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Hello everybody and welcome to the max frequency podcast I am your host max Roberts and I'm joined this time by the other half of my life in gaming Coury Carlson.

Hello Coury How are you?

Hey, thanks for having me on you know, it's funny because usually when we were on podcasts it's like usually both of us at the same time that was An original idea I had was to try and both of you at the same time because I haven't done that yet on on This show but then I was like no I'd I want to talk to them both.

Okay?

(laughs) have more than once.

It's a huge honor.

Like I told Try, I've been watching you guys for nine years now, and a happy early 10th anniversary, that's only a few days away for you guys.

That's huge.

- Yeah, it's kind of surreal to think that we've been doing it for this long.

I mean, I feel like the last five years have felt, like have gone a lot quicker, maybe it's because been so many different changes and life changes and stuff in the last five years as opposed to that first, and also like the number of videos that have come out in the last five years is much less than those first five years.

I think, but I would say the quality and scope of them have also greatly increased in that time.

You've got some- It's expanded to an unsustainable level, I think so.

Sometimes, you know.

How long was the Mr.

Episode?

Like two and a half hours.

It was a movie.

You guys made a feature-length film.

Two hours and forty minutes.

Yeah.

Yeah.

But I mean, you look at that and that was in the works, like, off and on for over a year.

Mm.

So it was.

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it took a long time to get to that point.

I mean, it's such a weird thing because I would like to, you know, make things shorter and more concise, but at the same time, I think that I have these certain points that I need to hit so that people don't think like, "Oh, you know, these guys are just phoning it in now.

" Oh my gosh.

It's like such a weird feeling, I guess.

It's such a challenge.

I would doubt anyone who would watch my life and gaming and think at all that you guys are phoning it in.

I mean, you guys just, as we're recording this, you guys just put up another episode about accessories.

So I watched that before the show, had to fit it in.

You know, see if there's any scoops or anything in there.

What kind of new gear are the guys playing with?

I actually started trying to look at that Bluetooth receiver stuff you had.

Oh yeah, yeah.

I mean that's something I feel like I might want to do a full video on in the future.

And I think that that's something I need to just accept.

That, you know, we tried to put as many different things in a video as we can, but I think it's okay just they have a shorter video focused on one subject, or one aspect of it.

And I say this kind of thing over and over again, because I would love nothing more than to feel okay doing that.

Where it's just, I'm okay just letting something be what it is, but it's like, oh, I feel like I need to hit this at least time amount, or else people are gonna be disappointed.

Although, you know, I think as now, like we're kind of getting into, like we hope to get back into like a groove where we're both like regularly coming out with videos, that I think it's okay to do these shorter videos because I think that for a while there, I was feeling like, you know, everything's gotta be like a certain length or something like that because the people don't know when they're gonna get the next one.

And 'cause there was a point where we were releasing like either every week or every other week for a long time.

- Yeah.

- And just like as more things like have, yeah, but you know when we're both like, you know, rolling on something, then it makes it a lot easier.

But it's just like juggling different things, you know, like Travis had like a ton of freelance work, last couple, like a year and a half or so, and like other work and it's just been, you know, like pretty insane so I felt like, you know, like I'm doing certain videos, and it's like I need to make it at least so that it's like good enough because people won't say like, you know, I waited this long for a video and like this is what it is now.

It's like I don't even care, I'm just gonna like stop watching.

So I don't know, like it's a weird thing, but I think that if we're both releasing episodes or working on episodes together, you know, regularly again, then I'll be okay with just being like, "All right, I'm just gonna let this be what it is.

" - I mean, I think looking at some of your more recent videos here, I've noticed that you've been putting up, I would say shorter, at least shorter for my life in gaming videos, you know, like the Abernic 353M, you know, the little emulation thing, your ROM hacks, part two, those glasses, those XR glasses were really fun.

- And that was like-- (laughs) - That was cool.

- Which was not even something I wanted to, they seemed cool and then they'd end up being less cool the more I used them.

- I thought it was a creative angle though.

- Super excited.

- Can you make a portable mister?

I think that is a creative angle.

- Right.

Well that was the thing that I felt most excited about because, and something that I felt our audience would be most interested in when it comes to them.

- Yeah, I like them.

I think they're all really cool.

and then you've got your normal stuff, like an hour long video on the LG C2, or your two hour, 40 minute Mr.

video.

And then of course your year end stuff.

I like the range of lengths of videos that you guys do because as a viewer, when it is the 15 minute or the 20 minute video, it's like ah, this is really nice, this is a digestible thing, generally about one topic that I think you can spend that time really well digging into the one thing, instead of trying to explore a range of a topic, which then kind of balloons out.

But then sometimes it's that long, long video that's just like, ah, now I get to sit down.

So I really like it, 'cause either way I'm getting what I've subscribed for, come here for, which is you guys digging into retro gaming and accessories and topics and things like that.

And I think, I mean, you guys have shaped, not only a lot of stuff that I have now, but I think tons of people's retro setups have been inspired by what you guys do and have educated a lot of people on.

I mean, there's a lot of stuff over here that is your fault, frankly.

(laughing) - And that's always surreal to hear, I guess.

You'll see that kind of thing in the comments, but it's hard to make that connection, I guess, unless you're seeing it for real.

- Yeah, well, there's like a, the latest edition is an extra on Crosspoint.

So they finally have a switch to go into the tank.

So, you know.

And that one, I think you might appreciate this.

I found it on a site, I think it's called Reverb or something, like selling audio equipment specifically.

- Oh yeah, yeah.

And the picture was of the unit, just the unit, so no cables, nothing, but I confirmed that cable was with it and it was all there, so I bought it for 40 bucks, which I think's pretty decent these days for a Crosspoint, it's an 8.

4, so it's not a lot, but it meets my needs.

It shows up in an X-Tron Crosspoint box with the original manuals and cables and floppy disks for the software all sealed.

- So it's never been used.

The power cable was sealed, yeah.

It's basically brand new.

- That's crazy.

That's extremely lucky.

- Yeah, but you couldn't tell that from the pictures.

- Yeah, it was probably just a stock photo even that they just found somebody else's photo, you know?

- It was crazy.

- That's a good deal.

It was a good deal.

It's always really exciting when things like, something unexpected like that happens.

- Yeah, you get a nice-- - Like you were just excited about the price and all the rest of the stuff.

- That's exactly what I was excited about.

- Like a bonus, right?

- Yeah, I needed a way to hook everything up.

I was tired of hot swapping component cables.

It was getting out of control.

You know the struggle.

- Yep.

- I think I'm gonna talk about the struggle.

I've watched a lot of videos lately and you have quite the cable, had at least quite the cable situation in the attic.

- Yes.

- Oh my goodness.

- Well, it's still quite a cable situation where I'm at now, but it's more hidden from sight.

- I was gonna say, I can't see a single cable, it's pretty clean in there.

But before we talk about your setups over the years and stuff, because you are getting ready to put out a video, a tour of your studio and game room and stuff, before we talk about that, I kinda wanted to retread a little bit of what I talked about with Try.

I wanted to get your perspective on things.

- Okay.

- It sounds like that you guys met through the backloggery And Try was kind of one of the founding people behind it, and you were a user, correct?

And you met through the site?

- Exactly, exactly.

I discovered that site at pretty much the perfect time in my life.

I was out of games for a couple of years.

Because growing up, I always played games, and when I moved to New York City, I was just like really, really focused on, you know, like achieving a career, which was like in post-production video editing.

And I just, I got an internship in New York, moved from Western New York, town called Jamestown.

I moved to New York, got an internship where I answered phones for three months.

And then I got to take all kinds of classes.

It was like a post-production training facility.

And you know, I went to school for video editing and stuff.

The program that I used Like when I like stop being used basically right after I finished school.

Oh my gosh, so I you know, I Got this internship answered phones and I didn't play games for a long time.

I want to say probably I mean That's that's not entirely true because there were certain games that came out that I did play It's like such as like Metal Gear Solid 3 Halo 2 Stuff that I like knew that I needed to wanted to play like desperately But thing is like I moved to New York and I was basically subletting a room and I just like was living out of two Suitcases so I could you know when I first moved there.

I only brought my My Gameboy Advance So I didn't like have anything to play and I eventually had my GameCube shipped out when like Metal Gear Solid Twin Snakes came out and PS2 came out or Metal Gear Solid 3 came out and I had my I was visiting my mom back home and brought PS2 with me stuff like that.

