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Welcome to chapter select where we bounce back and forth between a series of games exploring their evolution design and legacy

First this see first season of the show. We are covering the paper Mario series. My name is Logan Moore

I botched that intro a little bit and we are on episode number three of our first season of this program here

I am joined by Max Roberts. Once again as always I gotta say yeah, that's your you didn't even use your own tagline

I know I'm trying to the problem is I'm looking at the show notes and I'm using the fancy like

"Oh, here's the beat-by-beat explainer of what the show is," and I just probably needed to go off the top of my head a little bit more.

And if you listened to our last episode, we said we would have a guest for this one.

Joining us for the third episode of this season is none other than Professor RPG himself, Scott White is with us. Hi, Scott!

Thanks, guys. It's good to be here. How are you guys doing?

I'm doing great.

I'm well. I'm so excited. This is the episode I've been waiting for this whole season.

Yeah, so so max and I were talking a little bit before this one

So if you've listened to all the episodes so far in the season and you've done them in sequential order

So again, hope whole idea of this show as we bounce back and forth between different games

So if we're doing paper Mario right now with first the first episode was the original game

Second episode was the origami King because that was the last entry in series. And now we're going back to the second

Installment in the series chronologically, which is the third episode. It's kind of confusing

Anyway, we're doing a thousand-year door today and

Max and I were talking before he recorded this and first to

Paper Mario games I think max were and I were a little bit lukewarm on so we were kind of talking to ourselves like

Why did we choose Paper Mario for the series again?

and now he played through thousand-year door and the thousand-year door I guess I should say and

It's been a good reminder of I think why we chose this series. Um, it was games very good

It was that and Origami King was coming out when we were originally planning the show.

Yeah, that's the other thing too.

Anyway, let's talk about the basic info and the history of The Thousand-Year Door before

we get too deep into our own thoughts on what we played.

The game, once again, developed by Intelligent Systems, a developer who has done all of these

games.

It released on the Nintendo GameCube.

It originally came out on July 22, 2004 in Japan.

It ended up releasing on October 11th, 2004 in North America.

The game director was Ryota Kawade.

This is always the most complicated part.

The producer, Shigeru Miyamoto, I do know that name, and Ryo Yuichi Kitanishi will go with that, is the other producer alongside Miyamoto.

The music was done by Yoshido Harano, Yuka Tsujiyoko, and Saki Haruyama.

I guess it sounds pretty good to me.

Medicurk average on this one was an 87 out of 100 and

Yeah, so

This this is a little bit of a different one because the last two games we were coming into somewhat blind

I had not played all of Paper Mario before we neither of us had played Origami King Max

But I know for a fact Max and I have played the Thousand-Year Door and he liked the game a lot

I think this is the only game that you and I specifically have definitely played in the Paper Mario season.

We've gotten all the way through.

Yes.

Scott, what is your history with this game out of curiosity?

With this game, it wasn't one...

Like the Paper Mario series, I didn't really jump on, honestly, until Super Paper Mario on the Wii.

That was the first Paper Mario game I played.

And then eventually, like on the Wii U and stuff, with the release of Paper Mario, I went back and played 64.

Last year I played this for the first time.

And so this was kind of a refresher as well.

And then I just got sad with everything post Super Paper Mario.

It just did jive with me.

Even Super Paper Mario, way too much talking for my taste.

I really liked the gameplay of it, but the dialogue trees just kept coming and I just wanted to get back to play.

That's my main takeaway I remember from that game.

So you didn't play Origami King either?

No.

Yeah, Origami King was kind of the same thing.

A lot of talking in that game, like there was more actual gameplay in it, even though

the gameplay in our estimation was kind of wore out its welcome pretty quickly.

Well, the battle system.

Tons of talking.

Yeah, tons of talking in Origami King as well.

Like, almost to like, an unreal degree.

I feel like, so yeah, let's just get right into talking about The Thousand Year Door then.

So yeah, I like this game a lot, I guess just broadly. I've always had like a fondness for this game. This is a game that it felt very good to dive back into this after quite literally, probably over 15 years of having not played this game, booting it back up and seeing the intro screen and hearing all the music and like Rogueport was so familiar getting into it again, like it was a very very nostalgic experience and it felt good in that sense alone. But playing through it this second time really solidified that this is like probably one of my favorite games of all time. I think it held up incredibly well and we can get into like a larger discussion on that point in a second like how we think it held up especially like because I know the original Paper Mario we talked about we didn't think it held up super well. I think this one does quite a bit.

But yeah, just in a general sense, I think this game is still like fantastic and I love it. Max, what about yourself? I first got this game, we bought it, my parents bought it for me used

at a blockbuster I want to say. And the disc was scratched and so we had to take it back and then

and then my parents bought me a new copy,

thankfully, 'cause this game is outrageously expensive

these days, and it's still only on the GameCube,

which is a whole other issue.

But I've actually played this game six, seven times.

I've played this game a lot.

I believe between all my different saves,

I've probably clocked 200 plus hours

of Paper Mario 1000 New Door.

I like go around, I'm bouncing on the ground,
I know where pretty much all the star pieces are,
I've done, you know, the pit of 100 trials,
I've made all the recipes, the badges,
like I've done, I have done this game,
top to bottom and front to back.

And I love it so, so, so, so much.

So I haven't played this game maybe two or three years
based off my save data.

And this time I named the file cspod,
that's what I named it.

And my Yoshi is big Yosh, but two Es.

- What about yourself, Scott?

So you said you played this for the first time last year.

This is one of those games where I understand it and I definitely see why so many people
love these games, especially the earlier ones.

Coming from a place where I didn't jump into these games until later, I don't have quite
that nostalgia for it, but I think there's a lot of things that are really well done.

I love the aesthetic that they rock here, kind of the paper aesthetic turning into the
boat and the paper airplane stuff like that. I think that's really creative. When I play it though,
I find myself... the gameplay itself, like the battles and stuff, don't do much for me. It's like
they're definitely better than where the series is at right now.

But it's like, I don't know, I wish there was just a little bit more depth, and I just find myself
kind of wishing I'm enjoying this but I kind of wish I was playing Legend of the
Seven Stars instead because that's where I that's where my nostalgia lasts.

This is a fun game. I love the writing, I love the side characters, I love the kind

of branching story you get with Luigi. Oh my gosh it's so good.

