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Hello everybody and welcome to the max frequency podcast  
I am your host max robertson joining me returning this time. None other than Logan Moore. Hi Logan. How are you?  
Hi, I'm okay. Not too bad hanging in there. You've been traveling. You're a little tired picked up your dog  
Also, he's very tired too. He's sleeping right here next to me. So I don't think we'll have a Dog jumping on my arm during this recording like we have some others. Yes, this this prize slate appearances. It's very nice  
Logan you're you're back for our annual special our annual  
E3 predictions summer game  
Event predictions it feels even worse to call it E3 predictions these days now that it's like dead  
dead  
Yeah, I  
Think that segues into like the first thing I wanted to bring up to I mean just we do this every year  
We've done this every year for quite a long time going back to our old show  
This is the least excited I've ever been to do this  
Like I don't know if it's been the same way for you  
but like this has been like you're like don't forget to throw together your predictions and I'm like  
dude, I just  
do not care because  
Without a centerpiece for all of these kind of events and announcements to go around. I just I  
Really like that that doesn't mean I'm not excited for you know upcoming games and to see  
what people are going to do  
but without some sort of  
focal point for the announcements to come in at like it's it's very I  
Don't like the endless  
Summer of gaming like it is not it is not good and I know a lot of this stuff has started to  
congregate more within  
late May early June window of whatever the heck, you know Keeley does and the other  
companies do but still I  
Yeah, I  
Don't I don't I'm not thrilled this year to be honest  
It's so tough without that key event that yeah, Frank  
it was just E3, that one week where it's all condensed  
and everyone's there doing everything,  
that was the fun part, but just having it be  
these three months of, and then having Jeff Kealy claim  
every single announcement as his own  
Summer Games Fest announcement just is even more exhausting.  
I still call it E3 in the spirit of the time of year,  
although the event, technical event itself,

is dead in the water.

But yeah, it's so hard with everyone kind of scatter shot.

I mean, right now, we only have dates for a couple of events.

We don't, you know, but previously we'd, you know, E3's happening the week of June 5th through the, you know, through the 9th, so that means all the conferences that's around it and it's--

- It's on the calendar so far in advance.

Like the thing that's been really frustrating this year is, I mean, I'm obviously still in the industry.

My day job is to write about this stuff.

- Right.

And like we're trying to figure out if going out to LA to be in person for KeelyCon is going to be worth our time.

But we don't know what games are going to be there, what publishers are going to be there.

You go to the Jeff's dumb summer games website and he still got like all the information from 2022 on the website rather than 2023.

And so it's like just a total, like we're a month out and I don't know what the heck that event is or like if we should go or not and like meanwhile he's like

tap-dancing in a corner on social media about how he killed e3 and he's like hey

hey our thing is gonna be so much better and it's like dude you're we're like

five weeks out and I have no idea what this is so like he's kind of like just

talking about the Keeley stuff specifically I ate is it's pretty crap

is my opinion as somebody who's in the industry and is trying to

Figure out what this is like at least we knew

e3 down the stretch I went to some of the final e3s and they were

They weren't amazing either but at least like I had expectations and I knew what it was and it was again

It was on the calendar so far in advance. I could book things with this

It's like I don't know how long I would need to stay in town. I don't know what's going to be there

I don't know if I can tell like my job is like trying to decide if we should fork over the money to you know

Pay for flights and hotel to go to the stuff and they're like, well what's gonna be there? It's like I don't know

You don't even if you go to Keeley con I love that by the way Keeley come that's what I've been calling it

If you go to that

What publishers are gonna be there that you could go demo a game, you know, yeah three at least you knew

Activision's gonna be there he is gonna be there Ubisoft's gonna announce that stuff months and months in advance

Again, I went to the...

We just announced, they just announced Xbox's showcase.

Like a week ago.

Well, they like confirmed the time for it.

The date was locked in, but they hadn't said the time.

I actually think Xbox is the most forward out of everyone.

They're like, "Here's the time, here's how long it is, and then right afterward we're going into Starfield."

It's like, "Ah, a plan, vision.

Thank you."

Yeah.

Yeah, I don't know.

I don't like just the logistics around all of this like and again, I think there's a to give Jeff credit like it's it's it's less of he's not the one running the show with all of this like it's just like the way that like E3 was not running the ESA was not running the show at E3 all the publishers are kind of autonomous on their own and they're doing their own things and setting up their own stuff. So in that regard, like me trying to figure out who's gonna be there and what's gonna be shown isn't fully Jeff's fault but since he is the one organizing this sort of thing it is a little weird when he's like again touting this is like the next big thing and then I'm trying to like figure out what it even is and I again we're five weeks out five or six weeks out and I just so nuts do I need to go to this do I not need to go to this what's the deal like it's very bizarre and I it was some of us it a worker getting a little frustrated by it.

But anyway. - Come on, Jeff.

Tighten things up.

- You know what? - Yeah.

There's something about, I think of, I know you don't necessarily follow Apple as closely as I do, but every summer they have a WWDC, their worldwide developer conference.

And it used to be everyone comes to a big convention center, there's a keynote, and then there's a week of developer stuff.

And COVID, and basically post-COVID, it shifted to there's the presentation is prerecorded, but they invite a group of developers who win a lottery or tickets or are invited to come out and be at the event.

And then there's some press as well.

And then the week, all week long, there's hands-on developer training and courses and talks, but then there's also online courses, and that makes more sense for an educational developer-centric thing.

But it's still a localized event.

It's focused, you know when the week is, announced it a couple of months in advance and it's pretty clear where you fall and what you need to

plan for. But E3 COVID, it turned it, I mean E3 was declining before COVID but it kind of really took the wind out of it's sails. That final E3 when Playstation wasn't there was real weird.

Because they tried to spread everything out a little bit more. So you could move around on the show floor a little bit more easily but it was like, "Oh, there's so much dead space here now.

What is going on?

This is so odd.

- In post-COVID, there's just been no centralized location, website plan for anything.

It's all scattershot.

And I just do not, I do not care for that approach.

Focus it into at least one month instead of three, maybe two weeks, but focus.

I do appreciate the companies that do keep it in the front half of June though, like Xbox and Ubisoft. they still keep it in that general same window.

So I do appreciate that for at least consistency's sake.

- I have a request for you as we get into doing this.

And it's the reverse of what I know we normally do.

And that is, I wanna start with Nintendo.

- Ah! - Please.

'Cause I know you always like to tuck them away for last,

but I wanna, this kind of, if you would like,

we can launch right into Nintendo here

and I can give you my first prediction here.

'Cause it kinda deals with what we're talking about.

- Okay, well before we do that,

I wanted to quickly, very quickly,

just go over what we predicted last year.

And from memory, I didn't even double check these,

so I'm sure we can remember mostly.

But I'm gonna go through the list real quick.

Last year, E3 2022, Logan's Xbox predictions,

Starfield gets a trailer at Summer Games Fest,

gameplay at the Xbox Showcase with no date.

I don't remember at all.

I know there was no wait was that the summer there was the date the 11

There was a date. Yeah, but I think it was I

Feel like the date was announced earlier. I can't remember maybe I don't know starfield was probably there good job

Jedi survivor gameplay is revealed that did not happen

No, it was

Announced but gameplay wasn't shown off. I think to like game awards

I think that's right.

Fable trailer with gameplay premieres.

Nope. What's Fable? Who knows what Fable is?

Wolfenstein 3 officially announced and revealed.

I almost ran that one back this year and I was like, "No, you can't. You're not going through."

I mean, you could. And then you said, "Three new first-party games are announced."

I think that is true.

I think that is true as well.

Because there would have been Redfall and...

Redfall was announced the year before.

Worlds 2 and...

Pentiment

Yeah, well, I think you're thinking at 2020. I think you're thinking at 2021. Was Redfall really 2021?

That was a two year. I thought that was a one year lead

No, that was announced. Redfall was supposed to launch last year. Oh

God, which makes it

Yeah, it's launched this week. Lucky even worse. Yeah, Starfall and Starfield and Redfall were both supposed to launch last year

I believe. Okay. And they both got delayed.

- Okay, this is what I get for not double checking,

but I'm gonna give you the first three parties,

'cause three first party games,

'cause Xbox was announcing everything early.

I said "Avatar Frontiers of Pandora"

would be shown off on Xbox stage, nope.

- Yeah, where's that? - Banjo-Kazooie game

announced, nope.

Game Pass streaming stick, nope.

Indiana Jones shown off, nope.

The Last Knight re-emerges.

I've given up predicting The Last Knight.

It'll come out when it comes out.

- That's vaporware, in my opinion.

- God, it's so good looking.

At least it's more than abandoned, you know what I'm saying?

At least there was like gameplay footage of it.

- Abandoned is a screenshot.

- No man, there was a demo, the experience.

- All right.

- PlayStation.

God of War Ragnarok, it's September 22 launch date.

Announced before June ends.

What, what were you gonna say?

- I was gonna say you should announce,

you should say what these are

before we give our new predictions, if that makes sense.

- Oh, you mean do this right before, so--

- Yeah, but you've already, your audience--

- But I've already started Xbox.

It's too late, the system's broken.

- We'll do Nintendo right before those.

- Ragnarok.

I don't, no, I don't think that happened.

- What did I say?

- You said it would get a September release date

before the end of June, which I don't think,

it was announced in July,

because that's when our predictions episode went up.

And it was November.

- Yeah.

- So that's a mix. - I think it was July

'cause I remember pre-ordering the special edition in July.

- The Yotnar.

- Yes.

- Last of Us remake, now Last of Us Part One confirmed,  
which it was, and factions will be packaged with it.

Nope, but there was concept art.

And the game won't be announced until September.

That was not true, it was leaked.

by PlayStation, right before QE-Con.

- It was out in September.

- Ah, that's right, it was out in September.

New Sly Cooper game, it's a reboot, no.

Actually, Sucker Punch would go so far as last year

to say Sly Cooper's not happening, there's nothing.

It's ours, don't take it from me.

- I don't believe them, I don't believe them, they're lying.

- Infamous Games, speaking of Sucker Punch,

featuring Cole, no Sucker Punch at all.

And then you said Avatar would be shown off

on PlayStation stage, which also did not happen.

Alright, I said Half-Life Alyx coming to PSVR 2, nope.

Major title gets a day and date launch on PC.

That did not happen, we got close with Last of Us Part 1 where they said it's coming to PC.

It was announced at the same time,

but it was delayed much later.

- Has it really released on PC properly yet though?

- I don't know, has any game really released properly on PC?

- No.

- It's a mess.

- PC's a mess.

- I'm so glad I'm not in that ecosystem.

Insomniac announces PSVR2 game.

I still believe this, but it did not happen.

- I think it's a good prediction, yeah.

- Death Stranding 2 gets a Kojima trailer, not until the game awards, so no.

And then I said, "Local PS3 emulation on PS5."

Ha ha, did not happen.

- Never.

- Dude, the people are talking.

It's just really tough.

And then last but not least,

and then we can use this to segue into Nintendo.

- Yeah.

- The Nintendo predictions.

We are actually, as of this recording,

we're a week away from Tears of the Kingdom.

And I say this because Logan's first prediction, the sequel to The Legend of Zelda Breath of the Wild, has gameplay shown off, but still no official title.

That's still when we were calling it

Breath of the Wild 2 or the sequel.

I don't--

- I don't remember when all that happened.

- I don't remember either way.

Bayonetta 3 delayed to 23, that was not true.

It did come out last year.

Miyamoto reveals first trailer for Super Mario movie.

I don't think this happened.

- Nope, that was like, that was in the fall.

- A new Donkey Kong game is revealed.

Didn't happen.

- Still waiting.

- Metroid Prime 4, still nowhere to be found.

This was a sad one, but it is true.

Then I said, Bayonetta 3 releases on October 28th.

- I think you were really close to that.

- I was, I think I was just like a day, a couple days off I think, I'm pulling it up.

It came out on, oh it did, it came out on October 28th.

- Wow.

- So like that's-- - Take your shot.

That's the first time I think we've ever had an exact release date prediction, right?

- I pulled that, I remember I was looking at previous Bayonetta releases, I was like, this would be the Friday to do it, this is it. So I got very lucky with that.

Mario Kart 8 Deluxe DLC the next pack was out today. I don't remember.

I know more DLC was announced and has come out since. Didn't happen.

I said Game Boy games and systems are announced for NSO. That wouldn't happen until this year actually. So it did come true.

Silksong actually shows up, never.

