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This week on the Max Frequency Podcast, Super Smash Bros. Brawl turns 15, Peter Spezia returns to Brawl, and Show Me Your News Impact. We cover them all in this week's rundown.

Mashihiro Sakurai's Wii masterpiece is 15 years old today. How is that even possible? And what is Brawl's lasting legacy?

Peter Spezia is back on the Brawl scene. How did Show Me Your News change his life?

Is Brawl the best Smash ever? And does he still main Captain Falcon?

Show Me Your News was the weekly weekend podcasting source recapping the biggest

news in anticipation of Super Smash Brothers Brawl. How did a 19 year old

college student become the voice of a community? What secrets does SMYN have?

And will there be any Easter eggs? You'll have to stick around to find out.

Peter Spezia, I implore you to...

Show me your news!

This is the Max Frequency Podcast, a video game and tech discussion podcast.

All support comes from maxfrequency.net and www.chaptersselect.com.

And now here's your host Max Roberts with

What's good Smash fans, welcome to the Max Frequency Podcast, your monthly podcasting source recapping the biggest news in celebration of Super Smash Brothers Brawl.

My name is Max and I'm here this week to go over the news from the past 15 years for you all in audio format.

Today is March 9th and it's Brawl's birthday here in the US of A.

Now the podcast is coming at you from the future so please pardon any time paradoxes compared to the usual.

The Max Frequency podcast is up on Apple Podcasts for your iPhones to subscribe to and you can

You can check out MFP on Max Frequency at maxfrequency.net/mfp.

Thanks to our wonderful special guest.

So let's get this started and kick off this week's Round Table.

Well hello everybody.

I'm your host, Max Roberts.

Welcome to the Max Frequency podcast.

And if you couldn't tell from the introduction, things are a little different around here for this episode.

We are celebrating the anniversary of Super Smash Brothers Brawl and the podcast that was kind of the the whole hype.

It was part of the hype machine behind Brawl, Show Me Your News.

Now Peter Spezia returning the show. Hi Peter.

Hi Max.

How's it going?

I'm doing all right. It is both humbling and horrifying to hear such a loving tribute and also have it be 15 years since all this has happened.

It's mind-blowing how time has worked. We were talking a little bit during that intro, and you're like, "Good job finding the music."

I didn't find it.

I took your, I think episode 16 or something,

I just took an episode,

and used a computer audio software to strip the vocals out.

And then me talking over it covers the muffled (mumbles)

that's like behind it. - Nice, nice.

- 'Cause I mean-- - I mean, it was basically

a terrible MIDI of-- - Is that what it was?

- Yeah, and I think it was someone

I'm trying to interpret the song based on

when it was used in the trailer early on.

And so I'm like, "I don't know how you're gonna find

"a lost terrible MIDI to time,

"but that's a good clever way around it."

- My original plan was, I was like, "It's the Brawl theme."

So I found a heavy metal or electric guitar covers of it,

and I was like, "This'll capture that spirit."

But then I listened, I was just like,

doesn't feel quite right.

And so I went down the software route

and it just feels a little bit better to--

- Yeah, you did a great job.

Otherwise it's old internet, it's ancient internet,

old YouTube, it's 2007.

You're not gonna find it anymore.

- I think I was really close.

I found a channel and was like,

based off this version or whatever.

But then when I tried to find the one channel

that was referenced, it's gone.

And I was like, oh, that's truly gone.

'Cause you can't way back machine that.

Like I was digging in old form posts.

I've done some serious way back machine on the Smashboards.

- Oh, I'm sure your research has been shockingly

deep and thorough.

But no, it's really nice to hear all those little things
way back when we didn't necessarily know
what podcasting was as a form.

I mean, that's like early years of what a podcast was
and could be.

So it's nice to hear, but also interesting to hear
how long the medium has come along.

- Yeah, I mean, think about it.

If the industry was the way it was today,
Show Me Your News could have been bought by Spotify
for \$100 million.

- Take that, Joe Rogan.

- Yeah, that's right.

Peter's out here blazing the trail, the path forward.

So my thought for this episode, and you know this, Peter,
but for listener, I just, I wanted to take the timeline
of Brawl and the game itself and kinda line it up
with Show Me Your News and just kinda go through
because Brawl's the reason I'm here doing this today
and Show Me Your News is a part of that as well.

I mean, my first, well, my first videos on the internet
were like card magic tricks, but that YouTube channel is,
I'll never say that name out loud.

You can find it, it's still up,
but I'm not gonna tell anyone.

But eventually I would start Smash Cast 13,

which you can go look at, and I started the Smash Cast.

- Hello, you are now watching the Smash Cast.

I've decided to follow the footsteps of Yoko and Rocktar12 and create my own Smash Brothers broad news segment.

For those who don't know who Yoko is, he is the head of Show Me Your News, which is a podcast, a weekly podcast that you can download at the iTunes store.

[static]

Not the original Smashcast, I was too naive to think to check if that name had been used anywhere else.

But I started a video series and then that would eventually go on to lead to a podcast, But Our Princess

Is In Another Castle, or BopYak, which you actually guessed it on, and we've talked about that on previous episodes and in the past, and ultimately leads me here

but Brawl and the excitement for it leads to Show Me Your News and your involvement, and I wanted to get through that,

but we gotta start a little bit earlier in 2005 at the revolution reveal at E3.

Iwata's up there, and he just goes,

"But I will tell you, we are already working on several Wi-Fi titles, each starting one of our key franchise characters.

One or two Wi-Fi games will be ready for launch.

And I am pushing our team to make sure Smash Brothers is one

of them.

That way, no matter where Reggie is, I can always beat him.

Yeah, we're going to have Wi-Fi.

It's going to be in there.

"It's gonna be in there, and I'm pushing our teams

"to make sure Super Smash Brothers is there at launch

"for Wi-Fi."

I'm like, "Oh, okay."

And that was the same reaction Sakurai had, because Sakurai had no idea another Smash was in development.

Turns out there wasn't a Smash in development.

Iwata was using that to basically manipulate Sakurai into coming back and working on Smash Brothers.

- That is some clever leverage from the late Satoru Iwata.

- Oh my gosh, it's just, so actually I wanted to read, I didn't have time today, but I wanted to go back and read that Iwata Ask interview between the two of them.

I'm sure that has some great insight.

But I mean, talk about pulling the strings, man.

He's like, yep, Smash is coming.

Now you will make it Sakurai.

And it, I'm sure we'll talk about it, but everyone thought this would be Sakurai's last Smash and then he goes on to make three more.

I mean two, but 3DS and Wii U, basically two games.

Then it's pretty quiet,

Mums pretty much the word until 2006,
where we get the first trailer,
which I've watched probably too many times in my life.

I think it's one of the great trailers.

Just the newcomer just slapped up beneath Meta Knight,
Zirzu Samus Wario, Pit, people are like, "Who's Pit?"

What's a pit?

- Yeah.

- It's just so good.

- It's probably one of those ones that you can like
recreate shot for shot in your head.

- Yes.

- Yeah, Meta Knight comes in and then with pits arrows
and oh, Zero Suit Sam is in there somewhere
and you get the Wario fart joke at the end.

And of course, like one of the best trailer stings
of all time, like incredible.

(imitates trailer)

- Oh my gosh.

Where are you, reconnaissance?

You have to know your enemy to beat them.

Oh, Snake, what, oh my gosh.

I tried actually looking up reactions to this trailer.

- Oh, I just feel like reaction culture wasn't there,
you know?

- It wasn't.

The only thing I could find, there was only one thing.

See, this trailer wasn't a part
of their E3 press conference that year.

- Correct, yeah.

- It was revealed to press at an after hours event,
which is, feels strange.

Like, I feel like Smash should have been on stage,
they were doing Twilight Princess and Galaxy I think. So I guess they just, I don't know,
wanted Smash to have its own thing. But I did find one cell phone audio recording of
I guess someone in the press was recording the reaction and it's really crappy sound.

[Laughter]

(audience cheering)

(speaking in foreign language)

(speaking in Japanese)

[Laughter]

[Laughter]

[Laughter]

[Laughter]

[Cheering]

But it's kind of like the first live reaction of Smash and we ultimately will get to, you know, every
Smash reaction since with "Everyone is here" and like the Nintendo World Store, you know.

But this trailer was kind of the first blow your mind hype with everything.

- For sure, I remember watching it in college dorm room

with a bunch of friends and it was one of those things

like it was like 8 p.m. at night when it came out

on Eastern Time and so like we're just gathering around

a desktop computer monitor and watching it.

So like, you know, different kind of reaction

but way before what we know for YouTube reactions today.

- Yeah, it's, but the excitement lingers.

It's funny, in searching for reactions,
I found new videos today of people reacting to old trailers
'cause I guess content never sleeps.

- Sure. - But I just find that
really funny that you can still go back and react to this.
And I guess with Ultimate, the surprise isn't there as much
'cause you're like, well, of course they're there.
They're in Ultimate, but anyway.

- Yeah, it kinda feels a little inauthentic
when you're not in the moment, but.

Yeah, a little bit, a smidge.

Surprise, snakes in the game.

But we would then, yeah, I think there's probably
a little drip feed of news, maybe a press release
mentioned anyway, but nothing really happens until May 14th
where the Smash Brothers site suddenly turned
into a countdown, and it was counting down
until the 22nd of May.

- And we're like in 2007 now.

- Oh yeah, it's a year later. - So this is like almost
a year later, yeah, yeah.

Year later, May, countdown, the dojo starts.

The birth of, I don't think there's ever been
quite the hype machine like the dojo.

Daily updates from the game director
about one of the most anticipated games of its time.

I think it's unprecedented to this day.

I don't think anything's ever come close
to capturing just the fervor around the game like that.
on the game like the dojo.

- And it was a degree of information that was revealed
because we'd see with Miiverse later for the Wii U and 3DS,
it's like you're just coming out with a screenshot
every weekday.

Well, that's not giving you the information.

Is it gonna be a character reveal?

Is it discussing a music track?

Is it an item?

Is it a whole new gameplay mechanic?

It was really just rolling the roulette there
and you'd get five little nuggets there in a week.

And it was remarkable.

And I think maybe with Super Smash Brothers Ultimate,
there was kind of some of that recaptured a little bit,
but not to the degree that it was with Brawl.

And I think you define video game historians online
still look back at that fondly as an example
for the industry, how you could just capitalize
and monopolize that attention.

- I talk to friends to this day
who were in the dojo back then,
and it's like every morning at eight a.m. or seven a.m.
when it refreshed, you were there,

and you talk about it at school all day.

Like for five days a week, bra was the discussion.

And it could have been the, here's how we use a Wiimote,

which was not great, or it could have been,

oh my gosh, Sonics in the game,

but that also was alongside of delay.

So it just, it's like you said, a roll of the dice,

but the site is still up to this day.

Nintendo's still, you can still go back

to the original post.

The only thing that's not intact is the music samples,

because they use Java.

- Oh, yeah, sure.