But I didn't really play any games for many years and I think that I was kind of burned out just in general because I grew up playing games and then all throughout college I worked at Electronics Boutique selling games and I did video for a website called thenextlevel.

com and I was like editing trailer videos and stuff before it was even like a normal thing to do.

Like there was no YouTube or anything.

I was like exporting like 320 by 240 video files out where people could download them.

And I was doing that as well.

So I just think I had like video games in too many parts of my life for a while and And I just needed to check out and just focus on career.

I'd recently gone through a bad breakup, so I was just kind of, in a way, living in New York, doing this internship, and just going out.

I didn't know anybody, so I just was going out a bunch and just meeting different people, really pushing myself out of my comfort zone, I think, at the time.

And I just didn't play any games.

And then I met my wife.

We dated for a long time.

Then when we got engaged and then we're about to get married, I was like, "Okay, maybe I'll kind of look into seeing what's going on with games a little bit more.

" And I had recently played Gears of War, the first one, at a friend's house.

I'm like, "I'm going to get an Xbox 360.

" And that kind of opened up this whole thing.

I started playing more games and eventually got like a Wii and got Super Mario Galaxy and that was the game that kind of brought me back to like, oh, I want to I'm like, this is so awesome.

Like I just want to play more games.

And it was right around this time that I discovered the backlogery.

Because, you know, like when I was playing a bunch of games before, I was just like buying stuff and never playing it.

And what I really connected with on the backlog, right was buying, like playing the games you have, like, you know, I'm sure there's a lot of people out there that could talk about how, you know, like, Oh, you know, I played this RPG, and I got to the last dungeon, I quit, I stopped playing it, never went back to it.

And what the what I liked about the backlog, right, is that it was like, like, start or finish the games you start.

And like, you know, it's a lot of self discipline also, But it was just the community around that and celebrating the, like, "Oh, I finished this game.

" It was just a good community.

And I think that I was on the upper end of the age scale on the website, but that's fine.

It was encouraging people to play the games that they bought.

So Try and Drumble were streaming on Justin.

tv at the time.

Wow, that's a big cut.

Yeah, I mean, they were streaming before Twitch was a thing.

I think that it was Monday night and Wednesday night.

They'd each get a different night to stream.

And just hanging out in those streams, I would get to know more people in the community.

And there was one night where Tri was like late to the stream, he was like, "Oh, I had to like film this thing.

" I'm like, "Oh, he's like in the video production.

" So you know, like there wasn't a lot of people watching, but a decent amount.

I mean, a decent amount is probably like under 50.

So like if you're just in the chat talking, like people are going to see it.

And you know, I started like asking about like certain production things and then we started like just talking and then like DMing through the site and became friends that way because like we both had these, you know, video production backgrounds.

I was like at the time I was I had, I was freelancing for years, like after I finished that internship, and then I had got a staff job at a post post production house.

So I mean, I had like a job that was like making normal money.

I was like, Oh, I can like, buy something like maybe Maybe I should buy this upscaler called the Framemeister because we saw these pictures of it and how could this even be real?

So I imported it.

It was like \$600 or something like that.

Which is, that's a lot of money.

It is.

Especially then, it seemed like this thing better be good because I don't think I can return it.

And that really just, we spent like the next year like figuring out how, like how can I, how can we capture this and have it look good?



Because I mean at the time I wasn't doing anything.

It was just, I just wanted to like figure out how to do this.

But Try was like, I want to figure out how to capture this stuff because I'm streaming it and I want to make it look better if I can.

And you know, like that was just, we did all these different tests and everything.

And then I, at my at my job, at this post house, I mean, I worked on a lot of like neat things, but also like a lot of stuff I was doing more and more was the were these like medical approval videos and it was just like real depressing, like cutting up these interviews with people with like metastatic breast cancer and all kinds of other stuff, just real depressing stuff.

And I'm like, man, I just like, I want to, I need to have some sort of outlet for like creativity.

So at the time I was like, well, I wonder like, I have a capture set up.

I can edit stuff.

Like, maybe I'll just offer to edit video for different websites or YouTube channels.

Like it's just a a side thing to do.

So I applied for like one of the members on the on the backlogery, like ran a site or several members like wrote for the site called like snack bar games.

And I'm like, you know, I'm just gonna offer to edit video for them.

Like I was like, I'll capture everything, you send me a voiceover and I'll edit it.

So I was doing that a couple of times.

And that was fine.

You know, it was, you know, just it was it was an outlet for me to get into this stuff.

And then they asked, they said, "You know, all of our different people on our team "are saying like, you know, like, what is like the game, "like, what is like the, your favorite game?"

"And we're asking everybody like that, "like does something for the site to do it "like in their medium.

"And do you, would you wanna do like a video "on your favorite game?"

" So I was like, yeah, okay.

I mean, that sounds like a lot of fun.

So that was the first time I'm recording my voiceover and editing these things and I got real into it, right?

I edited this video on the first fantasy star and I put all this work into it and then I got like eight views.

And I'm like, you know, this was really fun to do this and if I'm gonna put this much work into it, I'd rather have it be like on my terms.

Like I just wanna make and like put it out myself.

You know, if people watch it, they do and if not, then they don't.

So when we, I created the channel, it was gonna be called My Life in Games, and I had this idea for, 'cause at the time I was listening to podcasts, I was listening to This American Life a whole bunch, and I was listening to WTF with Marc Maron.

- Okay.

- They were like the two podcasts I listened to the most, and RetroNauts.

And I'm like, well, you know, like I'm inspired by these.

I would like to make something that feels like this.

I would like, like how cool would it be to like interview like game creators?

But it's like, you can't get anybody to agree to be interviewed or like do something with video without like having any examples of work.

So I was talking to Try.

I'm like, listen, I wanna start this YouTube channel.

Would you wanna do this with me?

And he was like, oh yeah, yeah, yeah, that sounds like something that he had always wanted to do.

But you know, like the idea of just like kind of doing it by yourself, it's like, no, like, this sounds like a lot more work, I guess.

(laughing) Or it's, well it's very hard to keep yourself like on target, I guess.

You know, like you released that video, like who knows?

'Cause I mean, I'm sure you, it happens to channels all the time where, you know, like they'll release something And then it's like, I gotta do another one now.

I gotta do another one, and it's like really hard to keep up with that, right?

- Yeah, I feel that all the time.

- To keep that motivation going.

- Oh yeah.

- Especially like early on, right?

Like, if there's not a lot of people watching, it's like, what is keeping your motivation going?

Besides like a desire to want to do it.

And I was like, okay, so like if we wanna do this, like what are some ideas that, if we wanna like release a video every week, we could have like a handful of like really easy videos to do and then we could have more in-depth things like my Phantasy Star video that I had done for this other site where it has some motion graphics in it and it was, I don't know, it was just more like tightly edited stuff because I felt, feel like in like 2013 or something, there wasn't a lot of really tightly edited content out there and still people just doing their own things like maybe using Movie Maker to string clips together but it wasn't edited by somebody who literally does this for a living a lot of times.

- Absolutely, I was using Movie Maker in those years, 'cause that's what I had access to.

And I was also-- - Right, exactly.

- I don't know.

Well, wait, maybe not in 2013.

I would've been in high school then.

But early years on YouTube, it was definitely Movie Maker.

Like I did a Super Smash Bros.

Brawl thing, and that's just essentially a slideshow.

- Right, yeah.

- But I mean, at the time, I didn't feel like there was like super tightly edited stuff.

So I'm like, well, you know, we have this experience because try was working at a college, the college that he went to is doing video for them and editing and stuff.

So like, we both have like professional backgrounds.

So let's just like do something that is, you know, more tightly edited and has like a style to it.

But on the other hand, we wanted something that we could just like make really easily.

I mean, I'm 44, so I'm a little bit older than Try is.

I think he's like six years older than he is.

So I'm playing games early on.

I'm like eight years old when the NES comes out, or when I have an NES, or whatever.

It came out in '85, so I'm seven.

And I had a Master System in '86, didn't have an NES until '87.

It was my brothers.

So we're like, I was like, you know, I used to go to one of these department stores.

I want to say it was like called Ames.

And I was like, they had these videotapes that I used to love.

I used to buy they had like these walk like video walkthroughs of games and I would be able to like, I would buy one of these tapes for \$10.

And I would see the like, the complete playthrough of like, six games.

You know, it's like a way to, you know, see these games in motion, I guess without having like, without buying them or renting them or anything, you know?