And then I said Metro Prime 4 does get a show.

- It did happen.

Silksong did show up.

But just at Xbox.

- At Xbox, yes.

'Cause they said it was coming to Game Pass. That's right.

- And then they said all games shown today will release in the first half of next year. And we're in May, 2023, and everybody's like, "Where's Silksong?"

We're getting--

- Poor Team Cherry, poor Team Cherry. I mean, they've done it to themselves, I suppose.

- Yeah. - But poor Team Cherry.

So that was it.

Some good ones, a lot of whiffs, I think.

But we'll launch here into 2023, the year of our Lord, with Nintendo breaking tradition.

Logan, I'm gonna throw it over to you, sir.

For those that may be new to this, we have five predictions each for the big three.

So Logan, what is your first prediction for Nintendo?

Alright, so I'm leading off with a classic sort of like almost anti-prediction, which I do sometimes.

Oh boy, you do.

But this ties in with what we were talking about before.

And my prediction is, Nintendo ain't gonna have nothing all summer.

For the first time in forever, Nintendo's got nothing this summer.

I firmly believe- Like no direct, no-

No major direct, no major showcase of any sorts.

They're gonna release Zelda, they might do a little thing for like, you know, Pikmin or something like that, but like they are not doing a big ol' presentation to show what is coming to the Switch.

Okay.

Nothing.

That makes your next four predictions for Nintendo very interesting.

Yeah.

Yes, that is this is the one I have to go with first for other reasons because that will Then reshape so yeah my next four predictions. I should stress are just broad Dizzle happen at some point this year like okay

Because I do not think they're going to have anything big to announce this summer because I mean before e3 even dissolved

Nintendo had pulled out and supposedly the reason was they just straight-up don't have anything like it's like here's Zelda and

and that's it. That is their year in some senses and they'll still have some stuff

releasing later this year and I have some predictions of what some of those things could be.

Okay. But I mean I think the Switch is done. I think this is the final year for Switch. I

think Zelda is the swan song of the console but I think I do not think this summer is

I think this summer is too early for them to talk about what's next so they're just gonna punt on

summer announcements. Okay. And it'll drive everybody insane because they do this. I could

I could I could see it. I do agree with you for the most part and that'll lead me into my first

prediction here but it sounds like you you saying you know it's Zelda and then Pikmin kind of reminds

me of the ps4 end of life. The last one was part two Ghost of Tsushima. Wildly different games from

Zelda and Pikmin but kind of had like their two you know notable-ish IP one actually quite large

and one new and then anyway. Because I mean is there anything else that I'm missing that like

I know they're still releasing you know like DLC for Mario Kart and stuff like that but otherwise

it's like there's nothing else they they have announced that is coming out after Pikmin that

I can think of and usually in their first Direct of the Year they kind of outlined the whole year

in some sense and they didn't even do that this year so you're not wrong i just don't think

there's

any end of life it definitely is end of life for switch switch one whatever they're gonna i mean

they're working on a lot of stuff i just think they're saving those announcements too for when

they show off their next hardware so i i agree and that that'll kick off my first prediction which

is uh i'm leaning into two rumors in one detective pikachu and kid Icarus uprising

announced they're coming to Switch, and I wrote,

"It's time for the 3DS ports to carry Switch to its grave."

Like, the 3DS ports are gonna be the pallbearers

of the Switch as they get ready to load into the ground.

Because these games are done,

it's just a matter of the port work, which is--

- I forgot about Kid Icarus being in the room.

- Difficult and takes time, but I would imagine

the investment is much lower to porting a done game

instead of coming up with a brand new game.

You know what I'm saying? So yeah, I feel like the Detective Pikachu game has been talked about

For a very long time and then the Kid Icarus uprising rumors are just swirling and swirling

So there's like a couple things out in the ether that have been like rumored to come to switch for a long time

Like I don't know if this is yeah, I don't have any of these written down

But like I know like the Zelda remasters have been a thing

There supposedly they might port the other two Metroid Prime games at some point

I think there's like a Mario's game ups

There's like a Mario baseball game. I think they might announce which could be like another like yeah end-of-life switch game

But again, they've been doing new. I think they've done like every new

Mario sports game this gen like the bronze soccer golf salt and a soccer

basketball like they

That's basketball. Where's my baby? Yeah, that was only ever on DS that one time

Well, no, well, they made cameos in that NBA street game on the GameCube

Sure, but Mario hoops three on three the Mario. Yeah, the Mario does mean by Square Enix anyway



This I mean I'll segue I hadn't something else but I'll segue

What you have said into my next one, which is?

Yes, I do think remasters will carry this to the end of its lifecycle and another recent rumor we had recently

I feel like we've predicted this in

previous years but you know screw it this is the year paper mario thousand year door remastered launches in late 2023 I think it's finally time if they're not use if they're not gonna give people gamecube games on switch online which seems unlikely I think it just makes sense to remaster a couple of the games that people want the most from that era so this is rumored for a while right

Intelligent Systems? There was a larger rumor tied to it earlier this year. I think a pretty reputable insider said, "Oh no, that's actually happening now." We'll see if it does. I don't know. But I think a couple months ago that was popping up again. It'd be the game, right? One of the great GameCube classics to bring forward. It's entirely inaccessible. It's only on the GameCube. There was never a Wii version, there's never been Virtual Console for GameCube.

There's a lot of classics on the GameCube that are just stuck.

Well, and they keep showing that they want to do more and more with Paper Mario. I mean, Paper Mario is a series that they've done something with on pretty much every Nintendo platform over the past 20 years.

Yeah, and we haven't...

So I think if they bring that one back and it does super well, maybe it could convince them like, like hey maybe we should do another RPG actually style one of these games for once especially since like the Mario and Luigi games are dead now like they aren't doing any Mario RPGs now at all to my knowledge I mean other than like Mario and Rabbids but that's like a strategy game more than anything so.

And what was I gonna say I just had oh yeah Origami King Ghost of Tsushima launched on the same day, so we haven't seen Paper Mario in, was that 2020?

- That was 2020, yeah.

- Yeah, so we haven't seen Paper Mario in about three years.

So it's almost kind of time for one, and porting, obviously remastering one of the best, and they just saw great success.

- It's just free money.

- Yeah. - It's free money.

- They just saw great success remastering Metroid Prime, another GameCube classic, so they could really do a lot.

I do hope they don't remaster it in the sense of

like that actual construction paper style

that is an Origami King, like I want that.

Just keep it the way it looked.

- I think that would be too much work.

That's entering like remake territory if you're changing.

- I don't want that. - Too much of that.

- But I know like in Prime they redid the assets and stuff, so I just make it look really, really nice, run really, really well.

- It's really easy. - Give us all that good stuff.

- It's free money.

- But it has to sell for it to be the free money.

I'm gonna... I'll go with this one. I think we see Pokemon on NSO. I think we start, now that the Game Boy is on there, the 3DS eShop is closed, the Wii U eShop is closed, there's no way now to get those classic Pokemon up into modern eras. I think we could see Pokemon

enter the upper tier of NSO,  
and maybe FireRed LeafGreen,  
which people haven't seen those games in forever.  
And that would definitely drive subscriptions.  
So I think it's possible.

There's been big celebration,  
they just put actually the FireRed  
and LeafGreen soundtracks out.  
So there's a lot of synergy I see on the horizon  
to bring back, or not to bring back,  
just to bring those Game Boy Advance games  
and Game Boy Color and stuff to the subscription service.

- Yeah, I think that makes sense.

I mean, it's just time for that to happen, to be honest.

- Yeah, without means for anyone to buy it,  
I think putting it on there, having it tie in to Comb,  
which would drive those subscriptions, it'd be great.

And it could tie into DLC and Scarlet Violet,  
like there's just a lot of potential there.

It's a good way to keep people invested in Pokemon 2 in a year where it seems like there's  
clearly not going to be a new game.

It's just going to be DLC for Scarlet and Violet.

That'd keep people excited for sure.

Alright, I'll do this one.

I think they are going to do literally the exact same thing they did with the Switch.

I think the Super Switch, which is whatever, I don't think that'll be the actual name,  
but it should be the actual name.

I like that name a lot though.

I do too. I think Super Switch will be announced in the fall.

Okay, we'll then have a showcase for it in early 2024, and it will launch in the first  
half of next year.

I think they're going to go right back to the same release strategy that they had with  
the original Switch because it worked.

They have shown a propensity not only with Switch to release their consoles in spring  
Windows in the past, I mean they've done it with what, I think DS, they did it with Wii  
U, they did it with Switch, like that seems to be the window in which they like to release  
consoles lately.

So I can see them releasing the Switch follow-up in the first half of next year.

I don't have all these predictions written down, but I mean I really just do think it  
will be Switch 2, essentially.

I think it will be forward compatible with Switch.

I just think they don't want to give up on what they've got yet with this.

All the screens will probably be OLED now.

It'll be a bigger internal boost.

I just think it's going to be like whatever people have been thinking the Switch Pro is  
going to be, I just think it's going to be that now.

And there will be some probably new funky little riffs on it, little ideas that Nintendo  
uploadments because they're Nintendo and they always gotta throw in weird things like, "Look,  
the Joy-Con!

You can feel the marble moving around thanks to the haptics!" and it's like, "Okay!"

Which is cool, but they always highlight weird little...

I always think of the IR camera that's in the bottom of the right Joy-Con.

It's like, "This will let you do cool stuff!"

You can play rock, paper, scissors!"

Yeah, and it's like, "Okay."

There will probably be new little things like that that they'll add to the follow-up switch 2 that weren't seen in the original but like none of it will be like a big deal.

I really just think it is going to be Switch 2.

Do you really think it's going to be called that?

I don't think it'll be called Switch 2.

I think it will be called... that's why I think it should be like Super Switch or something.

I think Super Switch would be a great callback.

I think the problem... they really do...

I was thinking about this as I wrote this down though.

They have to make sure that whatever they call it though, and this is a tall task for Nintendo coming from the company with the new 3DS XL or the Wii U.

Yeah I was gonna say the Wii U is the big one where like I still remember when that was revealed I was like is this an expansion of the Wii or is this a new system?

And like they did not properly explain that with that system's announcement.

So if they're going to continue to latch onto the Switch namesake, which I think they will do, I do not think they're going to call it something else. I think it would be Switch something.

- Okay. I get it from a brand perspective of wanting to keep continuity, right? Nintendo DS, Nintendo 3DS. NES. Super NES. - DS and 3DS is probably the best little transition they've ever made between two systems like that that are similar.

And then Wii, but then you've got Wii and Wii U and then there's 3DS, New 3DS, XL, there's the DSi, never forget the DSi. So they have, you know, bright spots and low points I guess, so highs and lows. Well Game Boy to Game Boy Advance, just like make it something simple like that. Yes, that would be-

Nintendo Entertainment System, Super Nintendo Entertainment System, like just do a very simple

like tweak on the Switch name, Super Switch, Switch Advance, something like that where it makes it clear that this is the next iteration while not being the same thing.

Because then you'll get people who are like, "Oh, I bought you the Switch and I bought you this Switch, Super Switch game."

And it's like, "This game doesn't work on it," or whatever, you know?

Right.

I wouldn't be opposed to a new name a la N64 to GameCube or GameCube to Wii, as long, 'Cause at least in the Wii GameCube sense,

it was backward compatible.

And there's just a clear cutoff,

to avoid the problem you're talking about,

where this game worked, these games for the Nintendo,

Power, Super Mega, whatever, only work on that thing.

But your Switch games do work on it too.

That would make that cleaner,

'cause there's new 3DS games that only work on the new 3DS,

not old 3DS. So I don't know. There's power in keeping it and there's power in leaving it.

I just think the Switch brand name is too strong. It's kind of the same way with PlayStation.

The Wii name was so strong too.

Yeah, but they also screwed that up with how they revealed Wii U to be honest.

Yes.

Like the Wii U could have been properly contextualized a bit more when they announced it and revealed it. They screwed up in a lot of different ways with Wii U.

It didn't help that it used the same controllers either.

Yeah.

I mean it's kind of goofy that we're on like a PlayStation 5, but I also think Sony is smart to keep doing that just because it's easy to convey to people what it is.

But Sony's the only one that does that.

Yeah, they are.

So it's, I'm hopeful, we'll see.

I'm more concerned about the backward compatibility.

There were rumors a couple of months ago about Tegra chip.

if it's a new architecture, they would be emulating the Switch, essentially, not natively running it, which...