It's legit one of my favorite parts of this game but I wouldn't put this anywhere near like my top 10 and everything I get why people love this game I just kind of I passed on it back when it first came out so going back to it I'm look I'm not looking at it from those nostalgia goggles as it were yeah still good I get why people love it I would just go if I was in the mood for an art Mario RPG I would just go seven stars as opposed to a paper Mario, but still very good games. I'm curious, how did you actually play it? Because I played on my GameCube on my CRT tube TV, so I played it as Miyamoto intended, but you both, I know how Logan played it, but I'm not sure how you played it, Scott. I own the actual, I own the physical GameCube version of this. I picked this up a few years ago before the price really started to skyrocket with it. Oh my gosh, you're so lucky. I managed to get a complete copy for about 50 or 60 bucks so fairly pricey for like a used GameCube game back then but nowhere near what it is now and I played it my Wii. I hooked it up via component cables to my my tv and looked very good and yeah so that's how I played. And you did the same thing right Logan? Yeah so I yeah Wii physical original physical game which I still have I got I could dude it drove me nuts because I have wave bird controllers somewhere. I don't know where they are. It hurt me so badly when I went home to my parents' place and I had to dig the wee stuff out. I was like, "Where are my wave birds? Did I take them with me when I left my parents' house a few years ago? But then where would they be in my apartment?" I reached out to my old roommate and I was like, "Hey, do you ever remember using wave birds when we would play Smash at our apartment?" He's like, "No, I don't remember that. So I have no idea where those went. Anyway, I still have other GameCube controllers. I just had to get like an extender because I can't be huddled up next to a 65 inch screen and sitting

two inches away from it. So I got some like extensions and I put the Wii behind my TV and I hooked it up with just a HDMI to come. I don't know what is it composite I guess what those are.

if you're yellow component component do you yellow yeah you yellow red haza and components the red green and blue I will say though on the GameCube controller thing the more recent releases of the GameCube controllers like they've done for the Smash Brothers games much longer cord yeah like a knife yeah much longer cord yeah I have it I have I have my og the GameCube controllers I still use are ones that were packed in with my original system because I had the silver one that was the one that

I got. So I still have my original. Those things, like I dug my, when I dug my Tool Shock 3 out the other day those things looked like they had been in a war. Like I've got one sitting at my desk here. This thing looks like it has been, I don't know why I'm holding this up because no one will ever hear this, but like this thing looks like it was in very bad shape when I dug this out of my my parents place. GameCube controllers looked great still. I don't know if it's like the plastic they used on those that just really keeps like dirt from sticking to them too much or something like that but yeah I was like very surprised that I didn't have to clean them up too much. GameCube controller still my favorite controller ever. A little real-time follow-up Paper Mario Thousand-Year Door complete in box copy currently as of recording \$112 average price. Its peak was 137 in August of last year. It is wild out there right now. Yeah, that's about probably accurate for inflation in some senses, I would assume.

I don't know what this game cost when it released. Would it have just been probably 50 bucks? I think

that's how much games were at the time. So no, that would not be... I guess games are not... it wouldn't be twice the price it is now. Anyway, speaking more specifically to the game itself.

There's a lot of different places we can start here.

Obviously breaking down the writing, the story, the gameplay.

Let's talk about, I guess let's talk about the gameplay first.

I think that is the thing that we can probably give the most nuanced discussion on right away.

Especially coming off of, for Max and myself, having played the original Paper Mario a couple weeks ago, or two episodes ago I guess if you're listening to all these, I guess in my estimation the gameplay is very much, I agree with what you said Scott, I think the gameplay is pretty basic and rudimentary in a lot of ways, but the way they tweak it and upgrade it and make it a little bit more interesting over the original game, it does make it feel drastically better.

Like having played both of these now back to back in a span of a couple months here, like this game just like, I was so glad that this game felt so much more enjoyable to play in the combat situations, even more so than Origami King, but that's a whole other thing.

So yeah, I guess comparison-wise, that was the one thing going into this. I was like, "Is the gameplay going to hold up though?" Because I really didn't like the original Paper Mario.

And I think it is enough of, they've tweaked the right things with this to where it feels a lot better to play compared to the OG game. And there is a lot more depth in the systems. However,

there are things I don't like as well, which we can get into in a second. But yeah, Max, what did you think, especially coming off of us playing the original one as well?

If Paper Mario for the N64 was like the foundation, let's say it's the foundation for like an actual theater stage, Thousand-Year Door is the full-blown production. The people are up top, this game is

just the natural evolution, best presentation of that original concept in Paper Mario.

Thank God partners are fully independent, controllable now, instead of only being able to attack.

You can use items, you can rotate who goes first.

There's way more control over, like you have actual real choice this time around.

It's so, so good.

And I've always been super into the badges and upgrading and pushing and just navigating how I can get the most out of it.

I remember telling Logan while we were playing through it this time, I asked him what his stats were.

He had health and FP were kind of up and his BP was a little low.

I was like, "What are you doing skipping the badges?"

He's like, "I don't really feel them."

all the way, you can do 16 damage per turn if you get it right.

He's like, "What are you doing?"

I've been tweaking and optimizing this game from the beginning.

I didn't have the right badges.

When you told me what you use, I'm like, "I don't know where the heck you even got those."

Min-maxing!

You gotta use the jumpman, you gotta use this P-up, D-down, lower your defense a little bit.

It's awesome.

I just really do find a lot of control specifically in the battle system.

But the rest of the gameplay, on a whole, it's got some Metroidvania-type or Zelda-type things where you see, "Ugh, I wonder what this big treasure chest in Rogueport is."

You don't get that until after the train, and there's pipes on the ceilings, and the boat, and the plane spots, until you get those powers.

The game really does open up more and more as you play and get more power-ups, which I've always appreciated in the game.

Scott, what about yourself?

I know you said you didn't care for the gameplay as much.

No, I like the variety in options that the badges provide.

I like that you can really kind of tailor if you want to be more of a jump focus or

hammer focus or make Mario more of a tank.

I like that the badges are varied enough that they give you that ability, that option.

I appreciate the...

I like the being able to time your defense and kind of all those aspects that they pulled from previous Paper Mario and Super Mario RPG.

I like those elements.

Some of the platforming was a bit annoying just with the depth perception.

Got me a couple times.

But I like the kind of Metroid elements.

I like, like you were saying, Max, the little teases that you get seeing things that you can't get right now or as you're progressing through the Rogueport or the various areas, you'll see cracks in the wall and then you eventually get the bomb companion and you can blow up walls and it's like, "Oh yeah, where did I see those?"

The little paper peels, like the wall peeling and when you get flurry and you can blow it away. It's so clever, little teases.

Mm-hmm. So I really, I like all that. I wish, I guess my biggest thing was I wish I could equip gear on my party members outside of just outside of badges, like give me like a better hammer not necessarily tied to progression items. Which is very much more a Metroid-esque design mentality as opposed to an RPG mentality in my opinion.

But I like the badges.

I like that they did expand the badges and what you could do with them and just the customization

you could make your Mario be.

I feel like you're describing what could have been a true like Thousand-Year Door sequel.

Like fully customizable equipment for your characters beyond just whatever badges that that you didn't do your own BP, so you have to make that choice of, "Well, do I want Mario to have more attack power, or do I want Goombella and all my other partners to?"