- But the images are there.

the way he censored hidden characters

and you'd have to say, "I accept,"

to see the information so you could avoid spoilers.

Even Sakura was spoiler conscious.

I think that's great that it's still up to this day.

That actually kinda blows my mind a little bit.

- Yeah, kudos to Nintendo for that.

- Yeah, but we've now, we've arrived.

We're getting ready for E3,

which was in July of 2007,

feels a little weird to have E3 in July.

But the middle of July was E3

and that's when Show Me Your News hits the internet,

right before E3, July 8th of 2007.

And I gotta ask Peter, why?

What led to you starting a podcast

a month and a half after the dojo

and just like what led, I don't know, do you remember?

- Well, so I think that when I started to go to undergrad

for sound engineering was my goal,

but it started with electrical engineering,

like I was always, I've always been a kid of like,

record your own radio shows and that kind of thing.

Maybe that's just a 90s kid thing

and maybe it's something that's totally different today,

but talking into a tape recorder

or a microphone that's plugged into your boombox

that's recording on a cassette tape,

I'm really dating myself.

Anyway, but that was something I did as a kid.

And so for me to study music and recording sounds

and recording my voice,

it was something that I wanted to do.

Super Smash Brothers was certainly an interest,

especially in my first year of college,

living on a dorm floor of engineering nerds

who were all into Super Smash Brothers Melee to some degree.

And it's where I learn about,

the people play this game competitively.

And so that kind of knowledge syncs up with the fact that,

oh, a new game's coming out,
and they're doing this wild thing with this website,
and it's getting involved in Smashboards.com.

And I don't know, it was a way also for me
to kind of distract myself in a way,
'cause I was going through like a really deep,
personal struggle with anxiety and depression
and things like that, just a lot going on
that sometimes from like the greatest depths,
you know, you need some creative outlet
to take your mind off of it and do something else.

And I feel like in a way that was the confluence
things of what birthed the idea of "show me your news" to do. Originally the Dojo podcast, but
you

know, the Dojo one. The down three half steps is what that whole thing is. That's the trick.
That's

the secret. Everyone wants to know. No, nobody wants to know, but that's the trick. It's down
three half steps. Anyway, yeah, so that's, uh, it comes from that and, uh, it got that ball of
rolling.

- You did, and so going back for me,
I came to Show Me Your News probably,
it was definitely around the round table time,
'cause I don't remember, I may have listened to some
that were you having the proper rundown,
where you wrote and recorded that
and then talked with Panda afterward about stuff,
but I didn't, I really hadn't heard the first,
probably seven to 10 episodes, probably not.

So I was actually a little surprised
going back and listening to them
to hear the structure of it all,
because I'm familiar with the conversational show.

And so what do you remember, like why you,
the original idea was like, I'm gonna write it,
record it, edit it, in this like,
structure, there's sections and segments.

Do you remember why that was the original concept?

- I've always been a structured writer in general,
like just kind of break it out into chunks and it's like this,
you're going to talk about this and this paragraph and this, uh,
that's just always,

I think the way I've thought about topics and just kind of a way to
have the inner monologue just kind of spew out that way.

Just very structured and rigid and in a way, uh,
on the podcasts I still do today, like it's,
it's kind of led back to, you know,

you're going to have it outlined and you're going to have these little segments

And maybe that's just how I go about things.

So I mean, I remember working at Addict Sporting Goods
as a cashier, and even during the downtime,

I'm like scribbling notes on a little notepad
of like, this is what we could talk about for this,
and then going back home and typing it out.

Like, those are weird little memories I have.

So yeah, I guess I've always just kind of been

a very outlined, structured sort of thinker.

But obviously the conversational element was absolutely the right way to go.

And I feel like that's just a matter of not knowing what podcasts should be,

but obviously you think of a podcast now, it's like, well, obviously it's some dumb-dumb grabbing a microphone and talking with his friends.

Anybody could do a podcast, right? You're just talking, you're just having a conversation.

Back then, not knowing necessarily what it was, it could be anything.

It could be a structured, regimented news segment

kind of discussion.

- Yeah, and I think back then people didn't have the equipment like they would today.

- Sure, yeah. - Or even the base level of equipment that we have today is miles better than Panda's \$7 microphone, whatever that was.

(laughing)

So I think that's an interesting comparison as well.

But I actually, listening to that, those original runs,

it immediately clicked with me all the other stuff you've done since, like where this is where it started and so I see that in original sound chat and you know what Show Me Your News would go on

to become since then. So like yeah I get it. I think even it's been a very long time since

I've seen an episode of you know WTF Pokemon but I recall structure in that as well and that was you

and your brother so it's interesting to see the origins. Yeah and even that was like hitting bullet points and you're improving off bullet points, but it's still segmented and rigid in that way with a little bit of room for going wild and reacting in a way.

Yeah. So we get about a month-ish later, I think it's episode seven, that's the first time Samurais Panda's on the show and he had a brawl viewpoint. I honestly forget what the viewpoint was. I could go back and find it. I have the clip saved. I think it was

about like moving on from melee or in some capacity.

Brawl Viewpoint

Thanks Yoko. My name on the boards is SamuraiPanda, and many of you listening have probably heard

of me because of my translation thread or my much more recent character attack thread.

I'm here to talk to you today about the balance in Brawl, what I expect and why I expect it.

Let me just apologize for the quality of my microphone.

I don't quite sound as good as Yoko,

but then again, no one really does.

- And what stands out to me

from the very beginning of the show

was you had a focus on community.

You had the viewpoints where people could call in,

send you an audio recording,

and whatever file formats were acceptable back then,

or one and a half to two pages single spaced,

and you would read it out.

And you would read these things,

or eventually, Sariku would have the who's in section.

So you'd let this kid come in and contribute to the show,

and eventually would let people

from the Smashboards introduce.

You had a community focus and mindset,

and that actually opens the door for Panda

and the next iteration of Show Me Your News

and what it'd become.

Today, community makes so much sense.

It almost feels obvious, just like anyone could pick up and start a podcast.

But I feel like it wasn't obvious back then, I wouldn't think.

So I'm just, how did you have that mindset and why was it so important for you to include the community in Show Me Your News?

- It would be because of Smashboards.com as a nexus where episodes would be posted, where they'd be discussed.

And when you're talking about the idea of forums in general, once again, as you and I both know, a dated concept.

Because social media has not hit it big yet.

Obviously today it's like the conversation is around social media and Twitter today.

Now we got other platforms, you got your TikTok, Instagram, et cetera.

But Facebook was only a year or two old at that time.

And you weren't-- - I think you guys even mentioned Myspace in a very serious manner.

- Yeah, yeah, absolutely.

So that was, granted, Myspace's Nadir at that point, but still. (laughing)

But yeah, so social media wasn't a well-established entity online, and so for it to be a part of Smashboards, a forum for fans of Super Smash Brothers, there would be names that would comment on things and you'd establish relationships there.

And for those that even wanted to contribute,
it was a matter of who could.

Who at that time had a microphone
that they had the flexibility to speak into
and record and send?

We speak of these things as they're obvious
and natural today, but it wasn't then.

Much less to find someone passionate enough
to type up that one to two page
to kind of keep the length at a reasonable brevity.

But I think that was what it was.

It was to get the conversation going
and keep it going about the game
that obviously we were all passionate about.

But also a matter of who could contribute,
who had the means to contribute.

And it definitely created some special relationships
from all of that.

- Yeah, I, so you go,
you move to the University of Michigan.

I think you added this,
'cause I don't think I would've known
that you were there for your sophomore year.

- Yeah.

- But it's that first weekend in September
and I only know that 'cause you said it on the podcast.

But that, serendipitously, that's where Samurai Panda,

Alan, went to school as well,
working on pre-med and Japanese studies.

So, I guess just because you guys go to the same school,
you're aware of each other
because of the boards in the show,
you go in to meet at some, I think, local tournament,
you apparently wore a shirt that said like, "Yoko,"
and then had the next episode number on it or something.

- I only just got rid of that, and it's sad, but it's like--

- You still had it?

- I still had it, and you know, 15--

- That's awesome.

- Yeah, yeah, but it's also like 15 years this time.

It's fine, you gotta do some trimming at some point.

- It is kind of cool.

You had a printed out black and white photo duct taped
onto a shirt as it was ridiculous.

But I think Serendipitous is right.

I mean, Alan, Sam Raypando was a notable name at that time
for translating things that Sakurai would say in Japanese
and kind of reiterating that, reinterpreting that
for a rabid American audience.

And so he had a cache on that forum.

for him to attend the same school as I did because yeah the show started in the summer break
between

my freshman and sophomore year so I'm moving in back to school at the dorm once again and
yeah how do we meet up well you know local tournaments happening and
again it wasn't it was a time before texting like it sounds so silly and so old it's like

"Well, obviously just text him that you're going to be—" No! No, that wasn't the thing. So, I'll be dressed in this way. You won't miss me. So, yeah. And then we talked for a long time and it clicked. It did. You actually, you guys talk about that on the finale, you know, that clicking of talking and the relationship there between the two of you. But this is the birth of the roundtable, which is that conversational discussion format. It sounds like it was Alan had the idea for it, it was like he can record it. And so I wanted to talk about, I guess, the shift from... The roundtable was still structured, maybe a bit more loosely, for two college students, but you had sections, they were the big three, and you guys would rate it. There's still flow and structure there. But it sounds like you were putting hours and hours into the rundown and just that show. And switching to the roundtable was a bit more... it was less time commitment for you, but then the show got longer. So I don't know if that really evened out for you. Yeah, in a way. And you know, you and I both doing podcasts today, you may have picked up on, but also may be appalled to know that there was no editing that podcast.

Well, there were some. You would add like music beneath or modulate Panda's voice, but nothing beyond that. Yeah, for the structure of the show. But you and I both, as we edit podcasts today, are meticulous and we'll listen through the whole thing again. And if things need

need to be taken out, take out some dead air, take out some stumbles, you would do that kind of thing.

That is natural.

These podcasts that go on for hours, we're like, all right, we're done recording, patch it up, throw it in, do the music bit, and send it out as soon as possible because there is an eager audience and we can't be taking days to edit.

- Yeah, oh my gosh, it's so funny.

Some of this stuff, just some of the moments
and interactions and like the, well, do we move on to this?

Or what tangent did Candid just take us on now?

- Oh my God, we never have that today.

Never have that today in a podcast.

But again, you don't know.

The format is so new.

- Yeah, but I think that was part of the allure
of Show Me Your News was that conversation
and relationship between the two of you
and whoever you brought on the show.

There was Gimpy Fish, Buzzsaw.

- Yeah.

- All those, you know, sugar paltry in the background
behind Buzz, everyone's coming in and talking.

And it just felt, it felt like friends hanging out,
all talking about the same thing,

and I think that's part of what that community really wanted
was just more people to talk with,

or listen to talk about, Smash Brothers,

and that it's probably one of the smartest moves
like the show could have ever made

was pivoting to that format.

- Oh, 100%, yeah, and obviously we've seen with,
I'm not gonna say necessarily the success of that,
but how that format works so well,

that that's become what podcasts are.