I don't know, man.

I think that's like suicide if they don't make it back compat.

Especially if it's going to be similar type hardware, you know, where it's on the home console or on the go.

I think it does have to be that.

Yeah.

If it's the same type of hardware, which it almost certainly will be, and it's not back combat that's going to be a big big big problem for people even if it makes sense on like the hardware side or the logistics side or something like that

like that's just something Nintendo has to figure out like full stop like mmm so

I'm sure they will I'm hopeful it works we'll see and hopefully within the next

year here I know you've predicted the fall year but it's after Zelda here it's

It's time, like it's really time, Nintendo, so hopefully, you know, I think their earnings probably are coming up soon, so that's when the NX was announced, right?

Was in an earnings kind of report meeting over in Japan, so I don't think they would do that maybe at this one, but perhaps the next one, who knows, we'll see, but.

- I mean this is their, if I'm correct, I can't remember how their fiscal year is structured, if they're on a fiscal year where it goes March to March,

or April to March, then this would be the start

of their fiscal year and this is when they would

say things like that.

- Like within the next fiscal year, we will have the successor to the Switch.

- Yeah.

- Which would be pretty exciting.

All right, my third prediction.

I'm leaning actually I think into one a year, yep,

One of yours from last year.

It's time for the Donkey Kong to be released.

It's time to bring back everyone's favorite ape.

I think we see that game that's been rumored forever.

I don't know if it's gone between 2D and 3D,

but there's only one Donkey Kong game on the Switch.

It's Tropical Freeze, and it's one of the best

2D platformers ever made, but it's a Wii U game.

And it came out early in the Switch's life.

Donkey Kong, back in the public eye, right?

with the Super Mario Brothers movie,

it's time to see-- - Supposedly they're building

a Donkey Kong Country add-on to the Universal Park,

like that's gonna be the next expansion.

- Oh yeah, that's-- - That's gonna be Donkey Kong.

- Yes, that is a part of it. - Or no, they did,

they did straight up announce that, I think, for Japan.

- And they just announced four Lego expansions, all Donkey Kong-themed.

Like, I think, if there was going to be a fall game,

I think out of the IP that really aren't super represented

on the Switch, Star Fox, F-Zero, Donkey Kong,  
like Donkey Kong just makes the most sense there.  
We just had a Kirby game, I don't see that coming in,  
Mario Kart's getting DLC,  
Metroid had remastered this year in Dread,  
and we know 4 is in the works, I think,  
and I think a lot of people also believe  
that that game is pivoted to development  
for the Super Switch or whatever that may be.  
But I think Donkey Kong, if there is a fall game,  
if there is something for the holiday  
that's kind of bigger in Nintendo's catalog,  
I think Donkey Kong is that IP.

'Cause Mario is gonna be on the Super Switch too,  
so it's just,  
bring back the monkey.

- But that feels like such a waste on the Switch.  
Like that's the problem we get into here.

- If it's been in development for a while though,  
like I don't know. - Just bring it  
to the new console, that's the problem.  
is like, I'd rather just have them mass dump ports  
or whatever, like we've been sitting on these Zelda ports  
for a rainy day, go, go, go, like get that stuff out.

- Here's my thing with the Zelda ports though.  
Is it too much Zelda in one year?

Big Tears of the Kingdom.

This ties into, it's not one of my, I don't know,  
I haven't decided actually yet, but like,  
I assume Tears of the Kingdom's gonna get DLC  
but it feels way too early to be announcing DLC  
for that game if it's out in May  
and I'm operating under the assumption of a summer event,  
but I just feel like that's a lot of Zelda announcements  
in one year. - People will play them.

People just want those older games.

- I know, it would be great. - Easily accessible.

- Yeah, I think, more than anything.

- Now that those shops are shut down too,  
you can't buy those. - Yeah.

- So. - Twilight Princess on Wii U  
is like 150 bucks.

- It's brutal out there, man, it's brutal.

That's why I bought those,  
those were the first games I bought  
when I got my Wii U back.

That was a good call.

It was definitely a good call.

By the way, Nintendo's fiscal year does go from April to March.

So here in May, I think they will have their earnings, which will give like guidance for  
like the next fiscal year I think and how their previous one did and all that stuff.

So they'll be like answering a lot more questions than normal.

So yeah, maybe they tease it there.

Yeah.

Oh yeah.

And they just put a Fire Emblem game out too?  
the list of IP left for something this fall is so small.

And I just--

- If we kind of reached the reset point  
where it's like, okay, cool.

Again, a new Zelda's coming out, cool.

So we're entering that restart of the cycle  
where it's like a new Zelda, now we get a new Mario,  
now we get a new, would be like Smash I guess,  
but that's not gonna happen.

At least not in a normal way.

But it'll be like a new Mario Kart, a new whatever.

Well, this will lead into what I was gonna say.

Here's my next one.

When they do show off the Super Switch,  
whenever that is, like let's say this fall  
or early next year, I'll be positive now this time.

Metroid Prime 4 will be shown off finally,  
and it will release next year, 2024.

It'll be one of the launch window games for the Switch 2,  
Switch follow-up, Super Switch, whatever we're calling it.  
So I do think it's time.

- They've been hiring for so long, man.

If you go to Nintendo's job postings  
and look at stuff in Texas, it's all like--

- Forget that, like, I was gonna say,  
you know that the delay or announcement of them  
redoing that game was like four and a half years ago?  
So it's been a long time.

It'll have been five years next January  
that they announced that they were restarting development.

So that's a full development cycle.

So I think releasing next year is feasible,  
and I hope for our sake,

tease for whoever's listening to this  
and also listens to our other podcasts,  
I hope for our sake that comes to fruition  
with what we're doing next year.

- Yeah, it's, I want it just 'cause

I still have my pre-order.

- Oh gosh. - I still have the,  
so the reason I even have it pre-ordered, right,  
is because I decided to lock it in  
when Amazon still did the discount.

If you add Amazon Prime,  
it was like a certain percentage off games.

- I remember that.

- So I just locked in Metroid Prime 4 with that discount.

So it's been sitting there since 2017?

- That's sad.

- I've had to change the address on it now three times.

- Oh, you're being a little too proactive there  
for a game that doesn't exist.

I don't think they're gonna ship it to the wrong place.

- Well no, just so Amazon knows.

- I get what you're saying now.

- Yeah, and it's--

- You've moved three times since then.

- It's purely for the discount.

Honestly, they probably will announce a special edition

So that pre-order is pointless anyway.

I just, I find it very funny.

Now I'm just cleaning onto it for the joke, you know?

- Yeah, for sure. - It's just like the memes.

- But no, it feels like last year I know my prediction was like, oh no, Metroid Prime.

Like I just didn't think last year was the time.

I do think we're, like that remaster didn't drop for just any reason earlier this year, I don't think.

Especially because they had been sitting on that remaster supposedly as well for a year or two.

So I think them releasing that earlier this year was strategic and they're trying to get people back and invested in that series.

So it's time.

And I think when it does appear,

I mean, I didn't write this down really,

but I think it will be far more than a JPEG logo.

I think they will show a trailer and gameplay

and they'll be like, no, this exists.

We swear it's out this year.

- 'Cause I do not think they're gonna wanna,

I don't think they're gonna wanna tease everybody

the way they did before because they know

everybody's pretty tired of hearing about this game

six years after its initial announcement, you know?

Not that they talk about it often,

but you know, they really, they drop the ball hard.

So whenever they come to show up with this game again,

they need to be ready this time around.

- Yeah, I agree with that.

Back to the ports.

It's time for Nintendo to right their wrongs.

It's time for arguably the greatest omission

to be addressed. - Mother of three.

- No, gosh no, that'll never happen.

Much more simple.

It's time for Super Mario Galaxy 2.

- Oh, that's not happening. - It's the only 3D Mario game not on the Switch.

- That's not happening.

- Do it, do it Nintendo. - They should.

The Wii is gone now.

I keep saying it.

It's gone, it's inaccessible.

Bring it up.

They got the collection. - They won't.

- They got the NSOs.  
- They don't have the collection.  
They don't even sell the collection anymore.  
- They did.  
- They did.

You have to use past tense when talking about it.

- Maybe they'll bring that back, I don't know.  
I think they're, I didn't write this down,  
but kinda just to lean into this a little bit.  
I feel like there's gotta be something, Mario.  
it's not going to be the new 3D Mario game.  
That's the next console.

So something Mario.

There was the big movie. - Could be a 2D game.

- The movie this year, come on,  
that was huge successful I think it's passed  
or he's getting ready to pass a billion dollars  
at the box office.

Wildly successful.

I'm not saying a tie-in game to the movie,  
but something Mario has gotta come out this year,  
I think in the game space.

And Galaxy 2's like the obvious omission.  
everything else is playable on the Switch in some fashion.

From Super Mario U Deluxe to 3D World.

I guess 3D Land is technically not there  
and that could be one of those 3DS ports  
to carry it to its grave, but I feel like--

- I do not think that, I don't think that would work great  
on a home console.

- I don't either, I think that that game was designed  
for the 3D display specifically.

- Yeah.

- So, and we know they have the Wii emulator,  
or crossover type engine 'cause the Galaxy's on the Switch.

Yeah. So I just, I feel like this is the obvious Mario related thing this year.

I mean the time for them to do that would have been when they released the last collection.

Sure. They did it for one reason or another and they like didn't even acknowledge Galaxy 2.

Right, which is so weird. I just think they're content with just being like eh,  
they don't really care. But 2's the better game.

It is. So I just, I think that could be the Mario thing to help carry us into Super Switch, Super  
Mario, Mega Odyssey, Universe 2, whatever that game's gonna be called. Last one buddy,  
what is it?

Timely for us. This is timely for us. This is my final one I did and I was like, "You know,  
I'll come out firing with this one.

"A new Nintendo exclusive Resident Evil game will be announced to be in the works."

Okay, that's all I got. Because I don't think, and the reason I say this, what got me thinking  
about this is with some of our other prediction, I was thinking like, "Oh, could we get like  
Resident Evil 9 or something?" And it's too early for that. I feel like Resident Evil 9 is like 2025.

I think that game will get announced next year.

I think it's too early to even announce it just because RE4 remake just came out.

Yeah.

And Village VR did.

It's just too soon.



But they're clearly not slowing down with this series at all.

And I'm like, "Well, what's something they could do with it in the coming year?"

And I'm like, "Well, what if they just made a smaller side spinoff game and they went back to working with Nintendo similar to what they've done with Revelations in the past and Zero?

Like, what if they just reused assets and they're like, "Eh, yeah, yeah, we'll just give Nintendo their own Resident Evil game."

And this has actually been rumored in the past, but it all kind of was flimsy and fell apart, so I don't know how legitimate some of that...

Those rumors and stuff have been over the past couple years, but I could see it.

I mean...

Sure.

They've had a long-standing relationship with Nintendo, dates back all the way to the gameplay.

Color, as we've explored and talked about.

So I could see it.

I think the last one was Revelations, right?

Revelations was on 3DS. I think they had like some of those Wii, like on real shooter games.

They've had stuff on the GameCube obviously as well. They had a lot on the GameCube, but yeah.

I can see it.

All right, I like it.

Maybe a Colossi shooter.

I mean the whole Resident Evil series is on Switch too.

Yeah, well, yeah, so Villages are a cloud-based game on there as well.

So they got everything on there except for Code Veronica, that's the only one.

Yeah, poor Code Veronica. Bummer.

Alright, I'm gonna blend some I've got here. Really, kind of everything I have left written down is, here's a port of this, here's a port of that, because we are at this end of life.

So I'm gonna blend a couple. I'm gonna lean into Zelda, the year of Zelda here.

And it doesn't have to be this summer, I guess I'll be like you at some point the rest of this year. I think that DLC for tiers of the kingdom will be announced at some point. I think that's a logical step for them. It's a way for them to extract more money out of the game.