And badges for partners applied partner-wide.

It wasn't specific to—I mean, you could upgrade with Shine Sprites, but that was just giving them a new move and some more health and attack.

Well, strangely, there's elements, I think, of what Scott's describing in The Origami King because you can get the different items that do different things for different situations like oh there's a spiky enemy here I can't jump on them but oh I have metal boots which will allow me to withstand a jump of this type and I can equip those and use those for this attack that will allow me to... so there's like small little things like that that they throw in Origami King.

None of them are...

JEREMY GRINKEY But they're usable items right?

They're one-offs.

They they like where they're like weapon durability. Yeah

They did with the stickers and whatnot stickers start like the idea of those kind of things being consumables

Me yeah, and it's one of the reasons why and one of the big things with the origami King like I watch previews and kind of

Checked it out. I never played it, but it's like

My biggest perk with that is like yeah the combat looked kind of interesting, but there's no

Without any sort of level system. There is no reason to get into combat. Yep

Yeah. Which is like, why have it then? Yeah, we had a whole discussion. Oh, that is so...

that is different. But this game... Yeah. Thankfully. This game, there are levels and you

get rewarded for combat. Yes. And so... It feels good to grind sometimes. I forgot what games were

like like that. I feel like so many RPGs that come out nowadays, like, they get it down to such a science that by the time you get to where you need to be, you're the level you need to be. I feel like

it's pretty rare where you have to grind in some games. Persona 5 maybe was the one, but

I was going out of my way to do everything I could in that game.

And I definitely skipped doing things and felt that.

And you did not.

And I felt that later on in Persona and I actually had to drop it to easy to beat the game.

Yeah.

So I love grinding in RPGs. Like that is my zen. I will just grind for hours. Like Bravely Default 2, like I can grind for hours. Persona 5 like you mentioned, I love grinding in that or finding ways to kind of farming like finding farm paths in RPGs I love like finding a okay if I go into this exit it'll respawn the enemies in the previous room and I could loop them and it's like finding those little like grinding tricks. I miss it in uh the I mean this is getting a little tangential right now but like I miss it in Pokemon the most like I remember when in the original games, the full XP share thing used to apply to everybody on your team.

You would have to either specifically find the XP share and give it to whoever you wanted to help try to level up or grind there, or you would have to do the classic "Go Magikarp, you're the first out of my team" immediately with Jaldim and throw out somebody else's card.

And that was a hassle in some senses, but there was also a ton of pride by the time you would get a Gyarados or something.

Like it was very intimate and enjoyable that you could do that in those games.

When Magikarp finally learned tackle and could stay out for a turn or two to actually take someone down, be like, "Mwah, it's perfect."

Yes, exactly.

I guess before we move on from this, yeah, I think Scott already kind of touched on it before, but like all the papercraft things you can do in this game, I think this game is my favorite mesh of keeping like the storybook elements of... because we've seen the two Two total opposites now.

I feel like the original Paper Mario was more of a storybook kind of like, "Oh, this is like a story you're reading, this is like you're in a book, and that's why it's paper."

Origami King kind of goes in a completely different direction where it's like, "No, this is just a paper world and everything is paper and it really leans heavily into that stuff."

This is like a good happy medium where I feel like it combines the paper elements and the weird things you can do in Origami King like turning sideways or turning into a paper airplane or a boat like there's weird things like that in this game, but it still has that like storybook quality to it as well

I don't know if that makes any sense. Yeah, I think it does to me. It's it's instead of a storybook It is a stage. It's a it's a performance. It's a whole theater

I mean literally in the combat you have an audience which is actually a mechanic like if you do stylish moves and they give you more star power like

Everything is involved in this game

I don't think anything is really passive or that you just watch your something is interacting with you at all times and

that makes it rich. It really feels like the paper is a concept that's

acknowledged, you know, sometimes characters like bust through the

background and like the paper, you know, fans out or a paper airplane or you can

you turn sideways and you're, you know, as thin as a sheet of paper. But it's never

like "haha we're paper check us out" or "here's a stapler go fight it" like it's

It's just paper is a material that is referenced here, but it is not the focus, and I think

that helps it actually endure even, what are we, 17, 18 years later.

This game's style visually, I think, still holds up today.

Yeah, yeah.

You put that way better than I was trying to.

The two other things I want to talk about with gameplay real quick, the thing I dislike.

Oh no.

The one thing I dislike about this, and it had kind of reared its head a couple times I had played but really reared its head in the final boss battle is the RNG elements of the game of the combat do kind of annoy me for I guess to further explain this and again it's just this was my experience so again not this exact thing is not probably going to happen to everybody

else but I got to the final boss battle and the triple or the lottery thing that happens every now and then that you can either get a reward or get hurt from it.

Is it a bingo or is it just a bing.

Yeah it does.

I get to the final boss of the game.

I've never beat the game before because the boss is so hard.

I get to the very end of the game, I get a bingo, but it's the bad bingo.

It's the bad mushrooms, which knocks down half of literally everything you have.

your health, half your FP, half of your star power. Why don't you just hit the restart button right there? There's a safe spot right before the final boss. Because I was already like,

I was like 10 minutes into it. That's a long, there's so many cutscenes in that final boss.

But you can skip through that pretty fast. Yeah maybe. You totally should have, that early in the fight I would have just hit restart. It didn't happen like right away. It was like, it was like

eight to ten turns in it happened. Oh had you done the actual round of cutscenes where you could

finally attack the shadow form? I think so. Or I was getting really close to it. So all

this stuff happened in the boss fight. I lose half of everything. I get the stage things,

the stage hazards, I hate those. I hate those so much. I got frozen twice in the final fight.

Like the things just sprayed me and I got froze for like three or four turns in a row.

Twice! So I've lost half my health and I've gotten frozen. I turned into an ice cube twice stuff. Like I think the RNG stuff is it's okay because at least it applies it to

both so sometimes you'll have a paint can fall out of the sky and hit a Goomba

or something and do the final deal on piece of damage onto him and like ends

the thing and you're like okay well that was really convenient but like just it's the same thing with like why people hate tripping in Smash it's like you can't this all this is out of my control like I'm not doing anything wrong in this boss fight but I'm losing just because of the the everything that is in is going against me this time, so.

- I do actually believe, and I think I text this to you,

I do believe the ice is blockable, I know the fire is.

If you notice something is about to fall,

you can, like you can prevent it if you're paying attention.

And the little stage hazards do point

where they're gonna go.

- Yeah.

- Do I pay attention to those every time?

No, not at all.

But it is like defendable, it's not totally--

I think like tripping in Smash you can't stop.

You can soften the blow here, not to justify it.

- I think that stuff could be even more annoying though

when it comes to like the pit of 100 trials.