That's obviously what it is today.

And so to kind of stumble upon that
in a weird backwards way, sure, worked out, yeah.

- It did, it did.

I'm curious if you even remember,
how did you record that show?

Because there was a, to again, the podcast editor's ears,

- A noticeable dip in audio quality.

Obviously doesn't impact the enjoyment
of the conversation in the show,
but I was like, Peter, when he's doing the rundown,
he has a nicer recording setup than what it sounds like.

My guess is it's software on Panda's computer
that was recording the Skype call.

Is that accurate?

- Whether or not, it may have been my computer,
but it was MP3 Skype recording software.

- Okay, yeah. - Yes, and there were limits.

Again, it's not like it was today,
where you could both record, you know,
and as high a quality as you want to,
and send it to each other, and have it download so quickly,
and then you edit, and now, it was, for the simplicity,
it was, yeah, just a simple Skype recording,
and there were probably even bit rate limits on that,
so that's why it would sound so terrible.

compared to I was recording on an M-Audio Nova microphone, which was a phantom-powered condenser microphone that just needed XLR to go into a sound interface, which was way more than anybody else would have had reasonably at the time.

So yeah, you record that directly in a computer, that's gonna sound a lot better than software that just kneecaps the audio quality.

So yeah, even USB microphones, I feel like, there you go, yeah.

- Was that what it looked like?

- Still have the show notes, yeah, it sure did.

So check that out in the show notes there.

That's that microphone.

It was a \$100 microphone, which again, seemed like a lot at the time, but now, not so much when you have other microphones of quality.

But yeah, even still, USB microphones that were just plug and play, were pretty foreign at the time.

I think a lot of those microphones, the most you could hope for is plugging into the mic jack.

- On the PC, oh my God.

That's probably what Pangas was.

- Honestly, yes, yes.

(laughing)

- Why did you have that microphone?

Was it like a music thing
that you just then adapted to podcasting?

- Yeah, so it was pursuing that sound engineering route,
wanting to go, I mean, if you wanted to capture music,
you're gonna go for what you could reasonably get
as the better/best microphones at the time,
within reason, of course.

But that was really what it was,
and so I was just fortunate enough
to have a good recording setup for that.

- Yeah, you really, it was just,
it reminds me of Robert Ashley,
who does the show A Life Well Wasted.
I don't know if you've ever listened to that.
but he kind of had a bunch of music equipment
'cause he's in a band.

And he was like, "I could record interviews
"with this stuff too."

And it would go on to make that show
and that sort of stuff too.

So it just seemed like things aligned,
interests lined up and you could use the same thing
kind of between the two.

So is that how you also recorded the Yoko unplug,
like your music stuff?

- Absolutely.

And I think that was just a kind of a continued form

of the interest, right?

So I play guitar, I like doing that.

Let's pursue that and channel that in a different way.

So that was fun.

- So back to Brawl.

You know, dojo updates, show me your news is going along.

Things are great, some weeks are better than others.

All sorts of stuff.

But then we get, as ShowMeYourNews dubbed it,

the delay-o-doom of October.

Sorry, I guess Reggie was wrong.

Yes, the Smash community is stoked.

But when?

Well, not next year.

Not next spring.

I can announce today that Smash Bros. Brawl will launch in the Americas on December 3rd.

Most of the boards, however, did not buy this kind of crap and just accepted the fact that our dear Brawl is delayed.

Obviously the overall reaction was negative, and who could blame them?

Reggie Fils-Aime looks like an absolute fool and liar now because several of his quotes from E3 have turned out to be lies.

Reggie the fool and liar.

Savage.

Savage.

And I like this.

Honestly, if anybody should be angry at the big N in Sakurai, it should be me.

I mean, could you imagine me finding out that I have two more months of "show me your

news" left to do?

When I started this project, I didn't imagine it stretching in 2008 at all, but Sakurai has given me that much more work.

And then he gave me many, many, many more years.

Many years.

Oh my gosh, it's so fun.

Hearing you go two more months, I'm like, "Show me your years, it's gonna go on for years, Peter.

Years."

You're the one who does not know crap.

Oh my gosh, it was so funny to go back and hear that, just that whole take.

'Cause I feel like at the time, both of us, and I think most people, had no idea really about game development and that process.

Today, I'd be like, delay it.

Take all the time you need, soccer eye.

Rest, take a nap.

- And certainly that comes from a time of ignorance and not knowing much about video games.

So yeah, definitely cringing to hear that.

Part of the thing, if anyone who does podcasts will know, is that you say something into a microphone and then it's immediately out of your memory.

- Yep. - And so,

I have not gone back to listen to old shows like that for very good reasons, I think.

- It's been a real trip for me.

So this delay, this delay happens.

According to the Wikipedia and I think a press release,

October 11th, Nintendo of America gives a date

of February 10th, I wanna say.

Sometime in that early window of February

was the North American release date of Brawl.

Europe didn't have a date,

and I think Japan was December, if not early January.

I know it ultimately is January for Japan,

but it's delayed.

But to ease the blow, we get, again,

one of probably the most hype reveals in Smash history,

Sonic confirmed for Brawl.

I mean, it was like the...

For anyone who wasn't there listening to this,

whoever, you look at the ultimate roster and like,

well, who cares?

Clouds in it, Bayonetta, Sephiroth, like,

who cares?

But back then, Sonic was the pinnacle ask.

Like, you couldn't...

Mario vs. Sonic was the debate that people wanted to have

in Smash and acted out and like dreams came true that day.

What do you remember about the Sonic trailer and reveal?

Or confirmation really?

Everyone thought Sonic was gonna be in the game.

- Yeah, and especially after the EGM rumor

with Sonic and Tails in Melee and April Fools,
this is how you do it.

- We're also 10 years removed from Sega being a player
in the console hardware space with Dreamcast.

So not to mention on top of that,
the years before of it's Nintendo versus Sega,
the rivalry, and Mario versus Sonic,
and that's a big moment,
but yeah, certainly a blow with the delay.

Of course, a delay of a couple months
is not a big deal today,
but when you don't know any better,
it feels momentous.

For all the blur that 15 years ago was,
there was a time, and again, you listen to the episodes
and maybe you know better than I when I regale the story,
but there was a time where we were waking up
from a fire alarm at school at 2 a.m.

And was it this update that I came back to
and saw that this is what happened?

It was either that or something else big like that.

- I have it 'cause I saved the audio clip.

- Was it real Menu items?

- That episode seems to have been episode 12,
which is Snake Online.

- Oh, Wi-Fi.

- Wi-Fi.

It was three fire alarms led to an evacuated dorm
the morning of the online update.

- Yes, yes.

I feel like it was something big like that. Still seeing that announcement is earth-shattering, obviously, for that kind of character we know about Snake. But yeah, third-party crossovers are just a very new idea for Super Smash Brothers. Obviously, we didn't know what it would become.

I mean, I'll stay on the third-party characters, but I want to come back to online.

It's funny, after Sonic, the discussions were like, "Well, who else could be in?"

The community was dying for Ridley, which I just found hilarious in hindsight. I mean, everyone was like, "Ridley's in. His music's in the game. Oh, but Ridley's a boss in Subspace, but he could still be a fight." Everyone was looking for confirmation or deconfirmation and whatever they could find. But the third-party fighters, and it's so crazy to listen to now, Now, you guys talk about Mega Man, Pac-Man.

Panda goes, "Pac-Man would be a great,"

he calls it a WTF character,

'cause Pac-Man won't sell, but Pac-Man would be cool.

Uh, hello?

Cloud, Sephiroth, you mentioned them.

Sora is mentioned. - Oh my gosh.

- And it's just like Geno.

I mean, even Geno, which was a huge brawl rumor at the time,
not a fighter in the game, but now is a Mii costume.

would be ideas and hopes and dreams that wouldn't be fulfilled for 10, 13 years.

But it was all started because of Sonic and Snake. I think it's so cool.

They listened to the community. I'm not going to say, "Master Hero of Sakurai listened to my podcast." Obviously not. But they listened to the community at large. And when it came to making the

ultimate Smash Brothers game, they did the thing over the course of several games. It's, I mean, I couldn't, I mean, I remember wanting, I think Roxas was who I wanted in Smash Brothers at the time, but listening to, there's even a whole viewpoint about why Kingdom Hearts should be in Smash, and just hearing that now, knowing, you know, Sora was the final character to be added. I just was, I was frankly a little stunned. It just felt so cool to finally know. It's like if you could go back and tell, I don't even remember the user, whoever came up with the Kingdom Hearts viewpoint, but to just go back and say, "It's true. Just wait 12 years. It's awesome to find it." And I went back and watch like the Mega Man reveal for Smash 4 Wii U, that trailer, which is one of another... that gives the birth to the whole, you know, what we would go on to have the reveal trailers of psyching everyone out. It's like, oh, what is it?

Yes. That one was awesome for sure. Yeah, Mega Man on the cliff in the helmet.

Oh, so good. I could talk about all the Smash character reveals forever, but...

Yeah, oh my gosh, yes, for sure. It's all kicked off with Snake and Sonic.

look back at the Sonic trailer, considering what Masahiro Sakurai did with character reveal trailers,

that Sonic trailer is nothing. It's some basic text to live and learn in there. Obviously, the quality was increased, but back then, wild. Wild stuff.

- Yeah, if you really, if we go and you think about it, stuff like the Subspace Emissary really paved the cinematic way for his reveal trailers later on.

You know, actually-- - Yes, yeah.

- One of a question in a Q&A episode of "Show Me Your News" was like, "Would you guys wanna smash anime or movie?"

Which I don't think, I guess we're getting a little taste of it in the Super Mario Brothers movie here.

There's like that Smash Brothers Donkey Kong kind of scene.

- The Super Smash Brothers extended universe

possibly beginning.

- Sure, but the subspace kind of leaves,
paves the way for these bonkers reveal trailers.

You mean, oh my gosh, you know, the Duck Hunt,
Duck Hunt switch out for, it was Banjo-Kazooie
and King K. Rool, right?

The two, no, it was D.B.B. was King K. Rool, right?

- Right, the King K. Rool trailer then was replicated
with the Banjo-Kazooie trailer, yeah.

But this is all Sakurai's idea.

And I went and talked about Super Smash Brothers Melee
for my current podcast, Original Sound Chat,
and to learn that Sakurai was the one who storyboarded
that amazing opening sequence for Super Smash Brothers Melee.

So he's got the cinematic mind about him.

And so you can see that's his ideas, for sure.

- Yeah, it's absolutely nuts.

Since we're talking about it,

I don't know what you, we'll stick with the subspace
for a second.

At the time, I probably thought it was super dope
to have all these characters.

I don't remember a whole lot about it now.

What do you remember about the subspace?

- Just the weird cut scene moments.

Yeah, the gameplay wasn't too much to write home about.

You're beating up some of those weird enemy types

and getting little items there.

It's something I'm going to eventually be replaying
at some point in the near future,
which I'll be interested to see what I think of that.