Free money on top of the \$70 price tag. You know, they did it previously. There's a world for this expansion and they've, they've done a lot of expansions, Mario Kart, Fire Emblem, Xenoblade, so on and so forth. So I think that's going to be announced. But to tie in with that. Those HD ports do come to light, I don't know if it's a double pack, I don't know if they're sold individually, I could see it either way, honestly. Give them Skyward Sword but then there's also the Mario collection. Either way, those Zelda Wind Waker and Twilight

Princess HD Switch ports finally come into light. And I think there's some compatibility between them. I think in the sense of like tap this amiibo and you get a special themed item. Or if you've played this game you get this item in your game. You know like in a Pokemon game if you have a certain save from a previous game you'll get a special Pokemon in a new game. I think if there's, I think there's some crossover. I remember in Breath of the Wild if you tapped like the Majora's Mask amiibo you would get a Majora's Mask themed item or so on and so forth. So I think there's gonna be some some of that in there and you know a lot of people think the new Tears of the Kingdom is tied to Skyward Sword in some way mostly just because most of the game is in the sky. Who knows we'll see in a week. I don't feel like they've ever really tied the games together except then with like broad very broad thematic elements and stuff. I would think the only ties would be well

- Ocarina of Time I think ties,

it does tie into Majora and Wind Waker.

Wind Waker specifically--

- Well Wind Waker's what I was talking about

a little bit more when I said like thematically,  
'cause it talks about like, oh the hero of time,  
and the save title and stuff like that.  
But I wouldn't really consider Wind Waker like a sequel  
or anything like that, you know?  
- The only other direct sequels would be  
Phantom Hourglass, Spirit Tracks, and Link Between Worlds.  
- Which I bought the other day  
and it came in the mail for me, so.  
- Link Between Worlds?  
No, I do want that too, because I only have that digitally.  
My Phantom Hourglass came in.  
Complete a box.  
I thought you had that at your house back at home.  
Oh, if I do I'll just sell it.  
Okay, all right.  
The version that I found too good for deals, like 30 bucks.  
I was like, I can't...  
Complete a box?  
What?  
Yep.  
Dang, man. That's a scoop. That's a steal.  
This guy out here, highway robbery.  
I was like, I gotta jump on it.  
I don't think I still have it.  
I think I want to say...  
Still man the other one so I still remember buying that game. I was so  
Excited for it so excited. I  
Love it so much. I know it's  
Not looking upon. It's not looked upon fondly, but I love it very I kind of want to try spear tracks  
because I know it's so  
Wild you ride a train  
Zelda's in a suit of armor. Yeah, it's the only game where Zelda is technically a playable  
character  
But even then she's playable as  
giant suit of armor knight  
so  
Yeah, it's good stuff. That's like me when I snagged my semi. Okay deal on  
Spirit tracks a couple months ago, so  
Anyway, I think there's gonna be some crossover there between Zelda and the DLCs and the  
remakes and again kind of maybe Pat out  
the end of the year with the promise of new stuff to come so I  
think that's that's gonna do it, but that will  
That's gonna wrap up our, what do you call it?  
Our Nintendo predictions there.  
Let's move on to Xbox.  
I'll save my other favorite for last then.  
So we'll bounce up here to Xbox.  
Phil Spencer.  
Matt Boody.  
I forget that other guy's name.  
Greenberg, something right?  
Aaron Greenberg?  
- He's just like their comms and PR guy though.

- I thought he did like ID@Xbox.

Is that incorrect?

- Yeah, maybe.

- I mean, he does stuff, but he's more just kinda like a--

- Those are the people I think of at Xbox,  
like the faces of it, at least.

The ones that speak up. - No, Major Nelson?

- Ah, Major Nelson, of course.

I forget about him sometimes, but he is--

- He's like a community-end guy, though.

- He's like an OG man.

He's been-- - He's been around forever.

- I love it.

I kinda love the longevity of it, so.

- Yeah, everybody else is turned over there at Xbox  
at one point or another, it seems like,  
and he's still kicking on.

Gonna be honest though, this isn't a prediction,  
but I'll just come out and say this.

I feel like Matt Booty needs to lose his job  
at some point soon if they don't turn things around.

Because-- - Sorry, Matt Booty,

I didn't mean to--

- I mean, I think Phil's still doing what he can,  
but I think a lot of their shortcomings lately  
with their games falls squarely on Booty's shoulders.

Like at what point do you have to start like,

I think we're slowly seeing it with like 343  
and stuff like that.

And like heads are rolling over there.

And a lot of people are like claiming that they've left the company on their own  
terms and you know, maybe they have, I don't know, but like you can't deny that  
like infinite bombed and then the head of the studio left one of the heads of the  
IP left, like a bunch of big, big bad people. It's a bunch of heat.

Well, I don't know if I would say it's bad. I'd say it's good. Like if, if,  
if that game sucked then yeah, you need to,

And it's like the third game in a row that was underperforming because they had four,  
which was not horrible, but a lot of people... four is not a favorite in the series by any  
means.

Master Chief Collection bombed at launch.

Five was solid in some areas.

They did, and it's good now.

And five's multiplayer was good.

Campaign was terrible.

Like the inverse on Infinite, I think the campaign was pretty good.

But the multiplayer, just no depth to it at all, missing features.

Like at some point it has to be like, "Cool, you're coming up short on every single one  
of these launches for our biggest franchise, so it's time to clean house."

And because I think off the top of my head, I don't know if any of these names mean anything  
to you, but like I know Bonnie Ross left the studio.

I know Frank O'Connor left the studio.

I think Kiki Wolfkill left the studio.

Joseph Satan left the studio.

That is the one I think was on his own terms though, because Netflix dumped a bucket of

money in his lap and he's like "I gotta go."

I think Staton is one of the good guys that they should have kept if they could have afforded to retain him, because he clearly knows what he's doing.

He's a Bungie OG.

I mean, some of these other people are Bungie OGs, but he is like one of the Halo OGs.

That guy knows what he is doing.

It's like...

I don't know.

Maybe we could get into a whole thing about Microsoft and Xbox and some of their problems because I think Microsoft's structure is somewhat to blame for this as well with how they hire contractors and stuff like that constantly.

343 is so big and then it's just bolstered by so many contractors.

Which I think is-

And the turnover on that is then you bring in new contractors and they've got to learn where the last ones left off.

Well, they got to learn a proprietary game engine too like because it's not like it's not like they're working with unreal or whatever

You know what? They they're bringing it they announced that right? They're pivoting to unreal, right?

I think so, or I don't know if they announced it properly. I think that is like the I

Think that is like the rumor report or whatever

maybe they didn't announce it properly though, I

Jason Schreier wrote about it over at Bloomberg

Okay, well then it's probably accurate.

Probably. I wrote, yeah.

Because I did write about this.

I don't think they ever said anything flat out about it, because that would be pretty damning.

For them to put up a blog post and be like, "We're abandoning our game engine!"

You know, like, that would be a horrible look.

No, it would be bad, because it's also, at least if reports are to be believed, it's one of the most expensive game engines ever made.

made. Like more- Microsoft is- And you can see, like, it's real pretty! Like there's some like- Oh, that's awesome. When it worked well, it was like, dang, this is a pretty sleek game engine they've crafted here, but like, just, not enough. Anyway. Yeah, Matt Bush probably loses a job. That's, to come full circle. Anyway. Your first Xbox prediction proper, sir. I don't like any of my predictions for this. Like, there's a lot I could predict, But it's just like, to kind of end cap our previous little conversation here, I'm tired of Xbox.

Like, they need to put up or shut up.

I have been so patient with them.

I have been so patient with them, and I have been so, you know, just willing to give them the benefit of the doubt for the longest time.

And I'm excited about some of the stuff they have coming in the pipeline.

You know, like Fable and stuff.

Like, I love Fable back in the day.

Like until they show that they can release games on a better, at a better cadence and not only that but release games that are of a high quality, like, they're losing me.

They are losing me.

I've been around in the Xbox ecosystem for like 15 years but like it's, like I just don't see the point anymore until they can become more consistent and it's really frustrating so.

Did you watch the interview with Kinda Funny yesterday?

I know you were traveling.

- I did not.

I was on a plane all day, yeah.

- He was basic, Phil Spencer said,  
"Even if we released 11 out of 10 Starfield,  
like people aren't."

He's basically essentially saying like,  
"Great games won't turn the console war around.  
Like it's not going to make the deficit up."

And I understand that part,  
because great games will not make up the deficit  
between the PS5 and the Switch.

- It'll keep people, the people you've got.

- Exactly.

and it will draw more people to your service.

And so--

- Like why would I wanna keep subscribed to Game Pass  
when your biggest first party release of the year,  
you can say HiFi Rush if you want, I guess,  
but HiFi Rush came out of nowhere.

Their biggest release of the first half of this year  
has been Redfall.

Redfall's a stinker, so it's like cool.

Like that's less of a reason to stay subscribed to Game Pass  
which is the thing that they want, you know?

- I wrote about this.

There'll be a link in the show notes.

Like it's not even a console war thing.

It's more just a like, "Why would I want to engage with your ecosystem if the games aren't  
great?"

Like, you know?

Yep, yep, yep, yep.

'Cause I'm not even thinking about it from the perspective of...

Like a lot of people keep comparing Sony and Microsoft like, "Oh, hardware numbers and  
stuff."

It's like, well it's clear that like Xbox punted on that a long time ago.

They bring all their games to PC.

Like they don't care about strict Xbox sales.

They just want to be the place you play. They want you to be the service you play on.

Yeah, which I think is good. It differentiates themselves from PlayStation because at the start  
of the PS4 and Xbox One gen it was like, "Do you want the green box or do you want the blue  
box?"

Because they were virtually the same exact thing. They were trying to compete with each other  
so

directly that it was hard to know how they were even different. And I think Xbox has at least  
differentiated themselves enough to where they are offering greatly different things  
and I like that. But yeah, you gotta release good games.

Just great, good, great games and that, like Redfall has put even more pressure on Starfield.

Yeah dude, like Starfield has to be, I mean Starfield's gotta be like the second coming  
at this point almost. I think the thing that's been, and then we still haven't done a prediction,

The thing that's been frustrating too is like, what's been annoying is the past year the  
entire conversation around Xbox has just been this stupid Activision acquisition.

And it's like, dude, I don't, like is Activision all of a sudden going to make Xbox magically  
produce good games?

It's like, I don't care, you have 25 other studios already, what are they doing?

I don't, whether or not the Activision deal goes through or not, I don't really care.

Can you tell me what's going on with the companies that you own?

What are they doing?

I know they've revealed a lot of things over the past couple of years and we can predict some.

In fact, I'll segue this into my first prediction right now.

I think within the coming month, I think we will finally see more of Avowed and State of Decay 3.

I think those are going to be two of the two.

That's Obsidian, right?

Yeah.

That's their big RPG game.

Yeah.

I think we're going to finally see more of those two.

I'm predicting no show on Fable this time, which is the reverse of what I predicted last year.

It's starting to seem like Fable's really far away, which is disappointing.

It just makes the whole announced so many years in advance, which was what Sony did all during the PS4 was like, "We've got..."

Yeah, like it's fine, but like, but now we're, I think Fable was, I want to say 2020 was when it was announced? Seems right to me. So yeah, we're just getting so far removed from some of these announcements. And yeah, you're right, like PlayStation did the same thing, but PlayStation

would then at least, you know, come out and show those things within a span of two to three years.

Fable, everything you read about it, it's like, like some people are saying that that game's not even going to release until like the final year of the hardware cycle. So, I don't know.

It was announced in 2020 at their uh so it was the COVID year but there were leaks about it in 2019

yeah actually but at E3 2019 there were leaks but it was formally announced in July of 2020 so it's been a while and I get that playground it's an I won't say entirely new type of game for them

because they do make huge open world games just instead of people but it is a different game as

as far as mechanics, gameplay loop.

- I mean you gotta hire huge story and writing teams too that they don't have, or I imagine they don't have.

- You're telling me the lore of Forza Motorsport Horizon 5 or whatever isn't deep for you?

- Yeah, so they've had to staff up in different ways and that all makes sense.

I think it's just, Fable is,

in some ways I understand it,

and this isn't a problem tied specifically to Xbox,

We've been getting a lot of game announcements lately

where trailers and teasers are shown off

as ways of trying to entice talent to come work for you.

We've seen this with,

I know Quantic Dream's Star Wars game

was another instance of that,

where they showed that game off

and supposedly they had nothing really done with it other than the trailer.

- I think of I/O Interactive's James Bond game.

They're like, "We're making games on!

Come work with us!"

Yeah, that's another one.

Indiana Jones, same thing.

There's been a lot of games that have been like that lately where they're almost advertising more to devs than they are to audiences who want to play these games.

But it still sucks, you know?

It's like, ugh.

So yeah, I think Avowed and State of Decay 3 seem like the ones we could see something for this coming month.

And I know they've got a lot of other games in the pipeline, but those are the two that that I will call out, and that's my fable-related prediction for the year, so.