Like let's say you get really, really far into that

and then it's just all of a sudden like,

RNG's not in your favor.

You've lost half of everything.

You're on fire now, you're an ice cube, whatever.

Like those aspects, so again for the most part,

and I don't think the game's like super hard by any means,

But there are elements of it where I'm like,

"Man, why is this so randomized?"

I am not a fan of that.

So that's my one-off tangent on that.

The other one thing I did wanna talk about, bosses.

'Cause there's a ton of good bosses in this game, I think.

And I think they're all largely fun to take on.

Different, unique from one another as well.

- Original characters in a Mario game?

Are you, what?

What is this?

- Yeah, bosses, and I guess maybe we could talk a little bit

- I miss those days.

Yeah, talk a little bit more about partners too, because I didn't feel like we talked a lot about them.

Bosses though, yeah, I don't know if there's anything specific you want to throw in here, Max, but all of them are so different.

I like that there's...

I feel like there's a better suited partner for a lot of the bosses in this game, which kind of encourages you to swap out a lot more.

I feel like in the original Paper Mario, I just was kind of fine with sticking with one or two people but in this game I feel like the bosses and the different matchups led to me swapping pretty routinely through everybody except for the ghost lady what is her name? Flurry.

Yeah, Flurry is like the only one I didn't really use in the game. Everybody else I feel like was really helpful in some way shape or form over the course of the game especially with the different

boss fights. But yeah, I don't know. What do you think about all of the bosses and the partners and

stuff like that, Scott? I enjoy him. I agree. I didn't really use Men of Flurry. I liked Coop.

I enjoyed his with going through rows of enemies. I liked how different mobs of enemies you fought

were definitely more conducive to fight with certain partners. I appreciated that

kind of not necessarily forcing you but nudging you to really try out and play

with all of your partners. I did really enjoy that. I love Miss Miles. I thought

she was a really cute character and Admiral Bombary, the Yoshi. I enjoyed

them. I think they were an interesting cast of characters, definitely more

fleshed out over the ones in the previous game but yeah I enjoyed him

what did you name your Yoshi real quick Scott? Vital question. Yosh dog. Yosh dog?

Just Yosh. That's not bad Yosh dog would have fit considering the Koopa who calls

you Doga. K something K yeah it's something with a K I called mine Dino I

don't know why I was just like all right Flintstones sure it's cause

Rocking the Flintstones.

And then Max already said you called yours "Big Yosh", right?

Mm-hmm.

Had to channel the uh, the donkey for this one.

Thank you for calling Barnes and Noble, this is Mary, how can I help you?

Hey, how do you get the "Big Yoshi"?

Okay, um, is that a stuffed animal or...

Yeah, I mean he's sitting there.

Okay.

Need the big one though, you know?

Okay, and is there a specific brand that that's under or is it just...

Big Yoshi.

So I mentioned it for Paper Mart 64, I felt like each of the partners in that game were just some excuse of an ability to navigate somewhere else.

That's all they really, I thought, provided.

They were pretty shallow beyond that.

And in this game, each character does provide some sort of an ability, which is great, but they're actually, I think, all fairly useful in combat, in different situations and scenarios. I mean, literally you can't progress making your way to the top of the wrestling ring without the Yoshi, which fits in narratively, builds its character, and then also pushes that forward.

And, you know, Flurry, she helps the punies.

Bobbery, you've gotta reunite him with his love of the sea after the passing of his wife. Like each character has a very fleshed out story, even Miss Mouse, who not until I was in my teen years did I realize she was an unlockable character, which I think is always super cool when something can be missed like that.

So they were all fleshed out and the bosses, man they're so good.

I've always loved Hooktail, Gloomtail, and Bonetail, like the sibling setup there.

just a really it's really rich and Bedlam and Mer- Marilyn, Dupliss, I mean

Dupliss is probably one of just the funniest bosses and that you you can't

you literally cannot spell his name until you get the letter it's just very

aware of itself and I think they have a lot of fun with it

arguably the weakest is the smorgs more smorgs like they just show up and then

they make a giant tentacle monster that you have to fight. There wasn't really any setup for them.

But that level's still so good because I love a good mystery, you know, a mystery,

train mystery. So yeah, that was probably the weakest boss, I think. And Bowser really isn't

a boss. You fight him twice and... It's so good though. Like, I remembered it was coming, like,

in the Glitz Pit, I think. Because I was trying to remember, like, I got halfway into the

Glitz Pit. I'm like, "What is so good about this? Why do I like this so much? I forget."

And then it is Bowser showing up and being like, "No, I'm here to fight now." His entire

story throughout the game, we can talk more about the story stuff here. Actually, we may

as well. That was going to be the next thing I was going to bring up. His entire story in this game, I love how there's all these different things happening throughout the course of the game. I mean you got Peach's story with her in tech, you've got Bowser just being one step behind Mario throughout the entire game, and then everything with Luigi as well off to the side and the Waffle Kingdom and you can find all his partners and they think he's an idiot. There's so many good plots outside of just the A plot in this game and I really enjoyed that. Speaking more to the story I guess specifically, there is so... there's a lot I would like to talk about with this actually. Not just a lot of the things I mentioned a second ago, all the different side tangents which you guys can discuss a little bit more if you'd like to as well. But I just think the general story arc in this game is much more enticing than the last one in some senses because they kind of keep some things hidden and... like The original Paper Mario is pretty straightforward.

Bowser has a star rod and you just have to become powerful enough to go beat him because you can't.

This is like, what is this door?

Why do these people want in this?

Who are these X-Nauts people?

Why are they...

There's a lot of different things going on.

The best thing about this story though is that every location is so memorable in its own right.

They do a great job of not only threading it all back into the mainline narrative, but making every one-off story at each of these locations really, really interesting and compelling.

And there's just a great array of it too.

Like the opening stuff with Hooktail I'd say is the most straightforward and basic.

That and the Punies stuff I'd say is the most like, "Okay, this is just a one-off story."

But like, the Glitz pits is totally unique to this day.

Like I can't think of anything else like that in a game that is just like, "All right, let's just subvert everything you're not exploring or this time is just very combat focused and mystery focused. That's really great, the train is excellent, everything with Bobbery and just the levity there mixed with the like sadness of him and his wife, like they do a really great job of playing with all those different elements.

- Flavio goes above and beyond everything. - Yeah.

- He's amazing. - Yes. Just yeah, every location in this game

is stellar. You go to the moon? Yes. The one part that's bad is you have to go get in the cannon,

you have to run around every single location in the game in order to do that first. But yes, you go to the moon and I forgot the gravity. I was like, "Why am I moving so slow?" But you're on the moon. So yeah, I'd say the only storyline I didn't care for as much in retrospect, and partially because they don't do a lot to wrap it up in an interesting manner is everything with tech. I thought that that would come back in a larger way because I've kind of forgotten how that ends and it's just a little nope like we're taking peach and shutting you down now and uh all right that's about it I'll do one last boot of energy to get you off the moon Mario and I'm kind of a side character but then he's actually alive yeah I mean you know you can't go You can't go back to the moon and how would he survive an explosion, but yeah. Yeah, it doesn't really make a lot of sense and yeah, they just kind of throw a one-off line there and there at the end of the game about it.

