I agree with everything that you said before though. What is the real Paper Mario I guess? Is it this RPG series that everybody wants or is it more about the the the tone and the the the wackiness the vibe the the paper the paper design that sort of thing is that really what Paper Mario is all about or is it more about this thing everybody has been chasing for the past however many years that we don't even know if we necessarily need anymore in a certain way. So yeah it's it's I'm really looking forward to exploring this series of games with you and with whoever we get to guest on our other episodes. So thanks for playing this game with me.

Of course. And coming back to it after after a couple of months. A couple of months after some persona and Christmas.

I mean in case we didn't make this clear so we started this game like last summer

And we did not finish it until like two we stopped in September. Yeah

Yeah, like the BAs so we played this game in very strange chunks

And we almost talked about not even doing Paper Mario for this first season, but we're like no let's go back to it. So

Hopefully the conversation you couldn't tell that we played it in two distinct chunks again

I mean we talked about this amongst ourselves beforehand

But like I didn't feel like I forgot anything vital about the game and that kind of couple months span there or anything like that

so

Yeah, but yeah next is

Origami King

Yeah, origami King for the Nintendo switch, which we both bought

Almost a year ago

Yeah, close ish. I had to cash in one of those switch vouchers, which is a thing they should bring back

Please bring back the switch vouchers. I don't know why

Why what they just don't want your money. Yeah, they don't want me because I poured like \$200 into those things and they came out

There you go

Very excited to dive into that game and then it'll be thousand-year door, which is the one I'm really

Stoked to go back to that'll be the first half right there six of these

Yeah, there's gonna be six episodes total or this season and I think our current plan as we record

this is to drop the first half of the season and then come back and do Sticker

Star Super and Color Splash which will be fun to play back to back to back

after playing arguably the strongest three first and then a weaker three last.

Yeah. So that'll be fun to go back to. Yeah and to throw this out there like release

plans might change I don't know we're recording this kind of in a very strange order obviously because at this current time we've not played Origami King yet

When you look up in your feed there's going to be an Origami King episode waiting there for you

So there will be kind of a week and month long gaps between when we record these on our end

Also as max kind of alluded to we might have other people drop in on other future episodes

So it might not just be max and I going back and forth about these games

Over the coming we're gonna drag some other people along with us

Yeah, we're gonna try to get some people to guess on different ones as far as Origami King though

It goes though that should just be you and I again, I believe so. I believe so. So you'll get to hear our

illustrious voices solo at least one more time

If you would like to find Logan online, he's on Twitter at more man 12 and he is currently writing over at

Comicbook.com is that correct? I haven't actually said that on a podcast. Yeah, yeah work for the man now no

Yeah, comicbook.com

I got a

New that's probably a different thing compared to what you heard in season zero because I was still over at dual shockers

So if you listen to those last of us, it's things will be different

But a lot has changed.

So comicbook.com/mormon12 on Twitter.

You can find myself over on Twitter @MaxRoberts143 and then over at maxfrequency.net.

But until next time, thank you all for listening and we'll catch you later.

[review of stageMat Intelligent terrain]