- Okay, all right, I'm gonna, you mentioned it, so I'm gonna jump into this, and I made this last year as well, and I apologize, but this one is purely based off corporate synergy.

- Wolfenstein?

- No.

- Oh.

- Indiana Jones.

I understand that game's early, probably still, but with the movie out literally at the end of the month of the showcase, I feel like just seeing something from the game, it can be a CG trailer.

- They could get Harrison Ford to show up in the Xbox event.

- Just like Keanu Reeves. - Hi, I'm Harrison Ford.

Here's the first trailer for Indiana Jones and the Whip of--

- The Whip of Wisdom. - The Whip of Chemotep.

Yeah, the Whip of Wisdom, there you go.

- It's, I'm not asking for gameplay like I have in the past.

I'm not asking for a release date or anything.

I just think, because of the movie, we will hear something about the Indiana Jones game for Xbox from Machine Games. - That should make sense.

- So there's your Wolfenstein kind of tie-in.

'Cause they did, Machine Games did, or does, Wolfenstein, right?

With id? - Yeah.

- Okay, yeah, I thought that was right.

So that's my first one.

A repeat from last year, but I'll keep it.

That's the only repeat from last year I'll have.

Um...

(squeaking)

Here's a weird one, or maybe not a weird one, but here's where I'm going to slot this one.

In a continuing attempt to entice Japanese audiences, and kind of similar to what they did last year, Persona 3 Remake will be announced at Xbox's showcase.

- Oh, ooh, I like that. - 'Cause that's percolating.

That's percolating out there,

and we know that it seems like that's definitely happening.

I'm thinking that-- - I like it.

- I'm thinking they could entice Atlus to show it off at their event, assuming it's coming to Xbox platforms, but--  
- Well, given the fact that Five finally came out and Three portable-- - Five, three, and four.  
- Yeah.

- And Sega and Xbox have a good relationship between the Yakuza games and Sonic and you know, all the Sega stuff.

I could see that.

I could see them throwing a lot of Game Pass money in 'cause those games did come to Game Pass.

Be like, hey, show it off here.

Show it off for us.

Granted, it will come to the other platforms.

I don't think Sega would--

- Oh yeah, yeah. - Have an exclusivity deal there.  
- I just, no, I just think that's where the announcement--  
- The announcement. - I think would be pretty cool and to be able to say, hey, it's coming to Game Pass.

That could be good.

- I just think that's where the announcement could happen.

It's either there or JeffreyCon, so.

- Yeah, okay, I like it.

All right, I'm gonna lean on one that I've had in previous years, it wasn't last year.

But it's honestly, it's one of the Xbox first party, the Xbox Studios games I am most curious about and actually want to play.

Perfect Dark, man, it's time.

It's time for gameplay. - Is it?

- It is, man.

That game has been in development forever.

The Coalition is probably bleeding money.

They've brought in-- - The Coalition, it's a--

- Oh, I'm sorry, it's not The Coalition, it's, what is it?

It's a C word.

- Is it a C?

- Yes, it starts with a C, man.

- It's not The Coalition, Coalition is Gears.

- Coalition is Gears.

I'm gonna find it, I'm gonna look it up.

They've brought in those Square Enix teams to help support it, which sounds really bad.

I don't know.

It's time, man.

Perfect Dark is just like a thing lingering and I just want it done.

They, what in the, what is that studio's name?

It's not Compulsion.

Compulsion's the other one.

The Initiative.

What?

I didn't have seen it at all.



Crystal Dynamics has a support team on it.

Alright.

The Initiative.

It is time, man.

Bring it on.

Bring it on, Perfect Dark.

I want to see it.

Not because I have love of the original Perfect Art.

I've never played the original Perfect Art.

But it seems like my kind of game.

And for Xbox to be making a game that I would like to play, really enticing to me.

- It was announced nearly three years ago.

- Yeah, it's time, man.

Come on, show it off.

I don't even need a date, but it's time to see it.

Actually running, playing the whole kit and caboodle.

Would you like to, just for fun here,

would you like to go through a full list

of all of the games that they have coming out

that they have said nothing about

in the past however many years?

Or actually just-- - Sure.

I looked up, I looked up earlier,

like upcoming Xbox Studios games,

because this is the company I'm least familiar with

as far as their lineup and things,

so I did look at some stuff.

But yeah, let's run the list real quick.

- Here's all the games.

Well, we've got 4 to 8, which is coming out this year.

- Yeah, it is.

- I'm not really gonna count that.

They keep talking about that too.

There's Avowed.

There's Everwild, which who knows

what the freak is up with that game.

- Yeah, I have that one out.

- There is Contraband, which is a second party game with Avalanche. - Avalanche.

I have that one down.

- There's Fable, Perfect Dark.

There is Hellblade II, which,

what in the freak is that really?

State of Decay 3, Outer Worlds 2, and then the Kojima game, and then Compulsions making a game.

And a lot of these games have been percolating for a long time, so like, when the heck are we gonna see them?

And those are the ones officially announced, right?

Yeah, these are just the ones officially announced.

Obviously they have more than that.

But these are all the ones officially announced, so that's one, two, three, four, five...

It has like a lineup of like ten games we know about that are coming.

- Okay.

- It's kinda like the total opposite of Sony right now, 'cause Sony's only like, "We got Spider-Man," and then, I don't know.

Like, they're teasing other things.

They just said "Horizon 3" is in the works or whatever.

- Okay, but that was also obvious at the end of "Horizon 2."

And they did say our online "Horizon" game, so that's coming, and so the "Horizon" remake, which feels a little shabby.

It's gonna be "Horizon Mania" out here.

Here's one for me.

- Bring it on.

- id Software will tease its next game, but it's not gonna be Doom related.

Which is, I think, kind of obvious.

I think they've basically said they're done with Doom.

The rumor is they're going back to Quake, which would be very fascinating

to see what they can do with that in modern contexts.

I've never been a Quake guy, but id's great.

So like, sure.

- Sure.

I was just wondering where the depth is there.

I understand depth from a multiplayer perspective.

- Oh yeah, yeah. - The multiplayer suite.

I'm just, I feel like id shooters also have a single player component to them, at least of the past generation or so.

And so when you say Quake, I wonder where is that?

- Well that would be the problem with that too, is they released that, do you remember Quake Champions?

- I do. - Which they released?

- Yes. - They released that

and that was okay, but never took off in any sort of way.

So if they come back with Quake and they're just like,

"It's multiplayer again!"

And like, and Quake's never been a real like single player heavy game.

It's always been known for its multiplayer stuff.

So yeah, I don't know.

I would like to see it just come up with something entirely new, you know?

It is a legacy studio that, you know, has worked on Doom and didn't they work on Wolfenstein or am I wrong?

- Their tech, I think their engine backs Wolfenstein.

I think it's idtech.

- Yeah, yeah, so I mean, I would like to see

what they can, yeah, they've done Wolfenstein.

Yeah, it's been Commander Keen was their first game, and then Wolfenstein, Doom, and Quake, and then Rage.

Those are their big properties.

Rage, they obviously kicked out to somebody else a few years ago. - Avalanche.

- I think it was Avalanche, yeah.

And then they've been Doom, and then they've got--

- Ember. - Quake's still percolating, which they could do something with. But yeah, I don't know. I would like to see them just kinda go nuts. Like they got the resources now at Microsoft to really just make something completely new. And they're one of the studios within, there are a couple studios within Microsoft that I feel like you could just give like a blank check and be like, go nuts, go crazy. We totally trust what you're gonna do. And they're one of them. Like they have proven over the past decade they can completely be trusted. Like Doom and Doom Eternal are like two of the best shooters I think ever made. So I would, yeah, I would absolutely just tell them to go crazy. It feels a little early for them to tease their next game, but I'm hopeful. I want to see what they're doing. Okay, let's see if it's cooking up anything. Or just, you know, let's just have id make Halo. Just do it. Take it over. Take over Master Chief. Do it. Go crazy. I mean, at the very least a Halo shooter spinoff from id would be very fascinating. That'd be sick. I'd like to see more cross-brand promotion, or not promotions, but more like collaborations with the teams like Sure. Like if I was Matt Booty I'd be like, I'd call up id and be like, "Yeah, would you have interest in working on a Halo game or anything like that?" And see what they say. Sure. Cause that's one thing to get on a larger topic, but like Microsoft and Xbox has so many IP at their disposal now, they cannot let some of these franchises be sitting for as long as they have. We can't go another however many years without a Halo, even though I know they probably want to be a little bit more careful about whenever they release the next one. But for instance, Fallout's probably one of their three or four biggest IP that they own now, and you don't want to sit idle like for a decade and just wait for Bethesda to make Fallout 5 in their own time, you know? Like, if I was running Xbox I would go to Bethesda and be like, "Look, we know you're making Starfield, that's great. We know you're going to make Elder Scrolls 6 afterwards, that's also great. We know you want to do Fallout 5, but we can't let you not touch that series for 10 years, so we're going to give that to somebody else and they're going to make a game and you're gonna have to be okay with that. - Let Obsidian make New Vegas 2, you know? Which is always a question that comes up for Obsidian and of course they're gonna be like, yeah, we'd love to work on this great and famous IP again. So, yeah, they need to start, those are the kind of things I think Xbox needs to be doing more of. 'Cause they have so much now, like why wouldn't they wanna start spreading these things around? Like let's say this Activision acquisition goes through, like, I don't know, you could just start mixing and matching like, hey Infinity Ward, you wanna make a Fallout game? Cool, not that that would necessarily make any sense,

but those are the kind of things I would like to see them doing, like passing these IP around between the studios a bit more.

I think that'd be really cool.

- New interpretations of classics.

- Yeah.

- All right, I am going to pick kind of a game pass prediction here.

And it feels like this is logical, like this is going to happen eventually, but I think they announced that that family plan they've been testing around the world, I think that's finally coming to the US, and maybe that's how they disguise a price bump in Game Pass, but I do think the family plan is announced, and everyone will take advantage of that, and just five buddies will share the annual cost, and split it up that way.

But I think, I feel like there's a Game Pass focused announcement here.

And I feel like that's either one of two things.

It's either that streaming stick that has been in development for a long time, but they just haven't been able to get the price down.

And I think with the parts shortage and price of tech these days,

I don't think that they can get their streaming stick down to what it needs to be for them to sell it at retail, 'cause you gotta sell the stick and the controller, and the controllers are already 60 bucks.

So it's like, you know, where are you gonna cut costs there?

So I feel like it's- - Well, now is not, now in the wake of them bombing with some of their exclusives is not the time to raise the price on Game Pass.

- I agree. - Like, can you imagine if a month from now, like, hey, we know Redfall sucked.

We would also like to announce that monthly subscriptions are going up \$5. People would be like, are you kidding me?

- I do think though that the family plan will be a way to disguise it.

- Yeah, you know, have some good news with the bad.

Because, you know, earlier this year, they were like, starting with Starfield, all our games are \$70.

Not that it really matters, because they want you to subscribe to Game Pass anyway. But Game Pass has to become more expensive.

That's just a, they cut, they killed the deal, the dollar deal, right,

that people have been using for years.

That deal's dead.

All of this tells me that Game Pass

is about to get more expensive.

And I think the family plan is a way to, smooth that transition.

- I think it's important for them to not change prices until Starfield and then afterward, like a couple months after.

- Sure.

- Or maybe it's smart to spike prices now before Starfield because you know you're gonna get people on the hook regardless with that, as long as it's good.

As long as it's good, which I think it will be.

- If there is a price increase.

I think it's announced in advance and gives people the opportunity to lock in at a lower price.

- They're not gonna spring it on people like they did with gold or something.

- Remember when they were like,

"And Xbox Live gold's dead."

And everyone's like, "What?"

- It's not dead.

- Well, they reneged on it.

- Oh yeah, that's right.

- So-- - I know what you're talking about.

- But they were like, "It's over."

And then everyone was in a fury and then a day later they're like,

"Ah, we didn't think about this, sorry."

So I do think Game Pass Family Plan US.

All right, number four, what do you have for me?

- This is a really boring one,

I don't really have anything else to say beyond the fact that I think we will see the DLC for Elden Ring revealed for the first time at their showcase next month.

- Not at the KeelyCon.

- Not at KeelyCon, I think they're gonna get it for Xbox.

- Remember when Keely was like,

"I've got the biggest reveal of my life."

- Yeah, I do.

- It's finally time!

- That's why he's screaming.

Yeah, I think they'll show off this DLC that people are very eager to get to scream.