But yeah, it's just the big moments, right?

And of course it's what Sakurai reflects on and says,
you know, those being leaked on YouTube
and ruining moments for people is kind of why
I never did anything like Subspace again.

And that's a little sad, right?

but Snake meeting Zelda and Peach,
the Arwings coming to battle, the Halberd,
like wild stuff, and then Taboo and Sonic and what?

Just great, great stuff.

- I remember Rob being like the minister
or whatever he was.

- The ancient minister, yeah.

- Deep cuts.

- Sure.

- You apparently hated Petey Piranha.

I've heard that discussion.

This is, actually I have this clip, this is pretty good.

This is what you thought about Subspace before it came out.

This was pre-release.

- Now this mode is going to cement Brawl
as one of the best games ever created.

- I think we were all super hungry for story and narrative

and just more, more Smash, whatever it could have been.

And I think Subspace is pretty dope.

And actually, I mean, we're recording this in advance,

but my plan is to stream the subspace actually on,

it would have been yesterday,

if you were listening to this the day it came out.

I couldn't do it on the anniversary,

my parents were coming into town.

So the night before the anniversary,

I'm gonna stream subspace as my plan,

assuming the house is compliant.

So please, Eloise, please behave yourself

so I can stream this very old, old game for fun.

but I'm excited to visit it again,

and it's cool to hear that you're gonna visit it again

soon too, 'cause I haven't, I've played it once,

and I haven't touched it, 'cause that was how I unlocked

all the characters, I think that's how most people

probably did.

- Yeah, on launch night, and I maybe have played it

one time since, but it was only like a couple years after,

but yeah, not since, it's been easily more than 10 years.

- Yeah, it's gonna be a good time.

So, eventually, you know, the rest of the year,

There was an E for All event where the public

got their hands on Smash for the first time.

Gimpy Fish apparently had pages and pages of notes.

He was writing forum posts.

You guys had him on the show to talk about it.

And the community was just more and more hungry.

The updates kind of start not being as fun
because a lot of that information came from E for All.

So then there was this disconnect of,
well, we already know this, where's the new?

But we get to Brawl's Japanese release eventually.

And then the internet, so Subspace, like you mentioned,
that stuff leaks online.

The full roster is revealed.

All the stages, like the game,
everything known about the game hits the internet.

And before we kinda get back to the end
of Show Me Your News's original sorta run,
or incarnation, I should say,

Let's talk about some of the final stuff here with Smash, which the roster, 35 characters,
conveniently timed up with 35 episodes of Show Me Your News.

It's actually really weird to see 35, and we used to think that was a lot in comparison
to Ultimate's 82 fighters, which is just abso-
Staggering.

The thing was his balance back then, and I can't imagine balancing 82 characters today.
I guess Steve is broken, but beyond that, I mean, Meta Knight was broken in Brawl, so
every game has to have one.

Bayonetta was smashed for Wii U and 3DS, so every game has one.

But what do you think about the 35 here?

The Brawl 35?

For it to go from 25 to 35 is monumental.

Granted, it wasn't the doubling up from 12 to 25 from Smash 64 to Melee, but still a good amount of new characters and really some interesting character concepts.

Now, you'd have some of the characters that were lost along the way and that's a little sad, unfortunately, but also things like, just looking through, you were nice enough to post the screenshot just to be a little refresher. - I had to remember.

I needed a refresher so bad.

- Yeah, but like, you know, "Toon Link," and there's always the wistfulness of, yeah, you had all the great effects, but what could have been?

Could you have used some, you know, weapons from "Wind Waker"?

That could have been really neat.

You know, Wolf is, I guess, another Star Fox clone, sure.

But granted, I mean, you know, ideas like Snake and Sonic and Pit was a whole new thing.

The multiple jumping with the wings and the gliding and all of that.

It's nice to see this roster, but also, yeah, with hindsight, it's incredible what Super Smash Brothers Ultimate pulled off with.

Everyone is here because, yeah,

you do think about the characters like Roy and Dr. Mario
and oh, they aren't there, are they?

Pichu.

- Ice Climbers.

- Young Link.

Yeah, Ice Climbers.

'cause they can make that work.

- They were cut in the next iteration.

Sorry, Three Yes. - Oh, yeah, yeah, sure.

Yeah, you can't make that run with them,
especially if you do multiple of those, yeah.

- I look at this in,

maybe it's 'cause I'm back in 2007 and '08

listening to the show the past few weeks,

but clones, or I guess now today

they'd be called echo fighters.

The clones were kinda mostly cut

and replaced with some new characters,

whether they were new ideas

or just ones people wanted like a Wario,

I think people really wanted,

or King Dedede or Mennonite, those types of things.

But the, I look at this and go, wow, Rob,

what a deep cut to bring a Famicom accessory

and turn that into a character so strange, so funky.

I remember really enjoying Rob.

Olimar, you know, picking the Pikmin out of the ground

and throwing those around.

So frankly unique even to this day in Smash.

And then Pokemon Trainer, three characters in one.

- Of course, yeah.

- Just total hype.

Lucas, you know, the only time Mother 3's
ever been acknowledged in North America.

And was revealed before Ness,

which then would lead the community to think

Ness isn't in the game, 'cause their move sets
are so similar-ish in that way.

It's just, what an interesting time.

There was a debate around Samus, Zero Suit Samus.

What does that mean for Zelda and Sheik?

Are they two characters or are they one?

You know, there's so, really I guess it's 36 characters,
because Zero Suit Samus is hidden
behind the Samus vein there.

It's Ike replacing Roy

for a more heavy Fire Emblem sword wielder,

Now half of Ultimate's roster is Fire Emblem characters,
but at the time it was interesting.

So I think there was more experimentation here
than we had seen in Melee.

I think the doubling up in Melee with clones
and things like that, while beloved characters,
that had its limits and explained,

probably part of why it was so rushed was like,

Mario, Dr. Mario, they're different.

- Yeah, yeah, yeah.

And also interesting to see things like

leaning into Twilight Princess for the Zelda design,

because that was what was recent on Wii,

separating, shelda, zelda and sheik,

breaking those into two characters.

Yeah, interesting.

- Yeah, I watched the Everyone Is Here trailer today,

and so you see zelda, and it's like,

this is a link between worlds,

or a link to the past style zelda,

compared to a more ocarina of time sheik.

I was like, oh, now they've differentiated them,

but it was a heavy lean into the Twilight Princess aesthetic.

Wario is Warioware.

Toon Link is brought in to replace Young Link

as a tie to Wind Waker,

and what else was coming out at that time?

Phantom Hourglass.

And then also Spirit Tracks.

So those games, interesting,

Galaxy really didn't get any representation.

That was kind of interesting.

- Probably just too close, yeah.

- Yeah, so that was interesting.

There were the Kirby games, of course, and Pikmin.

I guess just was a new,

'cause there was no Wii Pikmin game.

They did port one and two, but none of that.

And Mother 3, like we said, Snake, Sonic.

Lucario, Gen 4 Pokemon representation.

- Right, yeah.

- So it's an interesting time capsule

of what Nintendo had going on.

Sonic even, Sonic and Mario at the,

I wanna say Beijing Olympics, I think it was.

- Yeah, the '08 game, yeah.

- Yeah, so there was that kind of world melding there.

Then there's the stages, which I feel like

I'm actually a little surprised I can identify

most of these by their thumbnail.

I guess that just is a testament to how much

I played this game.

I'm sure you can too.

- Of course, yeah.

- And it's smaller than I remember.

It's a smaller list.

And my brain remembers it so infinitely.

- And then you have like the second page?

- Yeah, there is a second page of the old stages,
which is cool, and then custom stages, of course,
which were the hacker's dream, I suppose.

But these, the Brawl stages,

I feel like there's some absolute classics in here, man.

- Some stone cold classics, some terrible stages,

and also some notable omissions.

- You know, like, Electroplankton.

What a odd stage, but cool, it's a PictoChat, funky.

- Picto Chat is great and I'm kinda,

I do like Picto Chat.

That's probably one of the better stages in Brawl, I think.

New Pork City, terrible.

- But the music for New Pork City, pretty fire.

Like the mother selection.

- Yeah, yeah, yeah.

And another terrible stage but great music, Rumble Falls.

Awful, awful stage.

But that cover, Bramble Blast,

is one of the standouts all time for Brawl's soundtrack,

for sure.

- The birth of Smashville,

which would pay the bill for Animal Crossing.

I think, I wanna say Lilac.

Is it Lilac Cruise's The Star Fox Stage?

- Oh, sure is, yeah.

- That's a great one.

Norfair, which was finally a fairly decent Metroid stage,

but then also you have, oh my gosh,

it's the beginning of Metroid Prime,

which just came out, what was that stage called?

- Oh, Frigate Orphean. - Frigate Orphean.

I wanna say Fenton on Adrifts, but I'm like,

no, that's not a snowy level.

Bridge of Eldon, Delfino Plaza.

But then you got stuff like Mushroomy Kingdom with this.

So, yeah.

- Mario Bros and 75M and just a lot of weird stuff.

Halberd's great. - Halberd's legendary.

Absolute legendary.

Shadow Moses, more than really fighting.

It's flat zone two.

It's just a, I think it's a really good selection

and representation of the roster.

It feels, there's some funky stuff,

like outside of the roster completely,

but then there's some good representation.

Where's Pokemon Stadium 2, there it is.

Pokemon Stadium 2 is like, well Pokemon Stadium 1

was better, you know, and it's in the game too, to be fair.

In those retro stages.

- Yeah, those retro stages, I mean,

it began the longing for Fountain of Dreams.

And now that didn't show up again until Ultimate.

- Yeah, I mean, which is, yeah, you say that

and it just blows my mind that that's even fact,

but it's true.

It's interesting, is this true?

I'm looking at this, I'm double checking myself.

Are these all melee stages?

- Yes, oh well.

- Or is that Kirby one?

- Yeah, the Kirby one.

- I can't tell.

'Cause I don't know if it has the extra stuff
off to the side.

- Or is it Green Green?

So that's a good question.

I see 15 years is a lot longer.

- Oh no, wait, no, there's the core,
no wait, that's the GameCube version, nevermind.

These may be all GameCube stages with maybe one exception.

So interesting that they didn't tap into Smash 64
for this game so much in this stage,
but you could then ultimately, I guess,
make your own version of those stages.

It's a good list.

I don't think, just seeing this roster,
selection of stages, it's just like, it takes me back.

And I'm sure if I looked at Melee's stage selection,
it would do the same thing,
but what an interesting diverse selection.

Yeah, what a diverse, I look at ultimates
and I'm like, oh my gosh, where do I even begin?

There's something pure about it being,
you know, streamlined, stripped down, simpler.

I guess we're just old.

Oh my gosh.

The soundtrack, Peter.

300 songs apparently was the final number.

You had this to say about the soundtrack before it came out.

Let's see if this holds up.

But there is definitely one big problem.

The synthesized nature of the song samples so far.

I'll put it right out there, and I think I'm speaking for the music enthusiasts as a whole here.