We can talk more about the writing in a second, but yeah, anything broad you guys want to say about the story or the things that happen in this game?

Scott, anything you want to say about this?

Um, real quick, does anyone, did it, whenever I play this, does anyone else get strong robotnik vibes from Lord Krump. Whenever I see him, I think Robotnik from Sonic.

Yeah, for sure. Like especially when he gets in his Magnus von Grapple, his robots,

his devious plans. But no, I think the story, like you said, there's so many plot threads that you can explore and find out about if you want that don't necessarily add to the central story that you're embarking on with Mario, but it's just cool. Okay, you talk to Luigi, you get to hear all about the crazy stuff that's going on with Princess Eclair and the Waffle Kingdom and all of his partners.

Where is this game? Where is Paper Luigi, Waffle Kingdom something? Oh my gosh. But no, with all the different locations and the visual art styles, the kind of almost inverted look that Bogley Woods has, and then the Colosseums of Glitz Pit and kind of the dingy nature of Rogueport, like each, and like the bright vibrant of Petalburg, each location you visit has such its own personality to it, which I so incredibly appreciate. And it was always one of the highlights of this game to find out where you're going next, what the new world will be, or what the new land will be, and what crazy cast of characters you'll find there.

I really just appreciate how, I think, truly connected the whole world feels.

Everything builds together and connects.

You get emails from characters.

There's a newsletter for Rogueport that actually fleshes out just some like funny side story stuff.

Apparently Toadsworth and Zestee are hooking up.

Like all sorts of stuff just filled in this...

The world feels very alive and very rich.

There's a...

There's like a mob, you know, two different rival gangs in Rogueport and they actually serve part of the story.

It just feels very rich and connected and everyone built.

And then also, Logan was talking about this, what's behind the door?

Is it a treasure?

Is it something bad, evil?

Even that builds, I think, in a super satisfying way.

Even from the very opening, if you let the storybook part play out in the beginning of the game and it leads into that cutscene of Peach getting the map, that's Bedlam in the little hood cloak thing.

And they're kind of reveal at the end that they've been serving the Shadow Queen, like they work for her the whole time.

They're not Gortys' servants, they have their own plan.

And his whole plot to like summon this evil shadow princess, it's like all of it melds together and builds I think very naturally.

And Gortys is creepy, you know, he's like this weird computer thing.

There's a line I wrote down, it says "Mario, I loathe you."

I was like, "That's like evil."

Is it Gortys or Grotus?

I wrote Gortys in my notes.

I could have had that.

Grotus, G-R-O-D.

- I think it's, okay, then I wrote,

I definitely wrote it down wrong.

Dyslexia for the win.

But it's still, they're just so creepy and satisfying,
but then the rest of the exonauts are incompetent and goofy,
which I think balances out.

It's just, everything you do, it all builds,

and you can even buy Luigi's books.

You can, yeah, Super Luigi, one through five.

I think that I think the thing that makes the story that much better though is that

We so we were talking after we finished. I'm pretty sure we talked about this in the first episode max

About the original paper Mario about how it like, you know tried to lean into like a funnier tone and more light-hearted tone

but it like a

lot of what they were doing in that first game didn't really land and we're like when did the series become known for being like

so funny and it

1000% this game like I think I think the writing goes way more off the walls in Super Paper Mario and we'll talk about that

eventually

but this is really where they

Nailed the tone of what this series is going to be for everything moving forward because by comparison to the first game

I the first game feels

Ten times more serious like this game. I mean there are sections of the game where

What's professor's name?

Frankly yeah, like frankly is like talking to you the player like they're breaking the fourth wall in certain situations and things like that

Like there are the curse boxes

Yes, the best. Thank you. I would need to mention that that is the best running gag in like maybe any video game ever

It is so it's so good how it builds up throughout the game to like you keep coming like it

Respects the players intelligence and it doesn't keep trying to just make it like oh Mario's dumb. You got tricked again

and it's like, no, Mario doesn't talk in the game too,

like they do a great job of making Mario Mario,

but Mario kind of serves the purpose of the player.

People talk to Mario like they would talk to you,

like they're talking to you as the player, basically.

And I think that's a really cool dynamic

with how they work with that.

And the boxes and the curses and stuff like that

is perhaps one of the best examples of that

throughout the whole game.

that gag is excellent from beginning to end all the three or four or five times it happens.

But yeah, the writing in this game I think is just constantly engaging, but it doesn't

overstay its welcome too compared to Origami King, which we talked about previously as well.

Too much writing in that game, they're throwing everything out there and some of it's landing,

some of it's not. Like this is just very to the point, succinct, funny, what it needs to be.

And that brings to the last thing I want to say about the story is that the pacing in the game is

so remarkable. Like within the first hour of playing this game, you get to Rogueport,

you learn all the backstory of everything that's been going on, you run around the town,

you get a lay of the land, and then you are in, you are going to Hooktail's Castle like right

away. Like it is, it does not waste its time with, whereas the other games we've played so far,

it takes probably a good like, I don't know, 90 minutes to two hours to really ramp up into those.

I'd say the original game it takes maybe two, two and a half hours for you to get to like the

Ninja Turtle people's place, I feel like. I forget what they're called, the Koopas.

Yeah, it takes like this game respects your time and like I beat this game incredibly quickly way more quickly than you guys did and

that was not really my intention, but

It just it does not really ever stop like every time you finish something up it perfectly leads into the next thing and you want

to immediately go do that and

None of the areas overstay their welcome none of them are too long

Again with origami king I know we were getting into some areas, and it's like holy crap

I've been in this one spot for five hours. So the next area you roll around like every one of these places is maybe

two two and a half hours max and they give you other things to do in between which take up time like you mentioned like

like

Dealing with Pianta Pianta mobsters or something like that like the other things to fill out the time

But they make sure you're never in one spot for too long and they're constantly

Putting something new putting something new out there for you to latch on to and have fun with

And that is like I think maybe perhaps

The biggest achievement of like the story and maybe the game itself. Honestly, I just think the way that it all interacts with one another is

Remarkable. I don't know if you guys want to say anything else on that. I

Wrote down one of the first notes I took was you are

within combat in five minutes and

The tutorials are entirely skippable. So it respects people's time who have played the game before or are coming hot off of

The first game. I mean theoretically you have people who

You know were very excited for this game when it came out and they they already knew kind of the core of it

there were some new mechanics to learn like

The super guard where if you time to be which was a tighter window you would actually do damage back

Which is awesome. It gives you agency over

Maybe I should have watched the tutorial because I never did that once in the whole game. Oh, yeah

No, it's um a has a wider window and you guard and it takes less damage

But if you do it with B and it's like a contact they actually are physically hitting you not like a lightning bolt

You will do damage back instead and there's actually a badge at the bottom of a pit of 100 trials with bone tail

That increases that damage output

Which makes that?

incentive it's great. Anyway the game is snappy and quick and lets you play it. It doesn't hold your hand and there's also none of the uh this final boss hubba-balloo of like now you've gotta use my magic little star power like 10 times in a row. Yes. Same time. Like it is very much you are in control from beginning to end. You get to choose really frankly the The only thing that they kind of stop you from doing is stacking troubles, aka side quest, and doing multiple at once.