- That would be really cool.

From a--

- I'm gonna play that game soon.

- Yeah, that would be a good time to be--

- It's finally gonna happen, so.

- All right.

Do I go with my heart or do I go with my brain?

- If your heart involves banjo,

I think we need to have a come to Jesus moment

- No, no, no, no.

- Finally.

- This does not involve banjo.

Not at all.

- All right, then go with your heart.

- All right.

We were looking at the calendar before we started recording.

June 11th Xbox.

June 12th, Ubisoft.

I think Splinter Cell's remake is on Xbox's stage in some capacity.

- That would be cool.

- With a tune in tomorrow for more at Ubisoft Forward.

There is a history-- - The problem with that.

There's a history of Splinter Cell on Xbox.

So they're so tied together from the success of the first three games and Chaos Theory to the exclusivity of a conviction.

Like when I think of Splinter Cell, I think of Xbox which is rare for me to, you know, have that kind of strong association with Xbox in particular.

I wanna see something.

I think Xbox could be the place.

It would be really cool.

So that's my heart.

That's my heart prediction.

- This kind of goes with what we were talking about earlier though,

and that when they announced that game, it was very much a, "Come work at Ubisoft and help us create a Splinter Cell remake."

So I think this is very far away, unfortunately.

Kind of the Max Payne remakes too.

I think we're the same thing with Remedy.

'Cause when they talked about that the other day, they're like, "The game's still in pre-production."

And it's like, "Oh my gosh, this is so far off."

Like, I think they keep announcing some of these games so that they can entice talent,

because imagine if you're a game dev

who's like grew up playing Splinter Cell,

and then they announce that they're remaking Splinter Cell.

Like you're gonna drop everything you're doing

and try to apply and go work there.

- Okay, so here's how we already crushed my heart.

It was only in November that they sat down for the 20th anniversary and showed up like concept art.

- Yeah.

- And they are quote, very early in production.

So this is probably just, it's dead.

But that was my heart, okay?

- I like it, no, it's good.

You're tying together other things.

- And with the two of them, it could just be a trailer, like a concept of this is what it used to look like.  
- Just have Michael Ironside show up and say some--  
- Yeah, just say something.  
- I feel like there's some way they could celebrate Splinter Cell a bit more, you know?  
- Yeah.

- It's dark time for that franchise, man.  
- All right, here's my, this one's kind of broad but kind of specific at the same time.

At its showcase next month, Xbox will stealth release its second first party game of 2023, this time with a title coming from Double Fine.

Ooh.

So there you go.

I think that makes sense because Double Fine has released some smaller-ish games in the past.

It wouldn't surprise me if they were workshopping something off to the side while they were finishing up Psychonauts 2.

- While they were finishing up their 50-part documentary.  
- That too.

I really wanna watch all of that, to be honest with you.

- I think it was Patrick Klepek in his, I think it was in his Star Wars piece, where he was saying that his lunch breaks were just watching that, and I was like, "Ooh, that's a good idea to watch it on your lunch break." 'Cause I do wanna watch it.

- I watched the one they did for Broken Age, and it was so good.

It was so, so good. - Yeah.

I love when developers make documentaries, I think of the God of War documentaries a lot, The Last of Us, it's a great look.

And so to actually have, and Psychonauts too would be so fascinating from the Figma campaign to being acquired by Microsoft to PlayStation and new consoles and like, Psychonauts would have so much interesting history but 50 something parts also sounds like wildly daunting.

But I guess at lunch break, lunch break a day keeps the documentary away, I don't know.

So, alright, I like it.

My final Xbox prediction.

I'm just gonna go with my head on this one.

I think it's time for the Gears of War collection.

In some capacity Gears of War is gonna be there.

And I wonder, I wonder,

If we see some of the Unreal 5 engine efforts the coalition has been doing.

- That's what I was gonna say.

I wonder if they could remake or remaster those games in Unreal 5 or if that would be too daunting.

- So I was looking up Unreal 5.

It was announced, I think, in '20

and then released in '21.

So it's only a few years.

And I know the coalition announced they were moving to Unreal Engine 5.

But I wonder if, not unlike Metroid Prime 4 in Retro Studios, if to come to grips with the engine, they were like, we're gonna remake Gears of War 1 or Gears of War 2, I would prefer like 2 or something.

- That's what they did with Gears 1 last gen, wasn't it?

- Yes, they did.

So I would actually prefer them to remaster

or remake a game they haven't touched,

like a 2 or a 3, not that I've played these games

have any preference but I think maybe this is an opportunity to show off like

Unreal Engine 5 tech related to Gears without going in here's Gears of War 6

which was rumored last year to be their next game after canceling a couple other

things so Gears collection or a remake master of some sort with Unreal Engine

5 sprinkles on top so a little bit a little dense but Gears and Unreal 5

basically. That's what I'm thinking. Alright, well it's time for to hop on

your Sony pony. Saddle up buddy, because we're off to the PlayStation Rodeo. I

want to I want to remind the listener we're recording this a week from Tears

of the Kingdom it is May 5th Cinco de Mayo, Revenge of the Fifth.

- Oh, it is Cinco de Mayo.

- However you celebrate,

the current rumor is PlayStation is having a showcase

for the first time in years.

At the end of May or the beginning of June,

there's no date announced.

Who knows?

It could not come to pass,

but that's where we're at right now with PlayStation.

All we know that they have in the pipeline is Spider-Man 2,

which is rumored for September release.

I believe it and I definitely think it's the week

of Starfield just to really,

kind of quite frankly in an awesome way,

like that's just one of those great like two consoles

battling with their big IP games,

two wildly different games but still two humongous titles.

And Wolverine which doesn't have a date,

rumored to be actually next year, earlier,

I think Jeff Grubber's reporting that

that they're aiming for 24 for Wolverine

which is so fast.

But that's where we stand right now with PlayStation.

And so now I give it to you Logan,

your first PlayStation prediction for the summer.

- All right, we may as well start here

because I'm sure we both got something in this vein,

so let's just do it.

The Last of Us Part Three will be formally announced.

- Oh, wow, very bold.

- I don't feel like that's bold.

I feel like it's just obvious and I imagine Chuckman and the gang are just gonna want



to be like, "Yeah, let's just admit it.  
We're getting too many questions.  
Let's just tell people."

I think they'll come out with a teaser trailer of some sort similar to what they did with part two.

To add a little bit more specifics to this, maybe this is too cliché, but I've been trying to think about this and what the game could be.

My formal prediction is Last of Us Part III will be announced, the game based on the teaser will center around an older version of Ellie, so we're gonna do another time jump, taking care of an adolescent JJ.

So the baby from the last game is gonna be grown up, and she's gonna be in the shoes of Joel from the first game, raising a child in this.

So the Walking Dead Season 4?

Basically, yeah.

- So her and Dina have made amends.

To some degree.

- To some degree, yeah.

Or maybe they haven't.

- Spoilers for the last was part two.

- Yeah, maybe they haven't, I don't know.

I didn't outline how she gets ahold of this child.

- Okay, I understand.

- But I think she will be,

I think she will try to find redemption via--

- A child.

- A child, it'll come full circle once again,  
and then they can write Ellie out,  
and it'll be a good way to end this.

Again, that feels too cliché, though, in some ways.

It's a bit, but it would make it full circle.

And the main reason I was thinking of this is like,  
Ellie needs like some sort of redemptive arc,  
'cause she's just--

- She's in a bad spot.

- Horrible now.

- She's in a dark spot.

- So I think the best way to do that  
is to just lean into her being a mother figure  
towards this kid that has been introduced.

And I imagine that kid is going to have,  
Like, yeah, just thinking about the key pieces

that they have involved with what they can do in the future.

And it is Ellie, and I imagine they'll try  
to do something with Abby, but I don't know  
what that looks like, so I don't know.

- So, I don't have a Last of Us Part 3 prediction.

I do have a Last of Us one. - I figured you'd have  
like a faction's prediction, though, so.

- But I wanna talk about this for a second,  
'cause I'm me and it's a naughty dog.

So, I don't think they will announce,  
Like, and this is what we're working on next,  
because they did that in the PS4 generation  
and it hurt them.

- Well.

- For a long time.

And they've talked about that,  
and I just don't think,  
like they announced Last Was Part II so early,  
and it took the entire console generation  
for them to get that game out.

I think they will announce it when they are ready,  
and I think it will be a much shorter turnaround for them.

I think their focus is this faction's game first.

- I agree, and I don't think they're gonna say  
much about it. I think it's just gonna be confirmation that it's happening because the  
reports and rumors are out there. Drucks obviously getting asked about it constantly. The 10  
year anniversary is in June. I don't think there's a huge harm in just being like, yes,  
that is our next game. We have told you, we'll tell you more in the future. Like I don't  
think there's because it's what everybody is assuming already. So there's no reason  
keep sitting on it for like the next 18 to 24 months. So like you may as well just tell  
everybody and just formally make it clear Naughty Dog is Last of Us Central until further notice.  
Sure. I could see it.

And Druck's been teasing that they've, you know, we've decided our next project, we know  
what it

is, we're working on it. I've still got my day job as a director and a writer, I'm working on a  
a game in addition to the show.

- We have.

- He's been upfront about this stuff,  
so they may as well just--

- Yeah, they're like, we have a writer's room.  
There's also--

- They may as well just go to the next step  
and just be like, yep, it's what we're doing.

Okay, now you all can stop asking.

We'll tell you more when we tell you more.

Thank you.

- Perhaps, I could see it.

I will also say just narratively,  
I'm interested in the idea,  
more spoilers for part two,  
more just like moments in it,  
but I'm kind of interested in this idea  
of playing at different periods of time.

Where in part two there's flashbacks  
and you play through those.

And I think there's something there now  
that we have this Anna cold open from the show  
and Neil has talked about recently,  
like we had ideas for these games and Ellie's parents.

It's like what if you explore that

and maybe some of Joel's past as well when he was kind of a hunter, a raider. These different  
moments that lead up and maybe tie into the future here with where Ellie is and where  
Abby is and Lev and things like that. So I think whatever part three ends up being, I  
think there's multiple protagonists in different periods of time and they use that thematically  
to tie together. Almost like-- Well they'll have to show what happens to  
Abby because-- Yes.

There's also this whole... it's almost like this is the Godfather Part 2 where you're

going back to Italy but you're also in the current day and you're exploring the origins of the Godfather but where are the Godfathers also now? Like I think that could be just as a comparison point for narrative. I know previously it was like this is our Godfather part two like you got to earn the name but I'm talking about structure here.

It's interesting so keeping the last of us train rolling mine is factions related it's it's time we need a name we need gameplay I was thinking of that meme which I think you're the one that informed me it's from the Titanic but it's been like 84 years man this game has been in development oh yeah since this game's been in development since the beginning of part two yeah and then And it's been splintered off into this huge ambitious online multiplayer game. I think it's co-op, there's clearly a story mode to this game in some capacity. Clearly live service.

Yeah, one of those PlayStation Live service games.

It's time.

Bring it on.

I think that's what Non-Adog could show off.

And I think they're going to announce that it is coming to PC day and date with the PS5 version.

I think PC support is vital for live service games and I know that The Last of Us Part One, like we joked about earlier, has--

- I was gonna say, that would really--

- It's had a rough launch. - Raise some red flags for some people, I think.

- I do wanna echo Colin Moriarty's kind of read on this, which is he wonders how much of the Part One issues are Iron Galaxy versus Naughty Dog.

Now Naughty Dog has taken-- - Well, they also brought, I think it's worth knowing, they brought Uncharted to PC and it was fine and it was great.

- Mostly fine, yes.

It had way fewer issues, absolutely.

Looking at like digital foundry videos, that's the case.

There is a wondering, but Naughty Dog, almost like M. Night Shyamalan, is taking all of the credit and like the face value of porting it to PC.

And so they have to accept the blame and it's rough shape, man.

It's frankly unacceptable.

And that's PC games across the board right now, but as kind of this big premiere game,

I think another game, this isn't part of my prediction, but I do think The Last of Us Part II is going to come to PC.

I think that's logical.

Ten years, Part I just came out, the TV show just ended, put it on PC.

And we could see a PS5 version with that, although that would be just so, oh my gosh, I'm dying over here.

But I could see that also being a part of it, but my main focus here is factions.

It's time, man, it's so, so time.

- I mean, yeah, and we know that's coming.

- Yeah, and they showed concept art.  
They showed concept art at the Keeley Con last year.