When the final build of this game is released, these songs need to be fully orchestrated.

The well-done midis that we're hearing now just won't cut it.

Did the soundtrack cut it, Peter?

The soundtrack did cut it, again. Let's chalk this up to, uh, cringe.

and ignorance of, just ignorance of game development,

honestly, because you only had so much space on the Wii disc.

This was tapping into streaming files, of course.

So it's not really MIDI's, but I think it's,

whether it was kind of harkening back to, you know,

how the track sounded or whether that was,

- Yeah, whether that was with love or with what instruments

that they had available at the time to work on.

Yeah, not everything is like "Mario Galaxy"

where you just chalk up a whole orchestra

and devote all that time and resources.

Granted, Brawl's soundtrack ultimately inspired me

to talk about video game music

on my podcast original sound chat

available on podcast services.

because it's just that anthology of Nintendo music and history and what they did was remarkable. And

I would even think about like, oh, when people did like Brawl hacking and customizing and learning

about like how all those files were structured and what they were all named and substituting and oh

my God, it's a time and rabbit hole. So yeah, Brawl's soundtrack cut it. It set the standard for my music and bringing in remixers across the Japanese game music industry.

And yeah, let's chalk that one up to big lack of knowledge of game development.

Believe me, some of the stuff I've said on recorded shows in the past is also chalked up to complete and total ignorance. This soundtrack was probably...

It was definitely the first one I remember putting on my iPod at the time.

I've listened, I remember before launch downloading all of the tracks off of the dojo and just listening to those over and over, hearing, you know,

however long those versions were at the time. I think there are some just flat out absolute bangers on the soundtrack. Halberd, like actually the whole Kirby selection in that game is killer.

the brawl theme, the choir, the...

[singing]

It's so good, man.

Consulting Nobuo Uematsu for that? Like, are you kidding? The Final Fantasy composer? Unreal.

This was my first real exposure to a lot of Sonic music.

I love the version of Sonic Boom on here.

And yeah, that's the classic. That's not remixed at all. But yeah, a great choice from Sonic CD.

and I think the is the American version yeah because it's too too Sonic Warrior

you can do anything for the Japanese version but yeah just taking that straight up the angel island remix is insane with June Tsunoe on that one so good the Zelda music in this game is the there's I think there's the what is it the bridge of Eldon music whatever that I don't know if that was the name of the song. I just, this like, this soundtrack defined video game soundtracks for me in a way that I hadn't, I mean I liked video game music, I probably, you know, bopped my head along to Pokemon, like, you know, Pokemon battle music or what have you, but this kind of put video game music on the map for me in a way of, I can just listen to this and appreciate this for for it as music not as something kind of in the background of a level level over or a battle but something that stands on its own and I mean you look at Smash Brothers now which I believe is mostly fully orchestrated nowadays and the same legacy of bringing in these guest composers like you talked about I mean Yoko Shimura did Gritzy Desert I don't know what that is. Was that a Mario thing? I think it's a Mario and Luigi. Yeah! So... gosh, Yoko Shimura's incredible. I'm like scrolling through this list now because it's still on my iPod on my phone. There's melodies and arrangements all over the place. Versus Ridley. This is where I learned that Metroid music had narration in some of it and it turned out that was like the Japanese stuff.

Dedede's theme which is another Yoko Shimura. The gourmet race. Yeah. So good and Dedede's theme

would go on to be Boppyak's song because we just took the "show me your news" introduction style

and put our own song beneath it because that's how we do things. It's just it's... the soundtrack

warms my heart. It really does. I still put it on every now and then. It's just it's so good. It's

- It's very special, for sure, yeah.

- Yeah.

Before we talk about kind of the launch

of the game itself, I think,

we have to talk about one element of Brawl.

Tripping, slipping, ink dropping,

as it was known at E for All.

Why, Sakurai, why? (laughs)

- Probably the sign of, you know,

should have taken that this probably wasn't gonna be

as competitive of a game. (laughs)

- Probably. - Based on, you know,

Sakurai's design influence.

And yeah, that was probably a sign of the things to come.

You know, granted, it's interesting to look back at it now

and not knowing that there would be more

Super Smash Brothers games.

But when this was the next one,

and you know, Melee versus Brawl was the whole thing,

definitely a red X in Brawl's corner.

- Oh my gosh, it's still talked about today, I think.

Like if you talk to a Smash player or community

and you bring up Brawl, it's like tripping.

God, why isn't it?

- And it's slower, it's so much slower.

- It's so slow.

It's just so, there was so much conversation at the time,

too, about this was a new physics engine with Havok

and what does this all mean?

I think you could jump off characters' heads and stuff now.

- Oh yeah.

- It was so much talking about the physics
and since no one could get their hands on the game
until E for All and even then that was a limited few
in the hardcore community.

You used all speculation at the time.

And you just had to hope it was gonna replace Melee
and be this next great thing.

And turns out it's slow as molasses
and was more welcoming to the Wii's wider audience
Which, from a business perspective, I think,
makes perfect sense, and it was the right sort of move,
and ultimately, as we'll talk here at the end,
kind of paves the way for smashes to come,
and kind of come out of this gameplay dark age
of slower, you know, random slipping elements and things.

But it has to be marked that slipping, ink dropping,
which is so funny to hear that term
thrown around again today, but.

It was there, so you know, it wasn't all glitz and glamour.

But that Japanese launch leads to you guys going
to a local game store in Michigan, University of Michigan,
and actually playing the game in Japanese.

And I think everyone was jealous of you.

I think your entire audience was jealous of you guys,
'cause you got to play early.

- I feel like it was also a moment of the times
where we wanted so badly to capture that gameplay footage

and upload it to YouTube,

and that technology just wasn't there.

I'll say it again, it just wasn't there.

Everyone talks about capture card streaming, obviously,
but streaming was, there was stickam.com.

- Yeah.

- Do you remember stickam.com?

Very few people did.

- I remember it.

I actually found a tutorial I made about how to set it up.

- But so the idea of capturing video like that
was so foreign, and we would have obviously
love to have done that, but the audio of that, I guess,
sufficed and that'd be weird to go back and listen to,
I'm sure, but yeah, it was nice to have connections
like that at a major university, to have someone
who had a tap into the Japanese game market
and was able to make that happen.

That was, again, fortuitous.

- You really couldn't have asked for a better...

Like a better moment in the final lead up to the American release.

It was like this taste, this hit after 30 something episodes, the people that were talking
about Brawl the most publicly and engaging with the community so directly finally got
their hands on it and could then report back and listening to that episode.

It's so clear.

It sounds like you guys played it just a few hours prior to recording.

Like you guys are coming off of, you're coming off of it.

There's just a fervor and an excitement of, "We actually got to play."

You guys are talking about matches you had and like Meta Knight this and Pit that and just this reveling in the new.

And I think that's kind of something almost lost today in this world of streaming and social media where I can go watch a video of a new game getting ready to come out and it's,

I get a good sense for it and it's in 4K and all this stuff.

But back then it was all cell phone or little point and shoot camera recordings.

It's just like, what color is that?

I can't really tell.

So like the only way to truly know what a game was like was really hands-on experience.

- And it was our take on amateur game reporting in a way, being little game journalists.

- Yeah, you were some of the first people, like in the wider general community outside of official press, to really play the game.

You guys even joke about Matt Casamassina at IGN 'cause you guys would watch every video that came out.

- Ah, yeah.

- Panda was like, "Those guys suck at Smash."

(laughing)

It was just so, it was so great.

and it's one of my favorite episodes.

It's just, you can tell the excitement's there,

it's captured, and it's something that still translates
to this day, but to the audience's ears.

- Yeah, yeah, there are definitely
some fond memories to that, but yeah,
I mean, when I look back at it
and knowing the technology now
and the route I would go down to go into video production,
I'm just so sad at what was available
for consumers, prosumers at the time,
and it just wasn't there.

And yeah, video streaming has come such a long way,
but we were in the dark ages, so to speak.

But we tried to make the most of it
and tried to appeal and report back
to a hungry audience for sure.

- Yeah, it's a great time.

So, I mean, really that kind of brings us up
to the end of, I guess what you dubbed, season two.

It may have been season three,
I think season two of Show Me Your News.

And it was weekly up to that point,
you guys didn't miss a week,
which I think was probably super rare at that time,
first show to not miss its weekly cadence,
the consistency was there.

And then you guys were gonna move in together
the following year into an apartment together or whatever,

and then Show Me Your News then went monthly

and you guys kept it kind of alive.

Why keep it going?

I feel like at a certain point, like you enjoy it so much and you just don't want the conversations to end.

I feel like something similar was said at the time, but granted, you know, there were still conversations about Smash 2 be had,

but even as I was getting exposed to video games more in general, besides, you know, Super Smash Brothers,

they were things that I wanted to talk about.

And so it was kind of a way to explore those passions

and possibly in new ways,

which may or may not have been successful.

But I think it was just to kind of keep the friendships,

the conversations going.

Could it be possible to turn it into something more?

Ultimately, beyond my college years,

show me your news got me my adult real job.

And like the connection putting that website on my resume

for prospective employers to check out,

like that made everything possible

for my professional career.

It wasn't exactly in the way I thought it was going to be,

but it's opened so many doors and avenues for me.

And so for all the different shows I've done,

whether it was, maybe it was,

did we talk about WTF Pokemon?

Yeah, the aforementioned WTF Pokemon.

My original sound chat show that I still do today.

Even a show I did called The Power Switch,
which was another way of experimenting
with what could be done with the podcast format.

Tapping into Discord in 2017 again
before its mass adoption today.

- You definitely have been a trendsetter.

in a way, not to a very successful degree. I think still Show Me Your News was like the
brightest spot of the 15 minutes of fame, so to speak. And for such a niche audience,
it was probably a couple of years ago I was walking somewhere with my fiancée and we
overheard

someone say, "Who would ever want to talk about Super Smash Brothers?" And it was just
the funniest thing. It's like, "Yes, who would ever want to talk about Super Smash Brothers?"

- Me. - It's just one of those weird

little niche things, but yeah, to continue podcasting
and working in media, that's all from Show Me Your News
and Super Smash Brothers Brawl.

- It's pretty incredible, honestly.

The show would go on for a fair, I think there's,
I haven't looked back at the total timeline,
like straight out of Brawl, but into its regular cadence.

I mean, the show essentially went on through 2015, right?

- Yeah, it went on to become a video game news podcast
through different iterations.

I'd do a video game award show
in a time where the VGX show was going and being weird
before the Keelys, the video game awards.

But doing musical numbers and things like that,

crazy aspirational productions that, yeah,
I'm just trying new things, always with that show.
Streaming went, I think in the years before streaming
became big, like I was streaming in 2008 live episodes
of Show Me Your News.

- Yeah, I found some of those video episodes
with you and Panda, I assume.

Yeah, that's super early.

No one was really doing that.

- And that wasn't that successful.

That took a whole lot of production.

Yeah, but again, it's trying new things, yeah.

- And you had the ability to.