So you can only do one trouble at a time.

So if you've got three troubles in Pedalburg, you have to do one trouble at a time, which gets a little cumbersome.

You're trying to optimize your trips and stuff and it just, that's not super fun in general.

I mean, it just makes side quests take longer than I think they should.

This game, out of all of them, has such... it has the perfect balance between gameplay and story out of all of them, I think.

I think it really balances your experience almost perfectly, I would say.

After this, you have the super narrative-heavy, lighter-on gameplay, Super Paper Mario,

And then you get the weird gameplay stuff of Sticker Star, which then transitions into

Color Splash, which I never played, so I can't actually comment on that one.

And then, like you guys said with Origami King, this one nails the balance between

getting you into the action pretty quick. For new players or old players, it gives you the opportunity to choose

if you want to do the tutorials or not. It doesn't hold your hand to an extreme

degree and there's as much or as little kind of side flip dialogue as you want

there to be. Just with your exploration, you're talking to NPCs, which I really

appreciate. I think it really nails that. Yeah, there's so much more you can do in

this game that the game gives you to do as well and you don't have to do a lot of it.

Honestly in this playthrough I kind of beelined through just the main path and I didn't try

to get a lot of recipes or try to do some of the side quests.

It totally respects your time and allows you to play it like you want, like Scott said.

Let's talk about the aesthetic of the game, the music and the visuals and all that stuff.

I'm always a sucker for music and soundtracks, and very much like I said about this game

before with it being one of my favorites ever, I think this game has one of my favorite soundtracks

ever if I'm being honest.

There are so many just excellent, excellent songs in this game.

From the main Rogueport theme to the, I mean I like the underground Rogueport theme quite a bit.

Everything with the great Boggly Tree is like way out there and I totally dig everything they do with the score in that area. Like, even like, it's funny because there's like, songs, this is one of those lingering things I would say I've remained aware of over the years with the game, because I listen to like, game music a lot while I work, so even though I haven't played this game in a really long time, I've remembered a lot of the songs from it. And it's

weird how like, understated some of the music is in the game. Like, one of the songs I think about

a lot that I think is one of the best pieces of music in the game is the Dusk track from When You're on the Train. That track is exceptional, and it's really not in the game that much.

I just think they do such high quality musical work for this game, and it constantly... They don't rely on a lot of the same themes. Like, I think the main battle theme is really one of the the only refraining things that you hear a lot other than Rogueport being the main central hub. They mix up the catalog of music you are hearing so frequently in the game and I think that gives it just that more, again, leading back to the pacing. Everything feels fresher. You constantly feel like it is a fresh experience and it's pushing you forward and just everything about it remains exciting, I guess, even when it comes to the music.

And yeah, and all the tracks really help build out all those different areas that you're traveling to in the game as well, I think it does a marvelous job of adding ambiance to many of those locations that you go to.

Max what about yourself?

I wrote down Moonbase Slaps.

Yeah, Moonbase is a great song.

- Oh my gosh, holy smokes, so good.

I also, the music's great.

When you mentioned the battle theme just now,
it popped in my head.

And I'm like, I'm over here popping my head too, you know.

(mimics music)

It's just, it's one of those games
that has I think a lot of earworms.

And the music does mirror the environments
that you're going in, you know.

Visually, Scott, you talked about, you know,

Peddleburg is bright and, you know,

Glitz Pit is so glamorous and shiny

and it's got these coliseums

and the train is very moody and it shifts time of day,
which doesn't really happen in this game.

There's no real-time clock at all,
except if you're trying to win the lottery.

It's in the music-- - I think there's,
what about when they,

the newsletters, they'll email you and say,

oh, select discounts in these locations,

but only for this amount of time.

- I don't know.

I wanted to test that because it could use,

it theoretically could be using the Gamekeepers clock.

I think it is. That would be wild. I almost did it, but I realized I had read the newsletter too late, unless it starts when you read it, but that's, I don't know. Anyway, it, the music really kind of envelops each environment in, I think, a creative way, and even character themes. Professor Frankly, it's just, it has just enough kind of zany, like, wackiness to it that shows that maybe the professor's not all there. Yeah. He kind of fits in with E. Gadd I think in my mind especially with the glasses.

It's so much fun and the meme base is awesome.

I also like how the music softens when you go inside a building or something.

It almost kind of reminds me of swimming underwater in Banjo or Donkey Kong where the music kind

of shifts to that underwater vibe.

It just softens just enough as if you've left the hustle and bustle of wherever you are and but you're still in that world and environment and I I thoroughly enjoy it just has such a solid attention to detail and the sound effects also just really time everything up you can when you're blocking enemies like those daisies you know I know the note I need to hit the a button it's it's just the world is so very rich and I think it sounds wonderful I don't obviously I was listening to it through the speakers and whatever TV I had, but I'm sure it sounds equally as good coming through, you know, a digital analog.

A soundbar?

Yeah, you know, it just seems, it's a very lively game, and it's one of the few soundtracks I definitely have downloaded and actually like, into my music library so I can listen to it.

Yeah.

The only thing I really have to add to everything you guys have said is vinyl collection when?

"Nintendo, when are you just gonna acknowledge vinyl exists or streaming services exist?"

"Right?"

We can't do this.

As soon as my Persona 5 vinyl gets here, I become a vinyl collector.

I've put off collecting vinyl for a very long time and then the "I am 8-bit persona" stuff is like "Oh no, I have to do this, don't I?"

And this is gonna be a bad, bad thing that I'm about to do.

I had pre-ordered the collector's vinyl collection for Final Fantasy 7 Remake.

So you get one which is the remake soundtrack, and then another which has a lot of the collection

from the original game.

So that's on my wall.

I don't have a player or anything, but I also pre-ordered the bundle for Persona 5 Royal and was like, "Man, when that comes, I really, really need that, but that's why I have a wedding registry, so I'm just going to put a record player on that."

Perfect.

- That's what I'll do. - Very, very smart.

- I need to get married as well, apparently.

- I, my-- - This is a life hack.