Mm hmm.

So I was like, man, I love them because they, they just like had like this feel to them, like, you know, like this old like VHS feel.

And they were quirky.

It seemed like the person doing the narration for it just, you know, was had no idea what they were reading.

So I'm like, Well, what if we make these but like do it with new games?

And he was like way into the idea.

And it's just, I look back on it now and like doing those how to beat videos early on, I think that we were, I like to say like, oh, we were like kind of ahead of the curve on the whole like VHS aesthetic, you know, like as like a horror in a way, yeah, like a nostalgia thing, you know, like it was in certain aspects, but I don't know, like there was no there, there certainly wasn't any sort of filters and stuff that you could just like apply to this footage to make it look like this.

So we would record these games in HD and then we would export the sequence and then we would play that out from our computer into a VCR, record it onto the tape and then play that and then switch the input and the output and re-record that VHS tape back into our computer.

Basically, you were just doing it twice.

Yeah.

Yeah.

All in real time.

Because you have to watch the tape.

Right, but I mean a lot of them, they weren't that long, you know, between like 10 to 15 minutes.

But still, I mean, that was to get that, like, you know, really authentic feel to it.

That was the only way to do it.

So we released that first video as DuckTales remastered on October 1.

And it did, it did pretty well out of the gate, I think, because the game had just come out and way forward themselves, retweeted the tweet on it and stuff, and that kind of got us off and running.

And we did a couple, then I did one on Castle of Illusion that came out the next week, the Castle of Illusion remake.

And at the time we had this idea of having a backstory to the existence of these tapes, as if like all games were already made.

- Yeah.

- And they made these tapes to sell for when the game eventually releases.

- That's cool.

- If that makes sense.

- Yeah, like you have like a lore to why these tapes even exist.

- Exactly.

So we would do that, we did a couple of those, and then I did a video on the first Star Fox, which was the first time that, it was very similar to the video that I did on Phantasy Star for the other site.

And I think at the time also, all this stuff was just like narration.

And we had no interest in being on camera ourselves.

We just thought, oh, we'll just narrate it.

The How to Beat stuff was narrated by Try's boss, who was an old news guy.

And he recorded it with him and he says, "Just read it.

"If you mispronounce something, "don't ask how to pronounce anything, "just how you think it should be pronounced, because that just like leads to like lends to the authenticity of it.

Yeah, you're really recreating the truly recreating it from top to bottom.

Right.

And we just we wanted to feel like the authentic like because we're I mean, if you look at like our whole body of work, you know, like, there's not a lot of jokes in there.

But when there's jokes, it's just kind of like, oh, there it is.

It's never it's never us like drawing attention to it.

It's just kind of like, we're really big on like playing it straight.

Like don't acknowledge that like, "Oh, I said something funny.

Now you should laugh.

" You know, we don't call it out.

We prefer to just, you know, have it be like, if you know, you know, or if you catch it, you catch it.

Try told me about in the analog pocket video how you left the clip of him saying like, "Oh, there it goes.

" And I had never caught that before.

Going back now, I think it's hilarious.

I even included it in the episode with Try, I pulled it out of your video and put it in the mirror so people could hear it.

I think that's so, and that's a great example of it.

If you catch it, it's there.

But you didn't bring Try way up and go, "Look, here he is struggling with this Game Boy.

" - Yeah, laugh about this now.

I'm making a-- - Laugh, Try.

- Yeah, I think that, pshh.

Exactly, exactly.

So I think that that's something that we think about a lot like in terms of like our our approach to videos.

But anyways, I was doing I did that Star Fox video did not appear in it.

And then I think we did I think tried it another how to be and I think it was Legend of Zelda Wind Waker HD.

Yep.

I'm looking at the video page.

And that one is like was kind of a big breakout success.

You know, I came out right before we went to magfest i think uh in gosh that must have been like magfest uh at the beginning of 2014 i'm guessing so that video came out like probably in in

january or maybe like it might have been november actually of of that like after the game came out you're really close it's october 30th of 2013 okay so right before halloween right in that november window.

So that was kind of our first big breakout success and that got posted on Kotaku, which, you know, got it spread around a bunch more and slowly like that's, you know, started to get more attention.

And I think it was when we were at MAGFest then in January of 2014 that we, I think we went to like a retro retro wear TV panel.

I mean, I'm not sure if you're familiar with retro wear TV that was I'm not that's where like a lot of people got their start were back then you could get the the YouTube wasn't the destination it was kind of just like the source of like where the videos are posted and there would be like websites like retro wear TV that would where people would make videos on YouTube and but they would post them all on this site so it's like this site retro wear TV has like this this talent.

And I mean, people like a bunch of people like early on, like we're posting there all the time, like LGR was posted on that.

Pat Contri was like was one of the creators, I think.

Or early on.

But there's just like a bunch of people pushing up roses, and just like a bunch of like, different people.

And we went to a panel where we watched that and And then we, like someone, like Game Chasers I think might have been like the ones that were presenting at this panel.

And they like showed some stuff.

I'm like, "Well, you know what?"

We should try to be on camera.

" Like it doesn't seem like it's that hard.

You know, like we just had no experience like being on camera in any capacity.

Try always laughs about my voiceover in those early episodes.

And that's because when I was still living in New York, my daughter was a year and a half old and she was just like right on the other side of the door from me, like on the other side of the wall.

So I had to really talk quietly because I could only record when I got home from work, which was, you know, like after dinner and stuff was like nine o'clock, nine ten at night.

So I'm like, I talk real quietly.

I know the struggle.

my daughter turns one tomorrow, and we were in an apartment, and so, now, and her crib was in my office, so I actually couldn't do anything while she was asleep, but I know when, you know, oh, I gotta be really quiet, 'cause she's asleep somewhere in this apartment, so I totally know the struggle.

- But, so, we were like, well, you know, let's try being on camera, and he did a video on Kiwi Craze, where he was able to borrow a camera from work, and he was on camera, it was his first on-camera appearance.

And it was right around this time that we were kind of getting ready to leave New York.

My wife is from up by Columbus, Ohio.

- Okay.

- And she's like, "We have some friends in Cincinnati.

"Would you wanna go and check it out, see what it's like?

" I'm like, "I never wanna leave New York.

"I don't wanna move away.

" But then we went for a weekend to see some friends and I'm like, I love it here, let's move here.

And basically right before we were gonna move, I was about to leave my job.

The place that I worked at had slowly been getting just hemorrhaging work, just clients, like crazy, right?

And I was working as a staff editor.

I was spending a lot of days not doing anything.

So I was able to work on writing scripts and stuff while I was at work.

- I also know what that's like.

- So you have this time and they're just losing clients.

And then I was literally days before I was gonna quit, essentially, I put in my two weeks.

They laid me off and they said, "Oh, we'll also give you two months severance.

" - Oh, okay.

- I'm like, "Oh, I was gonna leave anyways.

" So that's when we kind of up and move to the Midwest, move to, I mean, I always say Cincinnati, but the truth is that I live right across the Ohio River in Northern Kentucky.

- Okay.



- So it's right on the other side.

- You're close enough, but you're not technically there.

- Right, so I mean, it's like you can see it from my living room, right?

But, you know, it's just, so I moved out here, and I'm like, you know, we're gonna be on camera and stuff, like, and I'm like, okay, so what I'm gonna do, I don't have a lot of time to like make a full video if we wanna keep this release schedule that we have going, 'cause we're releasing like every week, every other week at that point.

And I'm like, I'm just gonna redo that "Fantasy Star" video.

I'm just gonna like restructure the script a little bit, and take all these motion graphics I spent all this time and nobody saw and I'm going to like redo it so that I can just put it on here.

So I did that and and I made another episode at the same time and like I just like edited them at the same time like like I did the fantasy star video and I did one on Klonoa the first Klonoa on the on the PS1 and I just got those all queued up and they released while I was moving.

- Yeah, I also know what that's like.

Like, yeah, it's like, what can I prep while I'm getting ready to move so that it can, the illusion that work is still going on even though I am actually loading up a box truck.

- Yeah, but you know, as I was ready to, like by the time we left New York, I was ready to leave New York because I was excited.

I didn't wanna leave and then when I was, like when I'm leaving, Especially after getting laid off from the job I had had for like seven years at that point.

And you know, my daughter was getting close to two and we were thinking about having a second.

It's like we're definitely going to need a bigger place.

You're not going to get that in New York.

Well, in the city part of it, I'm sure there's room upstate.