I mean, so the original run of Show Me Your News
would go on for 185 episodes, all in all,
it looks like here in my podcast player.

Would then ultimately, I guess,

I didn't intend to use that word,

but ultimately would come back as SMYN Ultimate in 2018,
leading up to Smash Bros. Ultimate.

I actually was on that show at one point.

- You were, yeah. - I was,

which was a dream come true, you know, for multiple reasons,
but finally to be on that show with you,

Tony and Super talk about it.

We're still, all four of us still,

we've never met in person,

but technically all four of us have a match
in that episode that we said we were,
I think we had a tier list or something
of like who we would play as and like,
we're like, we gotta recreate this if we ever meet up.

So someday--

- But also just what a difference between,
you know, podcast quality though, right?
Like it's gotta be really, you know,
it throws you to listen between, yeah, was it 12 years?
later, 12, 13 years later of just experience and editing
and just how different podcasts
and the social media landscape and all of that
had been at a very different time.

- Yeah, it was, it's a real legacy, honestly,
of podcasting, of history.

The fact that this is all still up,
the original site and episode links
and everything is accessible.

- Time for bed.

- It is, it's a time capsule of value
to the Smash community, to Nintendo history.
You know, this was dialogue and conversation
and energy around this time that people didn't know
how to say Reggie Fils-Aime's name.

(laughing)

Panda called him like Philz-Aime or something.

- Philz-Aime.

- Philz-Aime, yeah, you know?

It's just, it's so interesting and it's wonderful
that it's all still there and accessible
and preserved in a way.

I even found your old store, finally.

I don't even wanna talk about how long it took me
to find that, and then of course you just say the URL
in an episode and it works, and I'm like out here
trying to find it in old posts.

- And here I am, I'm not making anything from that.

I don't, I think I know who ran the site,
but gosh, they probably have moved way on from that.

- Well, I'm kinda tempted to buy one of the clocks,
you know, one of the all-clock clocks.

- I mean, if you can, if you can, go for it.

It's a pretty great clock.

- It added to the cart, so I don't know, we'll find out.

It would be really funny.

I kind of want one.

- [Cafepress.com/showmeyournews](https://cafepress.com/showmeyournews).

- As of this recording, still works.

So go buy merch.

I don't know, Peter probably doesn't benefit
from this at all anymore.

- Not at all, not at all.

- Zero dollars.

But if you want a piece of history
that may or may not show up at your door,
might be worth a shot, who knows?

But to wrap up the brawl part of this,

You know what the legacy of brawl. I think a lot of people look back on it and

This is like the worst the worst one everyone looks down on brawl. It's the slow one. It's the

It didn't look

Like visually it wasn't maybe all that it could have been but you know, the Wii was really just
two gamekeepers duct-taped together

So what could they have done? It was this

Game that didn't have great online, you know that promise of online really kind of faltered

It was this game that looked back

It people I don't think you don't go to a smash party or see people playing smash and they're
not playing

Brawl they're playing either melee

Maybe 64 first just the pure

Classics our ultimate nowadays, or you know a few years ago. It would have been for Wii U. I
don't know

What's the legacy of Brawl to you?

What do you think about?

I feel like people forget about it.

I forget about it.

- I think it's forgettable in the way that

it was the start of what Super Smash Brothers would become

as that true celebration of not only Nintendo

but video games as a whole,

that we do see culminate in Super Smash Brothers Ultimate.

But a lot of the ideas of making it a big anthology game

really started here. And there were things to learn from it, certainly. But it goes from this, you know, hyper-competitive platform fighter to

"Let's tone down that competitiveness a bit and just kind of amplify games." And, you know, that's with the music. That's with the different selection of characters, the choices that were made there.

you'd only see that grow through the generations of Smash. By that point, you have better choices to play if you want to play Super Smash Bros. And so that's why you're not going to go bring up and boot up your Wii.

Yeah. It...

Brawl paved the way in a strange way to look at it. Like we've talked about with Sonic and Snake,

it paves the way for every third-party character since then to the hype reveals of Cloud for Wii U to only then get Sephiroth later in Ultimate or have Sora be the final character I mean Joker as an unreal DLC choice at the Game Awards right like that was yeah Banjo and Kazooie I mean what are you Grant Kirkhope composing Banjo-Kazooie music in the year of our Lord, don't we, you know, don't we do it, do you?

It's just--

- A character that Sakurai wanted to put in Melee but still could not find the way until 2019.

- You've got Dragon Quest in there.

Even for someone who has never played Dragon Quest,

I understand the significance.

There's other fighting games.

We did Terry, Kazuya, Ryu, Ken.

I mean, these were competitors to a degree of Smash Brothers, they're in here.

It's truly a celebration of the history of video games
and something that Sakurai has been
and is clearly passionate about,
putting in different stickers and characters.

It is like the history of video games in a video game,
which is so perfect for the medium.

- And to reveal that out with the everyone is here trailer,
to start that all off and just another all-timer trailer,
just to really show that they did the thing.

- They, they did, it's,

I watched that trailer again today just to prep,
and it's the pacing to the reveal is so good
because it, at the point it starts with Ice Climbers.

It's like, oh, they're back, yay, cool, that's so great.

And then it cuts to Snake doing the famous
Metal Gear Solid 2 invisible electric reveal.

The initial reaction is, "Oh my god, Snake is back in Smash."

But then it's the, "Doot, doot, doot, doot, doot, doot,
everyone is here."

And then, I mean, if you watch a reaction video,
the most famous one is the New York Nintendo store.

- Yeah. - Everyone pops off.

And then it goes to those cut melee characters.

Pichu, Dr. Maru, I mean, Roy, everyone is here.

Like, no, truly, we mean it, yeah.

- Cloud, Cloud shows up after that,
which at the time you would've thought like,

I don't know if they'll get Cloud back,
Square Enix and all that stuff, but they did.
Everyone is here, and that wouldn't have been possible
without Brawl kind of starting,
I guess really I suppose Hideo Kojima's
like nephew wanting Snake and Smash, I guess,
really started it all. - Yeah, right, exactly.

Thanks Kojima.

Well, I guess we all owe Kojima and soccer
an unpayable debt that will never, never come back.

But, you know, the other like tiny thing
about Brawl's legacy, it's also like the most hackable
Smash game ever and--

- So fun, Project M, shouts out.

Brawl minus, Brawl plus, all the stages and music
is such a good time.

thank you, We, for being such a little tinkerbox of a dream.

- Right, and again, I think a testament to the community
and the desire for Smash, the passion for Smash.

I saw a few weeks ago, buddy was showing me,
there's like some N64 mods that look absolutely insane
of putting in characters you would've dreamed of back then.

It's pretty cool.

They have Conker in there, which is pretty funny.

It's, Smash is awesome, and Brawl is awesome,
even if we don't play it very much these days, if ever.

I guess, except for yesterday,

when I may have streamed Subspace, hopefully.

- It's just a microcosm of the time,
and what video games could be, what Smash could be,
the dream of what could be.

A passion for Smash is really what it all comes down to.

- Yeah, all right.

So before we wrap up, we're going to move on to this week's...

Brawl Viewpoint

Yeah, I think my favorite part of the podcast is getting to meet people.

So many people we've met because of this and it's really a great thing.

And first and foremost, Samurai Panda, you've been an absolute joy to have on this podcast
as a guest.

It's really just been incredible.

You had this idea for a round table Panda and it's really come to fruition.

And it's all because of how we just clicked and we could talk about Brawl.

And it's obviously affected us to the point that we didn't decide to room together next
year in an apartment.

I mean it's really...

Like also people that we've had on the podcast, like Gimpy and Buzz and Cyberlink and Sorry

Who and so many people that have contributed in some way.

And it's really been awesome to even just meet fans talking online and saying how much

They love the podcast. It's just the people. I think the people is the best part of the podcast.
Yeah

Hello max and Peter happy Super Smash brothers brawl

Birthday the best be alliteration on the net. I am Alex O'Neill

Obviously born and bred on show me your news the first podcast I ever listened to

Will always hold a special place in my heart an awakening was felt maybe in the force

Maybe on the internet who knows that led me to being the the podcaster and content creator

I am now thanks to show me your news sharing passion about

Just the things that we love in that case you were smashed for this brawl

Just some fun memories to throw your way of Super Smash Brothers Brawl. I was in my freshman year of high school

I know I'm very young, but I'm old now and

I sat right next to

Scott Guthier who is one of my best friends of all time who would go on to be my co-host and co-founder

of rational passions podcast and

I would stay up till 2 a.m. Reading Smash Bros.com updates to share with him like when Sonic was added to the game

Or when crazy stuff happened just every morning on the game facts message boards

Trading theories on what today's update was gonna be if it was gonna be a lame move breakdown

or if it was gonna be a new stage or character reveal and

nothing will ever be as special as the podcast and being in the cycle of hearing the news every week.

It is... it left a huge impression on me and obviously I wouldn't be who I am today without that so in particular thank you Peter for everything you and Samurai Panda and just the whole Smash community did and yeah I mean we got the best Smash Brothers ever in Smash Ultimate and I feel like Brawl definitely laid the groundwork for that and I am just so excited to see what comes next but happy anniversary Super Smash Brothers Brawl and thanks Peter and thanks Max for playing my message love you both have a good rest of your podcast.

Oh man Super Smash Brothers Brawl that was a super exciting time because man I

And I thought, I still think Super Smash Brothers Melee is like the greatest fighting game in existence and so the fact that there was going to finally be a sequel to that game with new characters and new mechanics was just mind-blowing.

I was so excited, everyone was.

And I remember spending tons of time on Smashboards, everyone organizing the different rumors and

leaks that they had found.

But it wasn't really until Peter came out with "Show Me Your News", a podcast where the excitement kind of like found a home.

It's like we now have this recurring place where we can gather and feel the excitement together because that's the big part of it.

It was more than just the leaks and the info.

It was like everyone vibing off each other's excitement for the game, like seeing other people be excited and being excited together. You know, it's weird looking back from today, but the fact that, you know, Solid Snake was in the game just meant that like anything was possible. You're like, "Man, if Snake could be in the game, what about all these other characters that could be in the game?" And fast forward to today, that's obviously true with things like, with characters like Cloud and Sephiroth and, you know, Minecraft Steve and a bunch of others, but we were filling the seeds of those excitement back when Brawl

was a thing.

So again, Show Me Your News was kind of like the pinnacle of where all that excitement kind of set for me.

And so when the opportunity was presented to be on the show, man, I had to jump on it because I loved the show and I loved Smash and I loved the community.

I just wanted to be a part of it and really put myself out there.

And it was a good experience for me because, I mean, it kind of built my confidence up a little bit and kind of let my opinions kind of reach more people.

I kind of had a little bit of a platform to kind of share my angle on different things and I hope it was positive for people.

It was definitely positive for me.

And I just have nothing but great memories looking back on that podcast.

So thank you, Peter, for everything you've done and for all the lives that you've touched.
definitely impacted me and I look forward to hearing more from you soon.