- Well, they promised as much too.  
We will show more later this year,  
so we know it's on the calendar to see more.  
It's just a matter of--

- I think it needs to release this year, quite frankly.  
- Yeah, on paper, definitely.  
- It's been a decade.  
- I think it needs to be there.  
- A decade of production, essentially.  
- Yes.

- That's a long time.  
- I mean, clearly what it is now is different.  
- Different than, yes, I understand.

But like, it's there.

At the very least, they've had the nugget  
of what this is going to be as a goal-wise  
since like 2017 in their hiring video.

So that's six years, which is still a long time.

they've been staffing up for this for a long time. So yeah I think it's out this year.

Alright what do you got for me? Marvel's Wolverine won't be shown off at all but it will be mentioned

during Sony's presentation. So they'll talk about it and they'll be like "oh hi I'm Jim Rudden and we're making Marvel's Wolverine" and they'll mention it and they'll acknowledge it but I don't think they're going to want to show it off even a little bit until Spider-Man's out.

I agree. I at least agree with they won't show it off until Spider-Man's out. I could even see though, little Wolverine tees, little Wolverine tees in the game.

Maybe. That'd be cool. And I'm talking light tees. Like you go to a bar and there's a cigar there and they talk about a man with metal claws. Like, super. I'm not a mission, not a cutscene, none of that. Just like a Wolverine tees.

Yeah, because I mean they've been holding I think something to keep in mind. I mean Wolverine will be different because it's gonna completely show off a new IP so I think there's a desire for them to have a larger reveal for that like earlier but with Ragnarok with Forbidden West with maybe not as much Forbidden West with Ragnarok though and now clearly

with Spider-Man they are holding these gameplay reveals until like pretty close up until launch because Ragnarok was the same thing like people thought that game was going to get delayed last year and they're like we haven't even seen gameplay yet what's going on I don't think it's coming this year no Sony is just holding this stuff far longer so I don't think they're going to want to show off Wolverine yet for a multitude of reasons but yeah not

- I'm not expecting to see it next month, or this month,  
whenever it is.

- Gotcha.

- Okay.

Logan, I've been all about corporate synergy,  
those predictions.

It's all about-- - Twisted Metal time?

- Yes, it's Twisted Metal time.

This has been flowing around.

They're not new, but that show's coming.

They just put the teaser out.

Twist, this could be the first--

- Which is like one of the worst teasers ever,

to be totally honest with you.

- Oh, yeah, totally. - That was real bad.

- Yeah, it's pretty bad, super bad.

- It was just like, hi.

I'm Anthony Mackie and I'm driving a car.

- With guns on it.

- That means a more full trailer

to get the true vibe of the show, I think.

- Yeah.

- But that show's coming this summer and this could be the first time that we see true overlap between the show and the game.

Now, The Last of Us tried to do that with the PC port and the TV show.

The Uncharted movie had the remasters.

So there's some overlap between the media, and Gran Turismo last year, but the movie's out this year, so things are close, but not quite the same.

But this could be the opportunity to actually have things stack up.

Maybe even, if you buy it digitally, you get a free month of Peacock, and you can watch Twisted Metal, and Anthony Mackie's character's in the game.

- Twisted Metal comes out this year, I think.

- It's this summer, I thought.

- Yeah, so are you saying the game will?

- I think it's close-ish.

- Okay, I don't at all.

I think there is a Twisted Metal game, but I don't know if it's close.

- I feel like it's gotta release close to the show

for this synergistic view I've got going on.

So Twisted Metal will be revealed,

and my hope is that it would be close to the show to capitalize on that.

Now maybe it's the other way around, where it comes, the show's the summer,

and then later this fall is Twisted Metal game,

you keep the Twisted Metal conversation, whatever that is, going, but I feel like with Twisted Metal it'd just be better if they both came out together.

The reason I say I don't know how much you've been following this stuff, and maybe it could, I don't know, I don't know what the status of this would be, but supposedly the reports have said with the Twisted Metal game that has been in the works is that originally, what was that like car game, Destruction All-Stars?

Yes, those folks are the ones making it. No, no, they were making it and then it shifted hands. Yep, and then it shifted hands. And that's why you're saying, "I think it's out soon." I don't think it's out soon because it has shifted hands, kind of a la Metroid

Prime 4 here. Now I don't think it'll take another five years of development to do it,

but for that game to have shifted hands within the past 18 months, I don't see how they can get that game out, you know, to coincide with the TV show, I guess, like you're suggesting so close.

I could see them revealing it though. I think that would make sense. Just to put it on everybody's

radar because there hasn't been a new one in like a decade? Three? Over a decade, I think. Yeah. Was it twist? What was the PS3 one? It's just Twisted Metal. It's just a reboot. Okay. Because the PS2 one I remember is Twisted Metal Black. I remember that box art. There was one on PSP, but the PS3 I think was the last one.

Lay it on me.

I don't really like a lot of my predictions here.

In fact I think some of these are pretty basic, but again, I don't know what to predict.

I will say Final Fantasy VII Reunion.

Is it Reunion?

I think is the next part.

I'm not sure.

I just call it Part 2.

part two will be shown off for the first time at Sony's next event. It'll get a new release date though of 2024, new release window, because currently I think it's like winter 2023, which I guess could be like late this year, but also winter extends into next year. I think it'll formally, they'll be like, no, it's actually 2024. Don't get excited anymore.

So I think we do see that. That's kind of like, that's the focus has obviously been on 16 lately, Final Fantasy 16, but that is right around the corner as well, supposedly, according to what Square Enix is saying, so they're gonna need to start showing that thing off.

- Yeah, and that would be hype. I remember they showed it off, the first remake part of Sony.

- Yeah, all the way back in the day, so.

- So I can see it. It makes sense, and Sony and Square are tight, super tight, so it makes a lot of sense.

- Well, it's a PS5 exclusive, too, so there is that.

- Yes, yes, yes.

- Alright, Sony, PlayStation Studios is, they're gonna, I don't know how to phrase this, they're going to announce that a PlayStation Studio is a first party, is making a significant PSVR2 game. Like, there needs to be more major first party support.

- You better hope so as a--

- I do, as someone who owns the headset.

Yeah, I do hope so.

We had Horizon Call of the Mountain, We had Gran Turismo 7 as a first party initiative side of things, solid way to launch, but there needs to be more.

There needs to be some big Sony first party, like show Sony is investing game dev resources into the headset, not just soliciting it from second party and third party relationships, which are great, those games are cool.

Resident Evil, so on and so forth.

I know they just had five games shown off,

But we need some big swing titles.

And I'm not saying Alex, I love it,

but I'm talking Sony money, big Sony first party money.

A SOBY feels logical, but Astrobot's not like the big swing.

You know?

I would love Astrobot, but it's not like,

"Oh, gotta go buy the headset."

I've been saying Insomniac for years,

they have the experience and the resources.

I don't wanna say them, I don't know.

I just, I don't know.

I think there's just a, show me the money, so to speak.

Show me the dedication.

So a big first party Sony PSVR2 game is going to be revealed.

Which feels so vague, but I feel like with PSVR2 right now, vague kinda is all we have.

- Yeah, I hope so.

I mean, if they don't come out and say anything big about this at their showcase, which I feel like they will, But like, there is no reason to buy this thing currently.

They sure haven't given you one.

Which is crazy, it's been out like two months and we're already like, what's gonna happen to this thing?

Like, it's very weird.

- In its defense, they also aren't talking about what the future of PS5, like Sony just hasn't said the future games and stuff. - Yeah, which is why they need to have one of these showcase events.

- Absolutely. - Still, like--

- I'm not saying it's a good excuse, but at least--

- Sony at least had a big ol' presentation before they released the PS5 hardware, though, and you know, God of War and Spider-Man and--

- Oh, yeah. - I guess PS5 was out

by that time, but still, like,

like, they've shown things off, like, they have not,

PSVR2 rollout has been so weird,

they've spent more time talking about the hardware

than anything, which I get that they're proud of the hardware

and they should be, it's a nice piece of tech,

like cool what are we gonna do with it? So yeah. Alright, Ghost of Tsushima 2 will be announced

to release in 2024. It will be titled Ghost of \_\_\_\_ and will take players to a new region of Japan, which is what the game will then be titled. So Ghost of, I don't know, I don't know Japanese regions. But I don't think it'll be Ghost of Tsushima 2. I feel like they've, uh,

I feel like we've traveled that whole island, so... We need to leave, go to a different island. We need to go somewhere else. Ghost of Tokyo. No, that's not a region. Just have us run around a city. I feel like that would be a better

naming convention. In all likelihood, it'll just be Ghost of Tsushima 2, but

Because I guess you're still the ghost of Tsushima, you hail from Tsushima, so.

Guess that makes sense. But they're gonna have to go somewhere else. I don't know where, but...

Okay.

Ghost of the United States of America.

Oh, they're gonna pull an Assassin's Creed 3 all day.

Yeah. I don't know how the timelines line up for that at all. I forget when Ghost of Tsushima takes place.

I think the 1400s?

Yeah, something like that.

that yeah when does I want to say the 1400 oh no I was off 1274 first Mongol and kind of Japan so like the the 13th century so so United States of America not likely no what I'm hearing unless you're going over there to fight the

pilgrims I don't remember pilgrims wouldn't have been there 1492 Columbus sailed the ocean blue that's all I know yeah so a little premature on that part okay but yeah I think I think they'll show it off teaser trailer similar thing that they did with you know spider-man last time like here's the trailer yep it's ghost - yep we'll show you gameplay another time and it's just gonna be the title so I never played that EK Island DLC never touched it you reviewed it that was actually yeah I actually did play I think that actually had some of the better content in that whole game, if I remember correctly.

It's pretty good.

- More foxes?

- There were definitely more foxes.

- All right, well.

- Definitely more collectibles and more haikus and things.

- One can hold.

- The storyline stuff was actually pretty good, I thought.

- All right.

I'm gonna, I have two I think I'm gonna go with, but I'm gonna stick with me.

what I would be known for.

But earlier this year they put out a new ad campaign, that PlayStation.

And it was like breaking news around the world and it showed these different scenes from different games.

You know, there was like a snowstorm for Ragnarok

and so you think they're gonna announce an Uncharted game.

I think the mysterious female explorer is going to be announced.

I think this Uncharted game is the only game that's not identifiable in that ad campaign.

I think that gets announced as an Uncharted.

I don't know if that's Uncharted 5 or if that's--

- I was gonna say Uncharted colon.

Let me ask you a couple of questions.

Do you think that is Cassie Drake then?

- Yeah, that's the logical step.

So yes, I do think they would continue the game that way.

Who's making it is question number two. I think it's the long rumored Sony San Diego.

I think some some people over there not making baseball games in there. I don't know about that.

That's been the rumor though, right? Well, didn't they didn't that wasn't San Diego or no it was the

it was the visual arts studio I guess that was doing the remake of Last of Us wasn't it? It was Yes.

But I think that visual arts team was located out of San Diego as well, if I'm correct. Perhaps.

I've always been of... followed the rumor that Sony San Diego was the one behind it.

I think it would be cool to see them do something besides the baseball.

I think they made some PSN shooty game.

I do recall that on PS4.

something right I can't remember it sounds right so here's this from last year Sony is building a new development team in collaboration with its visual arts studio and Naughty Dog to make a triple-a video game okay Sony is building a new internal game dev team in partnership with visual arts and the



high visibility project is being developed in collaboration with Naughty dog. Though currently unannounced we have a clear vision and plan to release. So I think this could

be Uncharted but it sounds like they are just now working on it so. I don't know. Kill Strain was the game by the way. Kill Strain yeah. I knew it was something. So there's something coming out

from the city of San Diego and I think it's uncharted so I'm gonna stick with that.

It would be a good game I think to announce in general and you know the only other, this is very much in vain for Naughty Dog IP to get shared with other studios eventually and we've seen that with Golden Abyss or you know Jak and Daxter the Frontier game, not that The Frontier game in particular is very good, but I think a new Uncharted game from a new team could work rather well, so I think we see it.

The mystery will be solved.

Maybe she's looking for the Dial of Destiny, which is straight up the same device from Uncharted 3.

- Is it? - All I'm saying is the Indiana Jones team played Uncharted 3, that's all I'm saying.

There was a dial of destiny in that game?

- That's what the thing is, that he puts his ring in. I forget what the device is called.

- Oh yeah, I guess.

The dial of destiny in the Harrison Ford, Indiana Jones film seems like it's gonna involve time travel though, which is, I don't know about that.