But I imagine the cost of living where you are is less than New York.

Yes, yeah, absolutely.

So yeah, I mean, we just started doing, like I did that Klonoa and stuff.

And then like when I, so I, we rented a house when we first moved here because we didn't have a place to live.

So we just like rented a house.

And while we were there, we're still like making videos.

And we had this idea of like, well, what if we did like a video, just like talking about like how we capture footage?

I feel like that's where it changed for me, 'cause Kotaku shared that.

And from then on, I've been a My Life in Gaming subscriber and looked at your stuff for the last decade, essentially.

I think that was the video.

- Oh, that was absolutely the video.

I mean, we got posted on Kotaku one other time with another How to Beat video, which was on Shovel Knight, that did really, really good.

And that was right after the game came out.

So that got passed around a ton.

For the longest time, that was our biggest video.

But we were like, "Okay, so let's try to do like this, how we capture footage.

" And then it was just like a one-off idea.

We never anticipated it being anything else.

But we made this, it was like called RGB in the Framemeister, like getting getting the best picture quality from your retro video games.

And that, like, it just, we had no anticipation for it.

But I'm like, Oh, this is really cool.

When I saw like the final edit, because we both like, you know, recorded our segments, and then I gave everything a try.

And he was like, creating all the comparisons and stuff like that.

And I was like, Oh, this is pretty neat.

And then it immediately, like got posted on Kotaku.

And then like, from there it just it just it kind of blew up from there and you know it's it's very very much like being in the right place at the right time I mean that is not something that we could have planned and I mean I think that's how a lot of this stuff is you just kind of you know you you make a video and it just like is is at the right moment for it to get picked up and like it kind of capitalizes on a subject that somebody was, like a lot of people were curious about.

And I mean, one of the reasons we made that video is because it took a lot of research on our part, but we were just like looking at like walls of text.

You know, like on websites where it's, okay, so you got to read this many, many times to figure it out, a lot of trial and error.

Like if I could just see like the real results and like just have somebody talking to me about it, like it would make it a lot easier to consume.

So I think that that just connected with a lot of people, very much the right place at the right time, and I think that it just kind of blew up from there.

We were taking something that we didn't really know too much about, but we were learning, and we didn't know a lot of the technical aspects of it, but we knew what you needed for good results.

So it was very much taking the complicated subject and just making it easier for people who don't understand this stuff or don't really wanna understand the ins and outs of it, like just make it easy for them to understand and just to do it.

- Just tell me what cable I need, what box I need, and here's how I get it on my TV, that kind of audience.

- Exactly, exactly.

So I think that that's why that video resonated so much is because it just was the right place at the right time and people were interested in this and it was just presented in a way that was, I don't know, like not saying like, oh, here's all these complicated things just gonna make your heads like swim, you know?

Here's just like what you need to get this.

And it just blew up from there and we'd had no intention of making it a series and then we're like, oh, we should do another one.

So we did the 102, showing how we had things hooked up in our setups.

And then from there, it just made people saying, oh, do you want it, how do you do this?

What about this system?

And then it just kind of grew from there and became, oh, we should format it as a college course.

Whereas you got your 100 levels, the basic subjects, and then you have 200, which is focusing on specific consoles.

And the 300 is just like all this, like all the extra stuff that can kind of go around, like, you know, that it just play a part in this whole scene.

And that, you know, that video got us noticed by like a lot of people and, you know, people that I thought would maybe like not, would be annoyed with what we're doing, but ended up becoming like great friends, like Bob from Retro RGB, like, 'cause he had a great site at the time even.

- Yeah.

- And I'm like, oh, I wonder if like he's just gonna, if he's gonna hate what we're doing, if we're like-- - We're coming for his audience.

- Yeah, or like dumbing it down to the point where it's insulting or something like that.

- Oh, these guys don't know what sink on Luma means?

Get outta here.

- Exactly, and that's kinda what a lot of this turned into is that if we didn't know about a subject, it's like, well, how can we learn about this and share that learning procedure like that, you know, in a video, like, how can we like make a video out of the subject that we don't understand?

We can like learn to understand that and then make a video at the same time.

So that's where like the sync video comes from.

Or just like, you know, I guess while CRT is related, because I didn't really have have a CRT in my setup at the time.

But it's just, I don't know, it's just it's surreal that it ended up becoming what it is.

And it's just not something we could have planned.

And it's, it's crazy to me now, because, like, there's so many people like, like yourself and say, Oh, you know, they've seen that first one is like, what led me into this whole thing.

Like, I had no idea like a lot of the stuff even existed, but it's like, so cool.

And like, now it's, something that a lot of people really, I don't know, like it's a part of their life.

Yeah.

I guess.

I really resonate.

I think one of the things that really captivated me besides like Kotaku's image for that article is really, I don't even know if it'll load with all the stuff they have on the website now, but it was, it was basically, it was that shot of a link and a link to the past and it's just like composite video and then the sharp RGB.

So it's just like such a stark contrast, right?

Of how that can't be real on real hardware, right?

And it's so exactly.

And at that time I would have been, I think high school call early college.

Yeah, I was going into my freshman year of college at the time, so I had no money.

there's no way to do this.

But it was so fascinating to me from a tech perspective, a video perspective, you know, AV, all that kind of stuff.

And so I just kept watching and be like, even if I don't even have the system, right, like a Genesis or something, it's like, this is so cool.

And oh my gosh, what a wormhole Genesis is, right?

With all the different revisions and sounds.

And then I feel like I'm just naturally learning more and more and more and becoming aware of the state of retro gaming and just what came before.

I think that helps me appreciate things that come afterward as well.

But it also led to me really fighting to keep a lot of the old stuff.

I've always been someone who keeps boxes.

Games and consoles.

But my family's moved a lot.

And so a lot of stuff has been lost because parents would make decisions that the child couldn't.

Which is, I get from their perspective, like why do you wanna keep this Game Boy Advance box?

It's cardboard.

Now I'm like, I wish I still had my Metroid Zero Mission box.

(laughing) Like you still have the game, but the box was always so cool to me.

But you know, like I kept the CRT, I really, a lot of people were like, you need to get rid of it.

It's too much space, it's too big.

I'm like, it's the only way that I can currently afford to play the old games.

Like if I had, I think if I really, if I could have bought a Framemeister at the time, I don't think I'd have a CRT these days.

There's a lot of consoles I don't think I would, would have kept necessarily if I could have put them on my HDTV or had other ways to play them.

But you guys, like keeping me informed, made me at least understand that I need to keep this until I can afford more modern means.

And then ultimately it just left me keeping everything anyway.

- Yeah, although I don't keep my system boxes.

I either give them away to like, you know, try as-- - Try has the boxes.

- Yes, I don't have the space for it, unfortunately.

- I get it.

Believe me, I still fight.

There are toads over here, they're like, "But at least I have my own room now, essentially, detached garage so they're like well if I can't see it I guess it's fine but I'm like it's important believe me at least that's what I tell myself it's it's really cool to hear that journey I I think you you even had a comment because you've got this preview video up I think of your tour your upcoming tour where you're like man if the mister had existed back when I was in New York like I don't even know if I would have kept all this stuff so what's all your old consoles just in a tote back at home?

Yes, it was like either in a tote at my mom's house or like in the back of my closet in New York.

Like once, you know, once my wife and I like were serious and we like moved into it, I moved into in her apartment, but she well, actually we she lived upstairs and like a two family house.

Okay.

And when we moved in together, she moved out of the upstairs and we moved into the bottom floor of this two-family house, which was actually pretty big for where it was especially.

It was in Williamsburg, Brooklyn, which is like super.

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Now, even then, it was still getting really expensive, but she had been living there long enough that we got a pretty good deal.

Stayed there for a long time.

I just didn't have any room or any desire really to get these systems out.

I sold a lot of games during that time, especially to help me fund my move to New York in the first place.

I kept a lot of the stuff that I had real sentimental attachment to, which luckily is a lot of games that are super expensive now.

But there's certain things that you know I'd sold off because I just like bought these games when they are either on clearance or I got in like these ps1 games for real cheap when I was in college there is this one website where you could fill out surveys and they would give you like an Amazon gift cards my wife still does that kind of stuff today she loves it and it is I mean, yeah, it still exists, but this was like 2001.

- Okay.

- 2000, 2001.

So Amazon was even nearly what it was.

They'd only started selling other things than books, right?