Hey Pete, Scott. Now in terms of my memories and fondness of Super Smash
Brothers Brawl, I'll never forget way back in the day when Smash Brothers Brawl
first released out in Japan we had... you had rather nefarious... we weren't
nefarious but we were desperate with the hacked Wii's and I remember coming over
to your house after the Japanese copy had been placed online.

And I remember playing it with you and Sortie, Swordhunter, your brother.

I will always have such a fondness, especially for Brawl, because of the old draft games
we would play during E3 week or just when we were all hanging out at each other's houses.

I'll always be fond of and have fond memories of watching and reacting to the reveal trailers.

And when you got me into and showed me Project M and how big that got in- how big you got
into that and all the success that you came to find and you got thanks to Brawl.

I wish our schedules allowed us to hang out more.

'Cause I always have such a good time hanging out
and such good memories playing Smash with you
and just being nerdy.

And yeah, congratulations on the anniversary
with Show Me Your News and Brawl's release.

And let's Brawl it up sometime soon.

And take care, dude.

Congrats again.

- Hey, Peter, this is Jason, or sorry, Q.

Max reached out to me and asked if I wanted to say anything to you in celebration of Brawl's
anniversary.

It took me some time to figure out exactly what I wanted to say, but I was eventually able to
sum it up in just two words.

Thank you.

Show Me Your Moves was the first time that I've ever heard of a podcast.

Even though I was young, I really wanted to be part of it, and you let me.

You created a community around this game and series that, to this day, I continue to watch and play.

Brawl had its ups and downs, for sure.

But I'll always remember and be thankful for all the contributions that you made for the series that we all love.

Thank you for giving me opportunities that you had, even though I was just a kid.

Now I'm just a few days away from 30. I actually share my birthday with the North American launch of the game March 9th.

Back then I was frustrated at the delay, but looking back at it. It's pretty cool.

I hope that you're doing well, man, and I'm wishing you all the best.

Looking at all the clocks, it's been 15 years and 70 Zubats since the launch of Brawl.

And yet we all know that Show Me Your News is older, bolder, and held my attention longer.

It's lovable how this reunion years later from a podcast in the mid-aughts managed to create a community that exists on the internet to this day.

We all know I walked the path of the Brawl of danger.

Well, I'll have to abridge my podcast history.

While other speakers may find themselves lost in the nostalgia of what Brawl meant to them, there is really no getting around the fact that myself and many others,

it was pewter and show me your news that meant the most.

For weeks we tracked the updates and even when I was just a fan who needed more of that sweet, sweet content,

it was amazing to hear voices that were just as passionate as I was about this silly children's fighting game.

Something in my neck of the woods was incredibly rare.

Your voice from the dojo...

On to show me your news.

On to a certain green-eyed hog.

To our tables of debatable roundness.

Until we finally showed our news to its ultimate end.

It sparked more friendships than I can count.

Including lifelong partnerships and whatever the hell Tony and I are.

Seriously, I couldn't believe you didn't know what T.H. stood for.

Did you know he's S.H. now?

Well, I've probably drawn on a bit too long. Thanks Skippy. This was only supposed to be a minute long.

Ah well, this probably means I'm deconfirmed from any more...

guest spots.

Viva la Brawl!

Hey, since Microsoft owns MLG since like last year, do you think they could still pick us up? Peter? Yoko?

Huh, I guess the airship's still on that one.

[Music]

Thank you. Thank you. That is so sweet. Love you all.

Thank you, Peter, really, for everything you've done.

I'm touched. And from hearing, you know, so many voices from throughout the years and for, I mean, gosh, yeah, Alex, the buzz saw.

To, yeah, to Super at the end and Sariku, what a pull. I mean, my goodness.

Yeah, and Scott, you know, seeing I live close by and it's nice to

have all that come back. I'm getting a little emotional. Oh my gosh. Thank you so much for pulling that together. That's very sweet and

really thankful for, again, it is always about the people and

And that's rung true from old Show Me Your News to other media projects today.

It's all about the connections that you make online.

And I still have many friends to this day that met through the podcast, but still communicate.

And Max, we're one of those connections there.

And that's, yeah, it all started from, yes, a silly children's platform fighting game.

I did.

Thank you, Peter, so much.

And you know, Alan couldn't be here with us today, but you know, a big thanks goes out to Alan, Samurai Panda.

Absolutely.

Yeah.

Could not do it without him, for sure.

Yeah.

So a huge thank you to him as well, if he ever ends up listening to this.

But I have nothing else. So I guess thank you all just for listening. Thank you for celebrating Super Smash Brothers and show me your news in this episode. It means a lot to me. I had this idea a couple months ago and in typical Max fashion, it's spun, spun up a bit more than I really thought. I was actually editing the thank you right before we got on the call cause I was waiting for a couple more clips to come in, you know, So thank you all for listening.

Peter, are you still on Twitter?

What's the scene over there these days?

Still on Twitter?

- That's a good question.

I am still on Twitter.

- Okay.

- @petespeakeasy.

That's where you can find me.

I do a podcast called Original Soundchat as I've name dropped quite a few times talking about video game music.

You can find that on wherever you get your podcasts.

- Yes, it's on iTunes for your iPods to subscribe to.

- Sure is.

- Sure, sure is.

I mean technically, I think that all still could work.

It's called Apple Music now,

but people still use iPods, why not?

You can find my work over at maxfrequency.net.

I've got another podcast there, Chapter Select.

You may have heard in the introduction,

we're doing seasonal shows.

Right now, as of this recording,

Resident Evil season five is going on,

so you can check that out and listen to it.

Maybe someday we'll do a Smash Brothers season.

That would be kind of interesting conceptually

to tackle there with five different games, I suppose.

But I am on Twitter @MaxRoberts143,

but all I tweet is when articles and shows go up.

So really, maxfrequency.net is your best bet.

So thank you all for listening,

and until next time, adios.

- We're out.

(upbeat music)

(upbeat music)

- Show me your niggas.

(audience laughing)

- God, I stumbled upon this.

Did you know Show Me Your News has a fandom page?

- No, I knew you had a wiki.

- And that's what it is, a wiki, and then a wikia,
and then it turned into fandom, so.

- Oh, okay.

- It's a, ooh, it's a trip.

- Yeah, this is the link I found.

I wrote in my notes, I was like,

"Yoko did something that has a wiki."

Like, that's how.

(laughing)

- Yeah.

- Oh yeah. - It's a tribute fame.

- Oh, the Smash Wiki, oh jeez, that's a whole other thing.

Yeah, it's smyn.fandom.com.

- Oh wow, that's, see, that's awesome.

Yeah, the Smash Wiki has every episode linked.

- That's cool, that's crazy. - Season breakdowns.

- That's, I'm gonna have an,

I'm gonna enjoy looking at that later, wow.

- There was one clip I didn't fit in,

and it was to make fun of myself.

Here, I'll play it for you.

I mean, there was actually a bunch of clips.

I had like some of the dictionary.

- Oh God.

- I had some of the dictionary clips,
you know, deconfirmed, Daneskippy.

- Yeah, yeah.

- Conspiracy Theoristy.

- Oh yeah.

- But this one, this one I felt personally seen
in this clip.

- Flaw number three is just glaring though.

Up to jump.

Come on, who even used this in Melee?

I know I sure didn't.

- I use up to jump, Peter.

- The people who learned on Smash 64 learned up to jump
and I sure didn't.

- Yeah, that was me.

I'm Smash 64 up to jump all day

and my friends make fun of me for it to this day.

They're like, "Just use the Y button."

I'm like, "I can't."

They're like, "Just shut the tilt jump off."

I'm like, "I can't."

- Wow.

- Have you, did you get Metroid Prime?

- Oh yeah.

- You play it yet or just buy it?

- Beat it, beat it.

- Okay. (laughs)

- Yeah.

- I mean, that was like, it's awesome.

It's so good.

Like there's the new controls, which are pretty sweet.

And they've got like the dual analog sticks

and you use right trigger to fire, which is awesome.

There are a couple of drawbacks.

I think that they've got to have a patch due

'cause they borrowed the code

from the earliest version of Metroid Prime.

So there's technically like a game lock in there

from like one of the early bugs of the game

where one of the artifacts,

It's where you beat an elite pirate warrior

for it's the artifact of the warrior.

And if you leave the room without collecting the artifact,

the artifact isn't there when you return,

so it soft locks you out of the ending.

But that's pulling from the beginning basic code

that they had before any GameCube patches.

So they gotta fix that.

And if they did some extra controller customization,

that'd be nice.

'Cause if you use that new control scheme to change beams

is holding X and then D-pad to shift what beam you use.

And then super missiles are weird because you can hold A

and then press R to fire a super missile.

But then if you're so used to shooting ZR,
ZR or right trigger, to do that
and then press R on top of it, it's not comfortable.
But then I never used the left bumper
throughout the whole game.
So if they had some sort of customization,
I think it auto defaults to jump.
And I'm like, I'm not jumping with that button.
So if you had some controller customization there.
That aside, they visually redid it from the ground up.
The gameplay is the exact same.
It's a revelation.
And I think the 10s are justified,
though it's not gonna win any game of the year
for it being a remake.
But it was awesome.
It was awesome.
I got it digital day one and just burnt through it.
- I had it pre-ordered at Best Buy,
then Logan talked me out of it.
He's like, "You don't need it right now."
So I canceled it.
And then I'm looking everywhere
and it's sold out, delayed shipping orders.
I'm like, "I'm getting the FOMO."
- It sounds like it's a mess.
- Yeah, I'm getting the FOMO now.

I'm like, "Curshey, Logan."

So I found it at a local mom and pop.

- Nice. - And snagged that.

So now it sits on my shelf waiting for the day.

- Excellent.

You'll, if you love the original,

you'll love it all over again, yeah.

- Yeah, oh my gosh, I'm so, I was so happy to see it.

And then Digital Foundry's video.

'Cause I thought it would have just,

my thought was they were gonna take the trilogy version,

like the Wii version,

and just port that with modern controls.

That's what I thought.

So when I saw it was a ground up,

I mean, it really should be called remake, not remaster,

it sounds like.

Asset, I don't know, the assets seem pretty nice.

- The visual assets, yes, but everything else,

it just, it plays the exact same.

The game order is the exact same.

But like, they didn't refine any, anything like that.

Like all the, all the gameplay things are there.

Though I don't know if, I don't know how to do like,

there's a, for speed runners,

like there's a way to get like the space jump boots

right at the beginning by doing some, some wacky jumps.

I don't know if that's there, but it plays exactly the same and it wasn't refined anyway that way.

I think that's the only real reason why it's just given remastered, but yeah, visually, you know, that's wild.

- That's good stuff, man.

What'd you think of the Pokemon Direct?

- Funny to see sleep after so long, after it being a running joke.

I don't know how you track sleep with a phone app that your phone's just gonna stay plugged in.

- I've been doing it for years, actually.

It's the same-- - Does it really, does it work?

I mean, I get a graph.

(laughs)

- How accurate it is. - Is there actionable data on it, who knows? - Right, right.