- All I'm saying, I don't know about de-aging Mads Mikkelsen and Harrison Ford, particularly Harrison Ford 'cause he's just so much older.

But I saw that trailer again, like before Guardians of the Galaxy last night.

And Mads Mikkelsen as a Indiana Jones villain is kind of perfect casting.

And so I'm actually more excited--

- Are you saying Mads Mikkelsen looks like a Nazi?

- No, I'm saying he's a great villain.

And so I'm more excited to see his performance than I am to see Harrison Ford, you know, huff and puff his way through this adventure.

(laughs)

- Yeah, I just hope the CGI doesn't look too bad.

It's finally, it looks good based on everything we've seen.

- Yeah, I mean, the hard part is we know, right?

- It's uncanny valley for sure.

It continues to look better, but still every time I see it, I'm like, "That ain't a real man, that's not a real person."

- Yeah, that's like, it's so weird.

And granted, Harrison Ford has, there's so much reference data to look at what that man looked like at that age.

- Yeah, I think they said, I think most of his like, D-age stuff in that movie is like, in the first,

I heard it's like the first 20 to 30 minutes,  
is a lot of that.

So it's like a cold open. - I'm okay with that  
if they get it all up front, but like.

- And I heard a lot of it was referenced from older stuff  
they had on film. - It would have to be.

- From back in the day.

A lot of it that never made the cuts of the older movies, so.

- Okay.

Anyway, Uncharted. - We'll see.

Uncharted shows up in some capacity.

Alright, my final one, and this is the most broad of them all so I don't really have  
anything else here.

I was gonna call my shot with what it would be, but honestly I have no freaking clue.

You gotta call your shot.

You gotta lock it in.

I don't know.

Well help me figure this out.

I just think Bluepoint Games will reveal its next remake with a 2024 release window.

- Why not Bloodborne?

Why are you afraid to commit?

Why are you afraid?

- 'Cause I don't think it's Bloodborne, that's the thing.

I actively do not think it's Bloodborne.

- Do you do this to protect yourself, your feelings?

- No, I just don't think it will be.

Simple as that.

I mean, should it be?

Yes, absolutely.

Will it be?

- But what else would they remake?

They Demon Souls and Shadow of the Colossus,  
so very prestigious, iconic.

- They worked on the Uncharted stuff, obviously.

- Yeah, I'm thinking like they're full blown remakes.

- Remasters.

There's a lot of PlayStation IP they could pull from.

Like, I don't know, I'd like to see them remake  
like something crazy like--

- Are they the ones remaking Metal Gear Solid 1?

- No.

Metal Gear Solid 3's the one being remade too.

- Yes, I know, that's the big rumor,  
but that's from a, I wanna say a Chinese developer.

It's Virtuos, I think is the name of the studio.

- Is that a Chinese developer?

- Yes.

- Okay, then at least I'm not totally lost.

- I don't know, but they're remaking something over there.

I just don't know what it could be.

Hopefully it's not The Last of Us.

Oh my gosh.

(laughing)

The Last of Us remake remake.

- Part one remade, remastered.

- Oh my gosh, no.

- Please stop, please.

I don't, Bloodborne's like just the knee-jerk quick one.

They are in the Souls camp.

Makes sense.

- I mean they did well with Demon's Souls,  
so they could do, I mean Bloodborne would make sense,  
but I just--

- Bloodborne also helps steer that Elden Ring crowd  
back to PS5 exclusive.

It's Demons, or I'm sorry, From Software veins.

So it just seems like, I don't know, the right game.

I know they're working on their own original IP,  
so I'm curious if they have-- - I think they are too, yeah.

- I wonder if they have the capacity as a two-team studio.

But-- - I think they've already teased  
that they're doing another remake though too, I believe.

- Okay, all right, Bluepoint.

- One thing that could come back this year is,  
this isn't a prediction necessarily,  
but this has been teased elsewhere.

feel like this could show up at KeylyCon is Spyro supposedly coming back this year. Like  
a new game.

- Like Crash did.

- Yeah they did the remaster and then they did a new game. Supposedly there's gonna be  
a new Spyro this year.

- That'd be cool. It's just like a nostalgic kinda tapping into really the 3D mascot platformers  
from major characters is pretty much dead except for Mar-  
Spyro's actually good, unlike Crash, which is abhorrent garbage.

So yeah, well you know how you feel about Crash.

Insomniac is better than Naughty Dog is what I'm saying.

I know, I know.

Alright, I'm gonna...

The problem is I don't believe this is what I wrote down 100%, so I'm nervous to use it  
it as my final prediction, but it's probably,

it's the one I like the most, so I'm gonna go with it.

There is Spider-Man 2 gameplay showing off.

There's a demo.

It, this is the part I don't really believe  
and don't necessarily want.

- Tobey Maguire appears in the game  
as a third Spider-Man. - That would be  
the easiest part, that would be great.

I'd believe I would want that.

I think they confirm there is co-op.

I almost did the exact opposite of this prediction.

And leaned into it is fully 100% single player.

Now, I do think the game is playable entirely single player  
just like the previous ones and you would just switch  
between the characters at narrative beats.

Perhaps maybe even switch whenever you want, a la GTA V.

But everyone's like, "Ah, is it co-op?"

"I don't know."

And I think that Sony wants more  
online co-op with your friends, multiplayer games.  
Now this isn't, you know, PVP, this is co-op.  
But what would get people to buy more Spider-Man?  
Oh, you can play with your friend as Spider-Man.  
And you know, the Spider-Verse movie's  
coming out here in June.  
So not a terrible timing synergistically,  
But at the very least, Spider-Man gameplay, the co-op is the part I don't believe.  
I don't think there's co-op in this game.  
I don't think there's...  
I'm fine with that.  
I don't think that...  
I think there should be multiplayer, though.  
I was thinking about this the other day.  
They should add a multiplayer element to this game where like a hundred Spideys drop onto  
a Manhattan island and have to do...  
I was thinking...  
I think there could be something cool that they could do with like swing races or something.  
like real time, like I know sometimes you can like race other people. How fast can you  
deliver the pizza? Yeah, I think there's stuff like where you can do like races against other  
people. Scoreboards and stuff? They have like ghosts that you can race with some of the  
challenges in these games, but like I think they should just do straight up like, just  
flat out racing people across the city to see who can get there fastest type stuff.  
I think that would be sick.  
- Here's a wild idea that is cool on paper,  
but I don't think necessarily.  
What if they go over that From Software,  
they take an idea, they go,  
"Hey, these From Software people,  
"they're kinda interesting, kinda popular,  
"they make some good games."  
A little optional, asymmetrical multiplayer.  
- You mean just invade your game?  
Invade your game as...  
Not as Spiderman, but as Venom and/or...  
Kraven? The Hunter?  
Kraven would be too crazy.  
Would it? Because Kraven's in the game.  
No, but I'm saying that'd be like a totally different series of...  
Animations? Movement?  
You're saying they can't just pull Harley Quinn and give him a jetpack and a magical zipline?  
They could, but I'm hoping this game will be better than that, you know.  
Maybe they could do Gotham Knights and just let him fly on floating panels or have spirit  
powers.  
A venom would be the closer analogy, but that kind of just conceptually cool of like you  
are a bad Spider-Man hunting down the other one and trying to fight them, but it doesn't  
necessarily drive with the combat or whatever, but multiplayer in some capacity perhaps?  
I don't know.  
be co-op story wise at least so it could you never know we'll see i kind of hope it wouldn't  
be i feel like that almost impact the storytelling you know because like i mean maybe not but  
like i think of how we play like like we've been playing resident evil 6 and in the cutscenes  
not that it's like a super serious game with its story but we're just like laughing and  
cracking jokes during all the cutscenes yeah like people would be inclined to do the same

thing almost with spider-man not that this spider-man you know is like the highest piece of storytelling out there but insomniac tells a good story with their games so yep like the people that appreciate him that's it last I was just saying any last comments from yourself again I think I said mine up front but just like I wish I was more excited for the next couple months like once these things get announced I think we're due to have a good run here with new game releases and stuff like that but I don't know. I'm kind of... With the Switch lifecycle petering out and then Xbox continuing to trip on its face and then Playstation just straight up not announcing anything, we're in like a weird area where it's like I don't know what to be excited about right now other than you know obviously Spiderman and certain

and things like that, but looking further down the road, it's like, I don't know.

- I'm kind of okay with it.

Be this not knowing right now.

I'm hungry for news and knowing what the future holds.

But I also know what I'm gonna be playing

for the next six to 12 months personally

with some surprises sprinkled in.

So I'm not hungry for what I need to play.

And that's just mostly where I'm at in my life between our show chapter select and just my own general game time outside of that is fairly short and limited and I feel like Zelda's gonna take me a while and you know there's other games I want to play.

So I feel okay not knowing what's coming and just kind of having an open calendar so to speak.

But I do think it's just vital for Xbox and Sony in particular to tell us what's coming up, and Xbox has told us what's coming up, but we need firm dates for them to actually deliver.

And Sony just needs to talk because they've been so quiet.

Nintendo's the odd one out with their end of life like we spoke so much about.

So I am more excited about that

because it would be new hardware,

Mario games, so that's exciting to think about, but.

From just me as a consumer side,

I'm feeling okay.

I'm feeling all right.

I don't need all this news necessarily,

but I do love making suggestions.

- As somebody whose job it is to write news,

I guess that's where my like,

- Right, your career depends on stuff to talk about, yeah.

- Yeah, so it's like, ugh, I wish you guys would say stuff

a little earlier so we could talk about it earlier.

- Yeah, so I can write about it and do my job.

I do get that, I do understand that.

But as a casual Joe Schmo, I'm feeling okay.

And you know, there's other games

that are gonna be announced here.

I'm gonna be surprised if Far Cry

makes some sort of appearance at some point here

with Ubisoft, you know, there's definitely

another one of those in the works.

EA will be like, here's our Star Wars shooter,

here's our next Joseph Fares game, I don't know.

There's all sorts of stuff that will be coming out.  
Activision will have Call of Duty at some point this summer.  
There's things that are just consistent  
that you can bank on and new ideas and IP.  
So we'll see how it all shakes out.  
But as is our time-honored tradition,  
that was it for our E3/summer games/showcase predictions.  
God, please just at least unify everything  
into one simple name.  
I don't want, you know, Summer Games Fest or Game Fest.  
Too long, Jeff, too long.  
- Keely Con. - Keely Con.  
Keely Con is the best.  
So, everyone, get your popcorn ready.  
Stuff's coming up here in June.  
It is honestly the most wonderful time,  
it used to be at least, the most wonderful time of the year  
with all these news and announcements.  
So, excited to come back again next year, Logan,  
and see what we got right, what we got wrong,  
and our future ahead with all the games we get to play,  
all the news you get to write.  
But thank you for joining me again, buddy.  
Everyone, Logan and I do another show  
here on Max Frequency Chapter Select,  
seasonal podcast, we bounce back and forth,  
exploring series evolution design and legacy,  
some stuff about that right now.  
we've got, we're wrapping up Resident Evil, season five.  
We're gonna have a new episode of season four,  
Fast and Furious, Fast 10's coming out here,  
actually like in two weeks.  
I don't know when I'm gonna see it,  
'cause I'll be at a wedding when it comes out.  
- Is that next week?  
- Next, it's the 19th.  
- So two weeks. - So two weeks.  
- It's a week after Zelda, yeah, so.  
That's coming up, we'll be doing that,  
you know, work on season six and we've picked seven and eight so chapter select's chugging  
along real good. We've got exciting stuff coming up here also in June for that show so keep  
your  
eyes and ears peeled out for that. You can find Logan, he's over on comicbook.com, he's  
writing  
the words over there even if there's no real news coming out he's still writing the words.  
There's what else? He's on twitter @mormon12. Anything else? You do anything else? I feel like  
I feel like I know everything you do.  
- I don't think so, that's about it.  
- He's been buying a lot of old video games lately.  
A lot.  
This guy's out here a madman.  
I'm living vicariously through him.  
- Maybe some I haven't even told you about yet.  
- What?

Even more?

Dude, this is-- - No problem.

- You're gonna have to tell me after we're recording here.

So you go check out all his work there,  
and then of course you can check out my work  
over at [maxfrequency.net](http://maxfrequency.net).

But thank you all so much for listening to the show.

Check out all the predictions and links to stuff  
we talked about in the show notes.

Until next time, adios.