So I was filling out these surveys, and I would just spend, you know, you spend all day, like a Sunday, just filling out so many of these surveys, and then you get a \$100 Amazon gift card couple days later.

So I bought all kinds of games and stuff that way.

It just got them straight up like basically for free.

So I got stuff like Suikoden II for like nothing.

Like 'cause it was brand new.

It was still new at the time so I got it brand new.

But when I moved to New York, I'm like okay, I'm gonna go through and just figure out what stuff that I don't have these attachment to, like what can I sell?

And I like I ended up selling things that are now worth like a bunch of money.

Like I said, sold like Suikoden I, II, and III as a bundle for 80 bucks.

- Holy smokes, man.

- So I mean, but like at the time I had no, I was just trying to raise this money for one and I didn't know that it would even be something that, you know, I didn't realize that it would be like the equivalent to like what comic books were to like our parents.

- I don't think a lot of people did.

I really don't.

It's interesting to look back at the stuff that we, The stuff that we collect now is so, it's so valuable.

Like the GameCube games alone that I have are worth a fortune.

The GameCube's really booming right now.

It's crazy, man, it's just nuts to see and think.

- It's 'cause, you know, like the people that were kids when the GameCube was out are like just graduating from college and getting jobs.

- Disposable income now.

- Yeah.

(laughs) So, I mean, that's, I had a lot of that stuff I sold stuff that I wish that I didn't sell, but also I'm really happy that I kept things like my Chrono Trigger, all the working designs games on the PS1, and Sega CD, stuff like that.

Things that I had a real emotional attachment to.

If the misread had existed in 2007, 2008, I probably would have sold a lot of that stuff even then because I could just play it that way.

I'm happy now that I kept it though.

Because something I've realized as I get older, that if I had sold it, if I had sold like my childhood copy, like I would say that I was fortunate enough to be old enough when things like like Final Fantasy 3 or 6.

I call it 3.

Yeah, me too.

Final Fantasy 3 or like Chrono Trigger came out.

I was lucky enough to be old enough to understand like, "Oh, this is the kind of game I like.

I like this game and I'm going to.

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" You know, like I got both those games day one.

I had them pre-ordered from like, like mowing lawns all summer and pre-ordered those and, you know, I still had those copies.

But if I was to to get rid of those, I don't think I would feel compelled to rebuy just copies of them because there's something about it being the one that has been with me forever.

Since I've had my original copy, nothing can change.

That's what makes it valuable to me.

- I totally agree with you.

I have the same thing, and I've sold a lot of stuff that I wish I could get back.

I think a lot about Pokemon Diamond on the DS.

That was my first Pokemon game back.

So I had played Blue as a kid, and then long story short, my parents said, "No more Pokemon, you're too obsessed, it's not good.

"It's out of your life.



" And so when I was 13, I was like, please can I just play Pokemon again?

And I was able to and I got, it was a big Pokemon birthday essentially.

I got that and ranger and I think mystery dungeon, blue rescue team.

So it was like a full Pokemon game spree and I probably spent like 120 hours in diamond and then I got platinum and spent, you know, another 60 or 80 in that.

And then lo and behold later on, you know, it's like, I really want to buy.

I honestly can't even tell you what I bought with it.

But GameStop's giving me 40 bucks for Pokemon Diamond.

Ah, yeah, I'll do that.

I'm not gonna play this again.

And then to me, it's that, I mean, the cartridge has that sentimental value of like, this is mine, but that save data is just gone.

It's just-- - Yes.

Mine.

- I mean, that's why I'm crazy about save data.

Like save file backup.

- That's a thing that I've really come to realize over the past couple of years, actually have, let's jump into it a little bit here, 'cause like, I care so much about my save data because I feel like that's the true encapsulation of my experience with the game.

It is, even though every time you play- At that moment in time.

Yeah, it's just perfectly isolated.

And so, there's, you know, as soon as I figured out that I could like back up all my Game Boy Advance games through the Game Boy Player using Swiss and the Game Boy International, I was like, let's do it, get it done.

Same thing with the Super Nintendo carts, you know, with the Super NT.

GameCube was a big kind of interesting thing with like using the Wii to back things up, but now we've got the MemCard Pro GC.

Oh my gosh, what a great, great accessory.

- 'Cause now you can save those forever, and you can, you know, go to my cloud services, like you can make backups of the backups, yeah.

It's so important, I think, to have that stuff.

And you, I mean, you definitely probably have way more saved datas than I do, and obviously the means.

My big gap is the N64, I just, I forget what that original kind of popular one was called, but can't get that really affordable anymore.

And there's been some things, I guess now the thing is the open source cartridge reader, which seems to be kind of the godsend to us - Yes.

- The fanatics.

- Yeah.

- I saw in your video that you put up today the accessories, you've got the new one, the latest one with the screen and stuff.

Can you talk to me about that?

That seems pretty neat.

- Well, I mean, it's just that it has a bunch of different cartridge slots.

- Yeah.

- And inputs for an N64 controller and stuff like that.

It's just, I talked about the retro in the past.

- That's the one that I remember seeing.

- Right, and that was kind of my gateway to realizing like, oh, I can actually back up this save data.

The thing is, is these things aren't specifically for backing up saves, it's more like, hey, you can dump your ROMs and play them in emulators.

Honestly, that's like the main thing that's appealing to people, I think.

But that retrode was something that opened my mind for like, oh my gosh, so I can back these up, then I can change these batteries that I can, like I'd lost some save files over the years.

The one that kills me the most is my childhood Phantasy Star save.

I'm sad that I lost that.

But I think the other one I lost is Secret of Mana.

And it kills, I mean, the Secret of Mana, and specifically, I used to always name the girl character after like whoever I like had a thing for at the time.

And it's like, man, I wish I'd like had that.

(laughs) - That's cute.

(laughs) - But I think they having like being able to back that up, but I could like back them up, I can change these batteries and put the safe back on.

And that was, I had never really like, like soldered anything before.

And that's kind of where I learned how to de-sold or something and you know, it's a very basic thing to do.

And yeah, I mean, I'm real happy that those things exist because I It's just like a moment in time that nothing can replace and even if you were to But I mean, it's like it's a combination of that childhood cartridge that I had it's always been with me With that save file on it.

That's you know, it just it can't be replacing.

I mean I say like about all this stuff It just like Was gone one day Like I would probably just I probably just like stick with the mister and just play the things that I wanted to play but the stuff that I Like the old stuff that I have is just like sentimental things mm-hmm and I mean I always joke about the thing that kills me the most though makes me the saddest is that Is the copy of snatcher that I sold but I was able to like rebuy it I mean that's what I mean about like knowing what I At the time like knowing what the kind of games that I liked and like I got snatcher like they won And I don't even think it sold very much in the u.

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Period Mmm, but man I like That was one of the last things that I sold I sold that one actually like after I moved to New York And I was still like interning.

Maybe I finished interning, but I was like working as a Because I was like after I finished the internship I Was like temping for a while Like barely barely making it so That was I was like I guess I'll sell this one.

I think I may have sold it for like \$80 and You know like I got it back like maybe Six seven years ago, and it was it was like \$500 But you know like you know, but the thing is I haven't played all the way through that version of it because I Mean I haven't replayed it all the way through right cuz it's not is it's not like that childhood copy I don't feel as strongly towards it and that I think that was like when I rebought that That's kind of what made me realize like oh, you know, it's I'm glad I I have this But at the same time it's like it's not the same It's like the one that I played, you know for the first time Yeah, that's I think that's part of why I haven't like rebought diamond or platinum or anything like that because because I don't you're just not as excited like yeah now you know it's more fun to go back and I look at that old save and you know like see what you named your name the Pokemon or whatever and this and that and it's just yeah it's I've that's actually one of the things I do now is when I buy a cart game if I have the means to back up that save I do in a weird way.

Not that whoever owned it before can ever find me.

It's not like they take up a bunch of space, but my copy of Link to the Past that I bought, I think

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I forget the total joke, but it was like a poop joke was essentially the name.

It was the character name, and that's childish and funny.

But I backed it up.

That kid, that was his thing, he was, you know, poopy or whatever.

- Yeah.

- Saving the day.

Like I've got my father-in-law's copy of The Legend of Zelda for the NES, and I put it in the other day, 'cause he just gave me his NES, they had the whole box set and stuff.

It still has save data.

I'm like, oh gosh.

I wish, and I don't have the means to back up the NES, So, but the Save the Hero pre-orders are opening back up, and I'm kinda like, maybe now, or maybe now's the time to do it.