- At the time, girlfriend, now wife,

she bought me my record player,

which started the whole collection thing.

I definitely should have been like you two, though,

and bought records even when I didn't have a record player.

I still regret not snagging a first edition

of The Last of Us vinyl,

mostly because of that Olly Moss art they had on it.

- Oh, yeah.

- I would, gosh, I mean, Nintendo actually does,

they do put out a collector's edition more often than not they do include a cd which is sort of close i have a lot of cds i would love cd collector i don't have them on me but i used to have a lot

of them yeah if they brought this back somehow which maybe we should talk about that too but just

yeah they did i would really want them to honor the soundtrack in some way it is just a gem well

okay so you set that up perfectly because that was kind of the next thing i did want to talk about

is, you know, we've got to run down here, Legacy. I think this game's legacy is kind of well-written, but I think, like, we're living in an age of remakes and remasters, and I hear people clamoring for a remaster of this game more than a lot of games, honestly, because this game is really trapped on the GameCube. Like, the fact that we had to all dig out some weird pieces of hardware to kind of, not weird necessarily, but we had to do some digging in order to play this game.

- I didn't have to do any digging, but.

- I did.

I don't know how, Scott, was your Wii hooked up before this or did you have to go?

- It was not.

- Yeah.

- It is now though, because there's been GameCube games,

I wanna go back and revisit like Twin Snakes

or Bait and Cylinder and stuff.

- Oh my gosh, Twin Snakes is so good.

- So, yeah, I guess just Nintendo win,

like I am in the camp, like there's a couple different camps of Nintendo fans who scream really loudly.

One of them's like the Mother 3 group.

I feel like the group screaming for a remaster of this is another group.

Slash, I think that group also crosses over with just the "Dear God, please make another good Paper Mario game like this."

I actually, I think that's the game's legacy, to be honest.

It's like, it's been 17 years now since this game released, and this, when people talk about Paper Mario, they are still talking about this.

They're talking about this, and they're talking about the original game.

and everything that happens in the series,

there's been more games in this series

different from these first two

than there have been games in this format,

and I don't, yeah, this game's legacy is that this is it,

and they haven't done anything else like this

in almost 20 years, and people just keep clamoring

to know when they're gonna do something else like this.

And what's weird to me is revisiting it,

I feel like there is still so much room to grow with this,

not only, like this very much feels like a half step up of the original game, but I still

feel like there is more room for them to explore with the gameplay elements and you know, the story and the partners and how those can interact, similar things to what Scott mentioned before,

like maybe throwing in some items there and how you can upgrade characters and things like that.

Like there is more for them to do with a game of this style, but for one reason or another,

Like this is the last game that is extremely specifically like this.

If you don't count like the Mario and Luigi games.

Yeah I brought that up I want to say on our Origami King episode.

Those games of like they took a lot of the same, like they took a lot of this Paper Mario

Magic and I...

It's like they didn't like want to compete with themselves anymore so they're like alright

we can do more we can like do more interesting gameplay things and come up with more interesting ideas like with this weird

Paper offshoot thing and let's keep the RPG stuff tied to this series

It's like they yeah, but isn't that what they said that I don't think they said I thought I read an interview or something that

They viewed Mario and Luigi as like their art Mario RPG series. Yes, maybe they did as

Paper Mario was had and shied away from that to do kind of what Paper Mario did

Yeah, I think they you're bringing this all back in my head because I know I'm sure I wrote a story about it at some

Point. Yeah, I think they said it was like more of an experimental thing for them. And like yeah, I just

and now with alpha dream gone, I just

They've they they know they're very aware of it. I mean part of the origami King

campaign like advertising marketing and promotion was all

hey look we have like part partners are back part partners

um

they're aware nintendo is aware i really think it's just a shame not just for

thousand-year doors sake but

the entire gamecube

library is trapped on the gamecube except for wind waker and twilight

princess

and sunshine and sunshine now and and now sunshine great point

uh...

Double Pass. Luigi's Mansion ever? Luigi's Mansion is on 3DS. Yeah.

You know? So like they have saved some- Pikmin is on Wii.

Pikmin 1 and 2. And Melee never got saved.

Noted by the office. But you know- Tales of Symphonia, that's on PS3 and PC.

So maybe maybe more of the GameCube is deliberated. I don't think Resident Evil 4 has ever come anywhere else though.

It's unfortunately not. No, that's super locked down. Real tight.

Can you imagine if they put that on like the oculus like do kind of like a complete remake of it

But put it in like VR

I'm that'd be crazy that that'd be too crazy. It would be but

So, I mean you get what I'm talking about though. There are a lot of gamekeep gems that are

Trapped and it never got a digital store or virtual con. I mean virtual con. What's that? It's been so long

it's it's a real shame and I

I don't know man, I don't know what's holding this up.

Well, I mean Nintendo specifically has shown, I mean the past few years though

It has been a bit of a different scenario because I was gonna say Nintendo's become very much more

remaster happy but a lot of that is just very specific to the Wii U and they're like

Alright, this thing sold like 12 million units

We got to save all these good games that came from this system because there's a lot of good games

so they have been very remaster happy, but it's mainly been in regards to

Salvaging the good games they put on a console being costs from

Yeah, no because no one bought those games

So now they're like, oh you're telling me we could sell 35 million copies of Mario Kart again

If we bring it over to this new system sure. Okay, let's do that

So like it makes way more sense for them to like bring those games over compared to it

Like hey somebody go dig out the code of that GameCube game. We worked on 15 years ago and let's do something with that

But they should and I hope I just yeah, I mean to me

This is I mean and this is a I like where this falls in our season, too

I like that. We are kind of done with the

RPG side of these games now max in the front half of the season with
This third episode and the back half is very much gonna be okay
I mean we played to Origami King, but what do they do from this point on?
and obviously we've dabbled with those games and we know that answer to a degree
but seriously it's been 15 years of them not going back to a game of this format
and it's like this is this is what everybody wants and this just never has
been that again. It is baffling. Nintendo's good at Nintendo. Yeah, yeah really on
to put it pretty bluntly yeah that's kind of they're good at Nintendo. I am
maybe this is just a fool's hope but the GameCube is 20 this year it is the 20th
anniversary of the GameCube which makes me feel incredibly old. This is a fool's hope.
I didn't even acknowledge Zelda's birthday on Zelda's birthday. Yeah I did. What's a
Metroid game? Like I know I get it but I am hopeful they will remember it I mean
for Pete's sake they have not only kept the GameCube controller compatible
since the GameCube. The GameCube controller has a better lifespan than the GameCube
itself.

Heck, you were talking about how they're practically indestructible and like they look
good after all this time. And they make new ones to this day. Not just third party ones.
They have this treasure trove of games, including Paper Mario the Thousand-Year Door.
I'm not saying port it to the Switch, but you know, let us buy it.