- But I honestly just use it 'cause I like the way that particular alarm app wakes you up.

It kinda eases you up with the noise instead of just a, "Ride alert, ride alert."

- Yeah, I don't know about falling asleep to Pikachu, but we'll see. - I showed Abby and said, "We will buy this for our daughter, and she will have Pikachu sing lullabies."

- That's precious, that's precious.

I didn't get the sword and shield DLC.

I'm not seeing any real need to jump on
Scarlet and Violets, but.

- I don't need to pay for that right now.

I'll probably play it later in the year,
but I don't need to pay for that right now,
especially if the game is still jank.

- It is.

- Probably will be for the rest of its life.

- Yeah, and I enjoyed what I played,
but we'll see if anything comes with those
Switch 2, whatever rumors for end of this year.

I don't know. - It feels like a game design,
like something in the pipeline at Game Freak
more than the Switch.

- Yeah, there's that one leak where like the,
however you buy 4chan, the guy posts a few days
before the directing talks about how they're prepping
the second DLC for a graphics patch for a future Switch.

And he had like every other detail about it

- Right, so we'll see.

- According to Panda, you have 15 more years to win an Oscar
for sound engineering in a film.

His prediction was in 30 years you would have an Oscar.

- The things you forget,
well unfortunately that's not gonna happen.

- 15 years, you never know.

- We can probably get into.

- Career shift right here.

I just heard that line today.

Wow.

The dojo!

Grey's Anatomy, House, and the list goes on.

You've been watching season premieres all this week, but now it's time for what you've really been waiting for.

That's right, this is Show Me Your News, and we're in season 2.

Show Me Your News!

Yo yo yo, Smash fans!

Welcome to Show Me Your News!

What's up, what's uuuup Smash fans?

Welcome to Show Me Your News!

Greetings and salutations, Smash fans!

Welcome to Show Me Your News!

Your weekly weekend podcasting source recapping the biggest news in anticipation of Super Smash Bros. Brawl.

Welcome to the belated part 3 of Show Me Your News, episode 26.

Joining me for part 3 is my co-host for the week, Gimpiefish, and the special guest is the mysterious fellow.

I don't know where he comes from, who he is, or really why he's important to SMYN.

YN. We call him WYKO. Welcome WYKO. How are you all today Smash fans? Nice. Oh, where are

you? It's almost like my brother. That voice is gonna bug me. Let me use a real voice now.

Okay, I'm switching. Now if Sockrai completely removes it, I can definitely see a small but strong minority sticking with melee like how some stuff in 64.

Like with a feature like this you could potentially play it forever.

Exactly yeah. I think that's what they're shooting for

infinite replayability and and brawl with all the customizing stuff all the
all the user made things and um

Sakurai potentially may never even make another um smash for those games
uh games so this this game will last um a long time in history hopefully.

So say after one year.

Yeah, Dylan Tango.

After one year, I bet pretty much everybody will be playing Brawl.

Yeah, really. Once Brawl comes out, who's going to be playing Melee?

You know, definitely I think we could see DS games.

I mean, at first I thought you were saying we could see a Smash Brothers DS.

I'm like, I don't know where you're getting that. But yeah, Metal Gear Solid games?

I mean, definitely. I mean...

Katar asks, "Do you think that there will be a Smash DS?"

Um...

Sakurai's not working on it.

Well I think if Final Fantasy characters get in bommie, yeah you got Metal Gear Solid 4
helping the PS3, but if you get a Final Fantasy character like Cloud or Sufferoth, I mean
I haven't played Final Fantasy so I'm just going off of general fanboy spoutings, but
if that happens, that's the final nail in the coffin for Sony, and that'd just be ridiculous.
Same thing with Kingdom Hearts. I mean if you get Sora from Kingdom Hearts, which again
I haven't played because I'm kinda anti-Sony.

the Knuckles, Mega Man I think is almost a given, and I could definitely see one of those
WTF characters that you don't really expect at the end to actually be a third party character
in the sense of Pac-Man.

Honestly, if anybody should be angry at the big N in Sakurai, it should be me.

I mean, could you imagine me finding out that I have two more months of Show Me Your News
left to do?

When I started this project, I didn't imagine it stretching to 2008 at all, but Sakurai has given me that much more work.

So let's move on to the Dragoon prophet, is what I'm calling him.

He's usually known as the prophet now, I guess.

He said, "Wolf is in the game.

Falco is returning.

Ganondorf is returning.

Captain Falcon is returning.

Lucario is taking Mewtwo's place," which is, again, information we've gotten.

He himself says "place" being a vague term, and he doesn't know exactly what it means.

He also says, "Ness is returning.

It says, "Zelda can turn into Sheik, Final Destination is back, and this is the kicker.

There are these items that are called Dragoon Parts.

I did some research and apparently they're from Kirby's Air Ride.

Supposedly if you collect all three parts, you can do some devastating move where you control a crosshair and do a crazy rush or something.

That's verbatim."

Okay, obviously the Dragoon Part, he was dead on about.

Wouldn't it be a little trippy though if it was like, everyone slows down but you remain

regular speed I mean that'd be like that'd be like Sonic's chaos control and

oh yeah I did it with the willing isn't that also part of the special brawl

thing too though isn't there a moat isn't there something to change yes yeah

there's a slow and fast option so you got like it you have it all the way for

slow on that and then you have it like all clocks oh that'd be so cool all

All clocks.

Go and clean your clocks, fool!

Yes.

Dude, to counter people saying "Fox only, final destination, no items", I think we should start saying, you know, "Super Spicy Curry, Heavy Clear, Bunny Hood, Heavy Slow, All Clocks on Halberd".

Not even.

We'll make up a phrase.

Yeah, we have to do that sometimes.

And that'll be it.

All clocks.

All clocks.

yes. OMG it's a new internet meme-y. Is that how you pronounce that? I have no idea. I don't know. Anyways. Maymay? Whatever. Because he's on the internet he must. I'm 19 years old and dangerous. No I'm not. No I'm really, really I'm not guys. Come on. Oh dude. Snake's box totally deconfirmed for his shield button. Who honestly thought that was a shield? Did you just say deconfirmed? I totally did. That should be added to the dictionary. The Yoko panda dictionary that we have going now because you know what people it's not a real word thank you

i hope you can hear my applause into the microphone

so now let's move on to teh big thir three three

or the big three for those of you dang skippy whoa dang skippy where'd that come from

I'm moving on to the big three.

Alright, so let's get to the battle for the Smash Ball.

This was also part of the double update on Wednesday.

Yeah, my sentiments exactly.

This was kind of hurl-erific.

Plus one dictionary.

Plus one.

So we basically found out that we got to break open the Smash Ball to get its smashy goodness.

Rock the iceberg.

That should be a new Show Me Your News thing.

Rock the iceberg.

♪ It's here and I like it ♪

♪ Oh rock the iceberg ♪

♪ Rock the iceberg ♪

The first thing I thought of was DBZ.

- Oh yeah. - Dragon dragon.

- Rock the dragon, so this time it's like

iceberg, iceberg, rock the iceberg.

Iceberg ball Z.

- And for Smasher Brothers X.

- Oh man.

- There we go.

Anyway, we have to move on to the Samurai Panda conspiracy
theresy.

So the rhyming does not sound good in that deep voice.

I'm sorry.

Conspiracy theresy then.

Conspiracy theresy.

That just seems silly.

Ness is not in the game.

Please, please stop making me weep tears of the translators.

Newborn children out of the womb would have money in their hand
and buy it.

They'll be happy just a teeth on the disc of awesome.

(laughing)

That's how good the game will be.

- Yeah, but I mean Japan giving Ridley some props,
hopefully that helps that chances, am I right?

- Oh yeah, I personally don't doubt
that Ridley won't be in it.

Just how I don't doubt Sonic will be in it.

You know, there's something that kind of bugs me
about people that just go off saying
Sonic won't be in the game.

Or you know, I hope Sonic's in the game.

Like there's nothing to hope about.

There's nothing to, you know, there's no question.

Sonic the Hedgehog, Mario's biggest rival, and Sega's biggest money maker is going to
be in Smash.

I don't see Nintendo getting this down to a T for a free, minimizing lag, online system.

That's for sure.

Oh yeah, and if you want to give me any suggestions for what I should put as my four taunts,
go

right ahead.

One will be "show me your news", obviously.

Now this mode is going to cement Brawl as one of the best games ever created.

Most of the boards, however, did not buy this kind of crap and just accepted the fact that
our deer brawl is delayed.

Obviously the overall reaction was negative, and who could blame them?

Reggie Fils-Aime looks like an absolute fool and liar now because several of his quotes
from E3 have turned out to be lies.

Devated by pressing 1 and 2.

This is flaw number 1.

Pressing two buttons at the same time with your thumb is just an insanely stupid concept.

Not only that, there is no such thing as a neutral smash attack.

So when you combine the two buttons with a direction, you are not pressing one, not two, but you are pressing three buttons at the same time to pull off moves that are pretty much integral to the game.

I mean, we haven't covered two buttons on the controller, and we already have a problem with this scheme.

The only thing that worries me though is how much advertising this will do for Metal Gear Solid 4, which is going to be the premier game for the PlayStation 3.

But then at the same time I think of how Brawl is going to outsell the pants out of Metal Gear Solid 4.

So there really is nothing of real concern here.

And tripping.

If you don't know sometimes when you're just walking, you're like running around and your character inexplicably trips and falls.

And this is a completely unnecessary gameplay addition.

We have no idea why it's there.

So I'm actually looking forward to that update because I want to see like why the hell would they have to go to randomly trip and fall.

- Yeah, come on, give us your reasoning, Sakurai, come on.

- Yeah, seriously.

- 'Cause we saw people tripping immediately after starting to dash.

- Right.

- I hope it's not random.

- If it's random, that would be possible.

- I'm like a high heaven that it's not a feature

where like you start off just a normal sprint
and like boom right there, you just trip, just cuz.

- That would be awful.

That would be such a bad, dumb addition to the game.

- Flaw number three is just glaring though.

up to jump. Come on, who even used this in Melee? I know, I sure didn't.

Not only do I not want you to say it, but I don't want to notice it more.

Yeah, really. He's got love handles, man. They just want to grab those and just... I

know what you actually do with love handles.

I don't want anything to do with them.

That's an awesome word for those flab things, like "love handles." He should say it, like
Wario has some massive love handles. That would be an awesome Sakurai quote. Oh my god.

I wish I was Sakurai now. Well I am technically according to last episode. And it's been a
35 wonderful weeks, 35 characters, 35 weeks. It feels like it was fate. It really was.

Sakurai was like, you know what, it'll end right around this time, that's how many characters
gonna be in the game. They probably took out a few characters. We're the reason why
Crystal's

not in Brawl. But yeah, thank you guys. It has been absolutely wonderful and with that,

I'm Wayco! Nice. Wow. I'm SamuraiPanda. And seriously, I'm Yoko. Yeah. I'm SamuraiPanda.

And we are out. Thanks again, everyone.

[Music]