- Yeah.

- 'Cause I mean, I really want my N64 stuff as kinda like the big gap I have.

- Right.

- In those old things.

I kinda wanna talk to you a little bit about this too, the modern world of saves.

You know, I remember being able to take my PS3 or I guess the PS1 version of Castlevania, something on my PS3, take that save data off and then put it on my MiSTer, I think that's really cool.

I wish I could bring that into the modern version on PS4 with Requiem, but I've looked at this and it doesn't seem to be any way, shape, or form possible.

But the thing is, is Sony's cloud saving is tied to PS Plus.

- Oh, yes.

- I found the cloud saving stuff instrumental, I was just using it actually not too long ago on my PS TV to bring some Vita stuff in that got kind of like lost when I was upgrading the home brew.

And now that's jumping up another 20 bucks a year.

So just to keep cloud saving, which I find valuable, I can't, I don't think you can even pull saves off PS5.

- Yeah, five, you have no place for it.

- PS4 you can.

- Yeah, I mean, everything like, pre PS5 you can back up to a USB stick if you want.

- Yeah, so that's-- - Which I've done, but with five, it's like cloud save only, drives me crazy.

And I think I made a tweet about it at the time, it's like, you know, I would pay \$20 a year to just like have cloud saves and that's it.

That is super valuable to me.

- I feel like people don't think about these, the save data's all that much.

- Right.

- You know?

As we go toward a digital future with modern hardware, I mean that new Xbox leak, so all digital Series X essentially, and PS5 is rumored to basically be only digital with a detachable disk drive.

Who knows what PS6 and Xbox, God only knows what they'll call it, will look like, but I'm imagining physical stuff's out of the way and I feel like that's gonna just trickle down to saved datas and then we're not gonna be able to, without some sort of subscription service, have access to those moments in time.

I mean that's the march of progress I guess.

I don't like it.

I know.

Well, I mean if everything goes like completely digital like I would probably get like the cheapest version of whatever console and then just like you know occasionally like play the stuff that I feel like I want to play that's digital but I don't would not feel nearly as invested and I you know I justify it and like you know I have I have more than a lifetime of stuff that I haven't played that I have.

Even though I tend to say, "Oh, I have a curated collection," I don't buy just every little thing.

I only buy things that I would be interested in playing eventually.

And I have more than multiple lifetimes of stuff that I could play through, you know, you know, thinking about like, say, you know, like 40 to 60 hour RPGs, right?

You know, thinking about that, I like I had an epiphany like a couple months ago about how, you know, with the way my life is, you know, like, you know, like with work and like doing the channel and like kids and you know, when it comes down to it, like I probably have enough time to play like maybe like at the most like four of these four of these like like 60 hour RPGs a year.

I could play more than that if I really like pushed into it.

But when you think about it, like I'm gonna be 45 you know, that's It's like, like 40, like 60 hour RPGs, like, I might only have the opportunity to play like less than 100 more of them in my lifetime.

When you break it down.

Yeah, it's like, so how do like, you know, like, I will be more than happy to just play the stuff that I have.

Yeah, I'm.

I've kind of had that realization lately, mostly because since having Eloise, my daughter, my game time has become very narrow and focused.

I'm pretty much only playing stuff for my other podcast, Chapter Select.

I pretty much have been only playing that stuff.

And so over the last year, that's been Resident Evil and Pokemon.

But then I look at all the games that I've actually beaten this year, like the ratio of what I've beaten to what I've played, and it's almost 100%, which has never happened in my life.

You know, before it'd be like, here's 60, 70 games I played this year, but I only beat maybe 20 of them or 30 of them.

- Right, I mean, that just goes back to like, the backloggery, like why, like, you're like thinking about it more.

Like I'm gonna, if I'm gonna start this, I'm gonna play all the way through it.

If I'm gonna put the time in, I'm gonna see it all the way through.

- Yeah.

I'm starting to also associate that with the cost of things.

It's like, well, I've spent the money on this, I'm going to play it.

Another tactic I've done with myself is I don't open the game until I'm sitting down to play it.

So if I see cellophane on the shelf, it's like, ah, I haven't played that yet.

I haven't opened that yet.

That's how I got to play Resident Evil 3.

I was like, I need something short but to fill a gap.

I forget what games it was coming out between, but I was like, I need something quick and fun that I haven't played before.

And I was like, ah, the Resident Evil 3 remake.

That turns out to be one of my favorite Resident Evil games out of all of them now that I've played all the mainline ones.

It's like, ah, I love this game, but it fit in the time in my life, and it was because it was sitting there.

And I had it, and I bought it, and I hadn't played yet.

So, you know, my buddy who I do the show with, he's in games media, so he plays way more 'cause of his job.

And he's like, I just, you know, he saw the list of games I played this year.

He's like, the only things you have, you've played that aren't for the show are like, Death's Door and Inside.

I'm like, I wanna play both of those, and they're really good.

- Yeah.

- And he's like, you just gotta play more.

I'm like, I don't have the time, dude.

I get maybe an hour a day, maybe?

- Yeah.

- If I wake up early enough.

- It comes down to, you know, just like making the time.

'Cause I have, so I have like a regular job, but I work remote from home.

And like even before I had this, I got this the job that I work at now, like mid 2020, like during a pandemic where they were, you know, like it was like a company was switching to like doing things virtually.

And ironically, the person who reached out to me has been was like, Oh, I've like watched your show for a long time.

Like I know that Coury takes on freelance work.

Would you be interested in doing this thing?

And I was like, Oh, yeah, course.

And then they offered a full time job.

And I was like, Yeah, yeah, I'm interested in my wife was like, Yes, take take something that's a full time please.

Because I mean, we're both working from home.

But I mean, my wife does graphic design, like she works in advertising and has, you know, for several years now, but I think that like, we're just like feeling like, really, because when the pandemic happened, I I was like working freelance.

I had clients who like came and like followed me from New York and was like, were working with me remotely during that, like after I got laid off and stuff.

But after when the pandemic hit, like all my freelance work dried up because all their work dried up.

Yeah.

So like YouTube was like, Okay, well, now I need to see if I can, like, make a living from this stuff.

So, I mean, I could contribute a little bit, but nowhere near like what I needed to, you know.

So, you know, it's just, it's nice to have like this remote job that I can, you know, like I do what I need to do and I have to travel sometimes for it.

And that's fine, but I can fit in working on the show or playing a game or something like that, like when I have time.

And that's just, you know, like, some people say like, Oh, how do you?

You know, like, I've seen your end of the year videos, like, like, if Cory has, has two kids, and like, in a job and stuff, how is he playing on this stuff?

And I mean, that comes, it just comes down to the fact like, if you want to, if you want to play something, like, you're gonna, you'll figure out a time to play it.

You know, and like, there's times where I was getting up at like 5am, like before anybody was up, you know, getting some time in like playing so and so or working on, you know, something like show related, or like, and we also like do a live stream every Sunday.

Yes, which is like where a lot of that comes in.

It's like I have that, you know, like that two and a half, three hours blocked off that I can play through like, like older games in one sitting on there.

Yeah, so that that goes a long way for it.

But I don't know, try gets he plays a lot more games than I do.

But it's like, for me, it's just, you know, I would just like figure out times to fit it in.

Like, I'll fit in like an hour, like after people go to bed or get up early before anybody else.

I mean, I like I always joke about like getting up.

I there's a point where I was getting up at five o'clock every day.

And there's there's almost no greater joy than being this like empty house being the only person up or like being in this house.



Everyone's asleep.

Yeah.

And just like having that first cup of coffee and just like sitting in the recliner and playing a game for a while.

Like it's it's like the best, best part of my day.

But then I realized after doing that for a while that I wasn't going to bed any earlier either.

So I was going to bed at like midnight.

So it's like, oh, I'm actually only getting like four hours sleep it's like all right I need to you know figure out a way to balance this out so I'm like just figure out time if you want play something bad enough you'll figure out it you'll make it work yeah I'm the early riser I just I wake up and that's my time to play because in the evenings I do go to bed like 10 o'clock so I'm getting I'm getting enough sleep yeah and at least for now Eloise you know she goes to bed at like 730 so she's out and then Abby and I hang out and then go to bed.

But I've started to kinda, you know, you point out your streaming and that's something that I've dabbled with throughout the years but over the last year, kinda right before we had the baby, which probably wasn't the best time to try this, was I wanted to try and be consistent because that at least gives me a dedicated time slot to play something.