I am.

Port it to the Switch.

They gotta fix something.

I'm not a Switch port beggar, but I'm absolutely for this one.

This is the big one that I will beg for.

The thing I did think about, and I still think about this a lot, this is totally just a one-off
crazy Logan idea, but whenever I think of new games coming out, like, um, like when I was,
when I was playing this game and I was like, "Okay, what if they did bring it back?" I was like,
"Oh, it'd be really cool because it'd like have achievements with it." And I was like, "Wait,

no Logan, no, it wouldn't because Nintendo." Uh, like I still wish they would do that. Um, and that's a thing I've cried about for literally ever since we had our old podcast, Max, that was always the one refraining thing I would say is, "Nintendo, please give me like an achievement system or something so that when I replay these games they feel fresh and I feel like I'm checking off new boxes

I haven't checked off before because yeah like to bring this back to because the gameplay experience here was still pretty good

if they bring it back, it would be a great convenience to like have it on switch, but like

This is like probably my favorite game. I played this year

Just looking at everything I played like it held up super well, and I didn't have any issues with it

So it's really about a convenience factor for them to bring it back more than anything.

Anywho, anything else you guys want to throw in before we kind of start wrapping up here about Paper Mario the Thousand-Year Door and what you thought about it and all that good stuff?

It's good.

It's fun.

Like you said, more people need to play it.

Like if they release a Sun Switch, a brand new generation would play it.

Yeah.

And then a brand new generation would come up and say, "Please make another game like this right that that's probably why they don't want to make it because it was just add to the army and the voice is calling for a thousand-year door - I mean it sure I feel like it trends like five six seven times a year on Twitter you see like brain master a thousand in your door like it it makes some noise every now and then to bring this one yeah and now it's because like with With Mario and Luigi's devs totally out, like, closed down, they don't have a Mario RPG kind of franchise to really pull from unless I get someone else to make a Mario and Luigi game.

Maybe with Origami King done and out, maybe we will get a more RPG focused Paper Mario, who knows?

I think that's way too much of a pipe dream, but you never know I guess at this point. I'm gonna do whatever Nintendo wants to do but I would like a port. Please, please. I think I think playing this again for god knows the whatever number time still solidifies this as a top game for me it really truly I think will always hold a spot near and dear and I do feel confident and saying that it's not just rose-tinted glasses and fondness of childhood.

I really genuinely think this game holds up today on, at the very least, being fun to play and enjoyable.

And whether you walk away loving it like I do or maybe being a bit cooler like Scott, the game holds up and I think that is an incredible testament to its design and build, its art direction.

This game will last and look good and play well for the rest of its life.

There are things that could obviously be tweaked and things like that.

It's almost an 18 year old game, but it really has good solid bones.

It built off a solid foundation, like I said, at the top of the show with 64.

Now we kind of have this immortalized idealistic version of what a Mario RPG could be on some

level.

I mean, there was Mario and Luigi and then there was Super Mario RPG on the NES, but this is kind of the golden child of the franchise and I think that still holds here in 2021.

And it bums me out, especially after playing Origami King, that they haven't come back to that.

And maybe I'm missing out on that.

I haven't played Bowser's Inside Story, which everyone says is the best Mario and the Ouija game.

I'm a big fan of Partners in Time.

I think it carries a lot of the same spirit, but it really is a shame that this hasn't really come back from Nintendo, and there are other people who have tried to emulate this style of game.

And I don't really think that...

Was it Bug Fables?

Was that what that one game was called a couple years ago?

Yeah.

That came out last year, I want to say?

I believe so.

Last year or the year before, yeah.

You know, there is a desire for this game and I don't know if that desire necessarily equates to profit and demand and all that stuff, but I think it definitely holds up and that makes me feel good that I'm not totally crazy.

I mean I guess if Nintendo, speaking specifically to the profit point, if Nintendo is going to keep this franchise going into the future, I feel like it would do better if they made the games of this style rather than kind of making them like a grab bag where you don't really know what you're gonna get necessarily like all the games have like RPG elements

But like you never know exactly what that's gonna be like

I feel like buying a Paper Mario game every game after this is like what am I gonna get in this one?

I don't know like we'll see I guess

Next one's gonna be a dating sim

There you go had a full paper Mario there you go, it's not a bad idea Scott

They actually probably couldn't do a good dating part to be honest because the writing is really good on a whole new meaning

You want partners? Well, they're back. I

Just thought of a very filthy joke that I won't say to degrade our listeners ears anyway

Thank you for listening to episode 3 of chapter select again

This is only our third episode and a sixth episode first season

I'm gonna say six episodes. I we've talked about the seventh, but I don't know anyway

Come on, how much I know

No, we're not doing paper jam

We are halfway into this season if you are listening to us on a an episode by episode basis

I did want to specifically say at the end of this episode

That plans for the back half of this season are not nailed down specifically, so

The next set three episodes are going to be paper Mario color splash

And then after that it will be super paper Mario

And then the we will be closing out with paper Mario sticker star, and we are really finalizing note there

Yeah, we were finalizing plans to do all three of those and we're trying to get this schedule

Finalized for those and we're hoping that those episodes

Don't arrive too much later than this one, but there will probably be a gap between this one going up and the rest of them

Going out, so just throwing that out there if you are listening to this episode in the feed and you're like

Where's the other three? We're still working on them

We're gonna get them out and it won't be super long, but we don't have specific

Release times nailed down on those just yet so stay tuned to us on Twitter. You can follow Max and myself

I am at more man 12 max is that I

I just you're not at max the white. What are you at again?

Should quiz you max roberts 143. Is that it? Yeah, okay. There you go max roberts 143

Old habits die hard, uh, and then scott, uh, where can we find you on the internet?

Uh, you can find me on twitter at solidsnake120

You can find me occasionally writing things over at irrationalpassions.com

And you can catch me on my rpg podcast rpg university with new episodes every other thursday

Including one where I sit down with the creator of Diablo David Brevik to talk about this very game

That is very cool. I didn't know you did that. Yeah, did that last year turns out David Brevik big fan of Thousand-Year Door

Diablo

Thousand-Year Door they go hand in hand

Right. Oh, yeah big similarities

So if you want to hear Scott talk more about Paper Mario the Thousand-Year Door you can go check out that episode

You've got a ton of cool people that are rolling through on RPG University though, so subscribe to that show

Be sure to listen to that Scott does this great work with that show

And yeah, be sure to check out all of irrational passions other stuff too a lot of cool people over there a lot of good

Friends between the three of us they work over there with you Scott, so be sure to check out all their work otherwise

Again, thank you for listening to episode 3 of chapter select. We will be back in the future to finish our playthrough of

Paper Mario until next time have a good day evening morning

Whatever you might be doing and we will see you back here soon. Bye. Bye

adios