And so now that I'm in this space, I'm dabbling in that and it's not like really anyone ever comes to hang out except this month, I've been doing some charity stream stuff for St.

Jude, but at least I have a dedicated time.

And so I'm kinda like, I've been toying with the idea of tackling some longer project, games I've wanted to play throughout the year, and using the stream as an excuse to at least get dedicated time in something like Persona 4 Golden or something like that.

So I think you're absolutely right, you'll make time for it.

And I'm gonna have that come up here with Spider-Man 2 in October, it's like, well, we're either staying up late with a coffee or we're waking up even earlier, you know?

'Cause I've gotta fit it in.

I want to personally fit it in, I don't have to fit it in, that's not my job.

- Right, right, yeah.

Exactly, and I think that if it was my job, having it become your job takes, I think, I think it sucks a little bit of joy out of it.

So, I mean, you know, there's people who say, "Oh, you know, if you love your job "and you never work a day in your life," I don't think that's true at all.

Like all it does is like make it harder to like enjoy those things in a way that is, you know, completely separate.

You just want it to be like, "Hey, I want to enjoy this thing.

" And having that be your job is not like, "Oh, you're just playing it and then you're moving on.

" It's like you got to do your job, then you got like spend all kinds of time like writing about it.

Yes.

You know, there's like all these other things that go along with it.

It's not just like, oh, you're playing games one time and you're done and you get like a sum of money just to play through that game like the one time not do anything else like you're getting paid to do like this other stuff that you, you know, may not love as much.

You know, I always talk about how, you You know, the thing that I struggle with the most, like in terms of like making videos and everything, is the writing aspect.

Yeah, like I really, really struggle with writing.

And I wish that I was better.

And it's like, it makes it even more challenging because Try is a very good writer.

He's very verbose a lot of times in his writing, but he's just very good at just writing it all out, right?

getting it out, like all this information out in a way that's not this, like, you know, saying this and this and this, but this and this and this.

He like, you know, he's very, very, he's a very good writer, and I wish that I was able to write like, even like remotely as close to as well as he does.

I feel like even as time goes on, I become like less confident in my writing, I find myself going back and rewriting things or just like, you know, paring it down.

But at the same time, I think and I think this is something that is is beneficial to having two hosts for a show on a channel is whether sometimes there's people that, you know, like, I don't I don't I'm not, I don't have the level of technical understanding that that try does like he like really loves like a lot of the technical aspects of it.

And sometimes like, he'll just like get into this like, salad that I have, like, I just, like, makes my head spin after a bit, but, like, I feel like now I'm, like, the other side where it's like, "Hey, this thing can do this stuff.

Here's how it does it, like, at a base level.

Isn't it pretty cool that it can do this?

" And, like, here's how you can do it.

It's, like, you know, kind of a cool, like, outside of the box thing you can do with it.

And I think there's some people that, you know, you know, like, like one, one approach more than the other.

And and that's what's good about having two people on a channel is you kind of get both sides of that.

- You balance each other out.

- Yeah.

- Yeah, I mean, it all works out and creates the style of the show, which is one that I certainly love.

- Like, Trav's been testing that RetroTINK 4K, and just all these things, he can say, "Oh, if you move this, sample this one pixel slightly, "blah, blah, blah.

" even understand how you begin to even think that.

It doesn't even begin to register of how you think that in the first place.

I feel like that about writing and stuff.

I'm not sure if you're familiar with Tim Rogers and Action Button.

Oh my gosh.

I'm very familiar from his days at Kotaku, but I see the length of those videos.

Oh my gosh, dude.

But the thing is, he is such a good writer, and it's just like, it is insane.

I just don't even begin to understand how.

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It's just a different plane of existence in the way he thinks and observes things.

I just don't.

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I don't know if it's just the way that I am or whatever, but I mean, it's like that is like definitely something that I struggle with.

I think like, oh, I wish I could do this and this and this.

But ultimately, I just got to I just have to accept that like, I'm, I'm not that way.

And how can I play to the strengths of the way that I am?

You I can always like try to improve upon certain aspects, but how could I you know like play to the strength of What people like to watch from me?

I Guess yeah, I totally it is.

I Like you know, I like Each one of your videos whether they're together or individual.

I think it's you each have a style that comes together I think matches up really well and I love I love it over these last two episodes really hearing about it and exploring it between the two of you.

I think we're gonna, I think we as in the audience are gonna get a kind of a big taste of it here with the new studio tour that you've been teasing for a while now.

Actually, I don't think it's been too long.

Well, I mean people have been asking for it for at least three years but you know it's well I it's a little extreme but it's like - I think over these last few years though, you've really been, I think, building up the space.

It hasn't even felt like the right time, I would think, for a tour until you've been a bit more established where you are now, which I, in my notes, have dubbed the basement.

- Yes, I mean, that is what it is, you know, compared to, 'cause the last place I was in an attic.

- Yes, a hot, cold attic.

- In a 180-year-old house.

Or no, I'm sorry, 144 year old, not 180.

144 years old, 'cause it was like built in 1878, so it was, and I was born in 1978.

- Oh, okay.

There you go.

- This house is much newer.

It came out in, all right, it came out-- - It released date.

- The release date of this house was 1997, which is the same year that I graduated from high school.

- Okay.

Very cool.

I think, what is, I feel like my house is from the '30s.

30s, 38, this house was built in 38.

That's what it was.

So in all of this, your set up videos and others, 'cause I was getting ready to design out this space, this detached garage, so I'm watching studio tours and digging into other people's videos, and that all inspired me to make my own recently, and I put that up and that was cool.

I even had an homage to, in I think RGB 102, you have this shot where you're in the apartment and you're spinning, and I did kind of a little - I'm still, you tell me if you remember, how'd you do the shot where you're changing your position?

Is it just camera on the tripod and you just did that same spin three times and just edited it in?

- So I had like a motorized spinner.

- Uh-huh.

- It was, I mean, we used to use it to like spin products like on camera or something like that.

- Oh.

- But what I did is I put my camera, I mounted my camera to a, microphone stand, which just like had the base on it.

So I put that on there and I just like ran it.

And I didn't move it or anything like that.

So I could, I had so many takes of it, you know, I could just like, I could I could cut those takes together.

Right.

Okay.

Because I do like some speed ramping on it, where it speeds up and then slows down and show me doing something.

So that like can mask a lot of the like, maybe color changes or something like that or just like if I like maybe bumped it slightly or something like that I can you can you can you can hide it yeah gotcha okay I mean that's it's just like like one of those little like it's like a little editing trick I guess or camera yeah I liked it a lot mine was I put it on this spinning desk chair on a tripod and very nervously spun the chair hoping it would not fall I mean I was behind it the whole time so it wasn't as difficult as what you were doing, at least if I was spinning on a chair on a tripod.

(laughing) But, so there's the New York apartment, then the rental house with the attic, or rental house, then the attic house, and then the basement.

So it was those four different houses.

And I mean, your setup is drastically different from those target wire shelves to where you're on now.

- Yes.

Well, I mean, I attribute a lot of that to the fact that, So we moved into this house on, we closed on this house on December 30th, 2019.

So we had just moved in.

That's a pretty good time.

Yes.

You know, we had looked at different houses.

You know, I wanted to move into a house that was newer, because I was just getting sick of dealing with like, old electric work and you just don't know, you can't do certain things because I'm not going to climb underneath these crawl spaces underneath the house.

I don't even want to know what I'm going to find in there.

So we wanted to move someplace that was newer and that I could actually do some stuff and we looked at a bunch of places for a while.

I also didn't want to deal with moving and then when we found the house, when we found this, you know, like I saw the basement like, Oh, you know, I can, I can definitely do something with this.

I mean, there's a lot of things that were, I mean, the people who lived here before it was mainly empty, it was just like storage and stuff.

And like, but there's like all this cool stuff down here that I could like work with, you know, like, there's like a drop ceiling.

I'm like, Oh, yeah, I could like run my wires like behind like the drywall and up above the drop ceiling and then have it go down behind the drywall.

Like right in its destination and have like a little outlet where just like things, cables are coming out.

So like hides a lot of that stuff.

But you know, like we moved in here and then suddenly everything closed down.

A lot of my work dried up and like, I have all this time to do like, to just figure stuff out.

Like I learned a bunch of stuff that I would never have even considered attempting in the old house.

I learned how to install outlets, electric outlets, running additional electric wires from other places.

Just stuff that I would have been way too scared to do in the first place.

But I had this time, it would be really convenient to have an electrical outlet above the drop ceiling so I could run a surge protector up there.

I could plug things in up there and have it hidden from sight and just different things that I learned.

It was it.

I don't know, like I just felt like it made it so that there's there's a point in time where my favorite thing was, was going and looking on the clearance racks at Home Depot.

Yeah, because you never know what you're going to find.

You know, like I have these like lights up here, like, you know, like these like track lights.

And this is like in the other part of the video that it hasn't, you know, like, Like it's like beyond like the previous segment that you've seen.

You know, this all this stuff was just like clearance stuff at Home Depot.

And it's like, you know, these things are not like, like each of the like the heads were like normally like \$15 each, but they were on clearance for 296.

I'm like, I'm just gonna buy all of them.

Fill the cart.

Let's go.

Yeah.

You know, like, I'm gonna I'm gonna get them because they're, you know, like, it'd be stupid not to.

So I mean, you know, it goes crazy.

I go crazy with that.

- I love seeing, obviously the evolution, right?

From the target wire racks to, you know, you've got these floating shelves now with all your consoles and I swear, I can't see a single wire coming out of it.

I'm sure they're there, but it looks clean over there from the video shots to, you know, even like the attic tour, you know, everything was segmented off, you know, you would record the table in one room too.

Now it's at the other end of the basement here.

You know, all your games, the library is behind you now.

And it's cool to see that.

And I relate, 'cause you know, in all of my different moving, it's been either isolated to a closet.

I mean, the closet in my daughter's room, thankfully, you know, a baby has no need for a bunch of storage.

But I mean, it was the shelves in there, from the shelf to the ceiling was all these boxes and that CRT was shoved in there 'cause there was no, you know, it's CRT or rocking chair.

I guess the rocking chair gets the priority.

But now, now I have all this room and it's like, ah, things can breathe and come out and I can route, you know, I've got like, I've got 20 foot USB-C cable going over somewhere and all these component video cables And so I'm really, I just love seeing it.

So I'm excited to see the full video.

I mean, talk to me about packing up the attic to move to this house.

- Oh my gosh.

- 'Cause watching that tour, which is a Patreon exclusive, is about 45 minutes.

And at least just getting a grasp on your cabling situation.

Oh my gosh.

I thought I had a lot of stuff going on.

I was like, wow, it's so cool.

I got it both to the HDTV and the CRT at the same time, you're like, "I've got it all going to 17 monitors "and here's every extra on Switch.

" It's a lot.

- To be clear, I mean, there's a lot more going on here.

- Oh, I believe it.

- Than there ever was.

But I mean, it's like, I don't have to go like through the wall to like another room.

So it's like all in one contained space.

I mean, this is roughly about the same square footage as I had in the old place.

And like right around the corner behind me is a, you know, like it's an area where I've like set up some other stuff, but it's not something I do.

Like, it's not like, like, game or show related.

It's like, right, you know, like, my, my, my kids, like, have like toys and stuff over there.

Or there's like, like, like a punching bag, like a, yeah, and move move some a little bit.

I need to move some more down here, honestly.



But I mean, like other stuff, but you know, like, it's just that you can hide a lot of stuff like above the drop ceiling.

And that's what makes it look a lot cleaner, but there is like so much more going on.

I'm connected to so many more monitors, or capture solutions or you know, I'm like recently, I just, I got a pull down projector screen at a yard sale for five bucks.

Oh, it's like I'm gonna mount that in the in the basement.

And I put it like above.

There's like little portions of the ceiling that extrude where there is ventilation or stuff like heating, like pipes and stuff.

So it's just like a drywall, like an enclosure in a way.

I mounted a projector screen to it and I can just pull that down, but if you pull it up, it's completely out of sight.

You don't even know it's there.

That's cool.

I mean there's just like lots of other things that I'm doing and the problem is is that every time I find something like that at a yard sale then it's like oh how can I you know I'm gonna spend all this time now like doing this thing and really it's more about the process you know just like figuring it out making it work and then a lot of times I'm just finding like after I do all this stuff I don't do anything with it I mean my My kids think it's cool, but it's like I got this projector screen and I mounted an old projector that I have from the ceiling.

Did you watch the My Life in Gaming video on CRT projectors?

No.

I mean, the only thing we watched is like, you know, because I hooked up a Roku to the projector and we watched the new Spider-Cross, the Spider-Verse.

Movie night in the house.

Yeah.

It's like, you know, it's on the floor over there.

Like we put like sleeping bags down and stuff.

It's cool.

It's cool, but you know, I have no idea how much we're actually gonna use it.

It's more about just like the process of doing it.

Like I wanna just, I wanna do it and make it work.

And then that's kind of enough for me.

Unless I like really have an idea of like what I wanna do, right?

You know, I hook up the like the mister to it.

And I made like I made a like Instagram reels post on that where it's like me I was playing revenge of shinobi on this big screen.

You know, it's kind of like it's a like a loose jab towards my kids.

I was like, imagine having the ability to be able to do this.

And it's just like, you know, revenge of shinobi just blown up on this big screen.

And it's like, but all you want to do is it's still all you want to do is play roblox.

So I mean that's I mean that's that's in your future if Roblox still around.

It's like I've yeah we'll see I'm excited to introduce her to video games and sub capacity.

Obviously that's a little bit further away just because she's just figuring out how to stand up.

All right.

You know I mean she does have a lot of Fisher Price controller and I am teaching her the Konami code so we'll see.

Well it never goes away.

You think it's gonna I yeah I'm not planning on anything too, you know, I don't have my hopes set too high.

Yeah, I mean, kids just want to, they want experiences not challenge, it seems like, which is understandable.

I mean, that mirrors a lot of like modern games, kind of.

Yeah, but you know, the experience is more rewarding when there's a little bit of a challenge.

Yeah, well, maybe when he's, so my kids are, my daughter's 11.

Okay, that makes sense, yeah.

My son is 8.

Yeah, yeah, I mean she was a year, a little bit over a year after, yeah, because I mean her birthday's in May, so a year, I mean she's 11 and a half, so that makes sense.

Do they?

And the channel is 10.

I mean, I know if I was at your house, I'd come into the basement and be like, "Oh my gosh, you know, what do I want to play?"

" But so, do they, what do they, I mean they have access to literally any video game they want essentially, right?"

Yeah, and all they want to do is play roblox on their iPad or well now, you know now they can play it on the PlayStation So maybe you can get I think it's coming to PlayStation soon.

I mean I have it on the Xbox okay.

Yeah They don't yeah, come down there and go man.

Here's no I I have no idea if like they're eventually gonna think that it's cool Or there's gonna be like, oh, it's just not even that big of a deal.

I mean if there's anything Like the number one thing that my kids thing is cool about me is That and they love to tell their friends at school is like oh, he's got it.

He's got a silver play button my dad has a silver play button from And then you know because last year at the end of the school year, you know some of the faculty at my kids school Found out that I that I do YouTube and like oh you got to come in like like there's a thing called future day Where they had like parents come in just like, you know, just talk with kids like different classes, right?

Sure like, oh, you need to talk to talk to him about, about YouTube.

Because, you know, that is like, the number one thing that kids want to be now.

Yeah, they watch it.

They see it.

They're like, I want to be I want to do YouTube.

Yeah, yeah.

I mean, that is like, they think it's like, that's the job.

And my son's like, Oh, you know, it's, I think it sounds fun, because it seems like it'd be really easy.

I wish that it was like, really easy all the time.

But I mean, it just comes down to like the downside to it is that you just like think about it constantly.

Yeah.

You know, I mean, even as time goes on, like the different projects that we've taken on, you know, you're just constantly thinking like, Oh, like, I, I want to do something like that again, but like the work involved, like, so, you know, kind of going back to what we were talking about a while ago about, you know, how I wanted to do something where we were like, initially, I

wanted like the channel to be like, Oh, you know, like, it's not about like, my life or tries life in gaming.

It's like, we want to talk to somebody who is like worked in games.

Because even then, like, you know, game documentary stuff was not huge.

Like there's like the icons show on G4 or something like that, but that was about as close as it ever got.

You know, like there was little things on YouTube at the time, but there wasn't like, you know, there wasn't anything like Noclip around at the time.

But you know, to have that opportunity, you have to have to like, you know, have a body of work of stuff to show, and we just then we got sidetracked with like the the RGB stuff and that's just kind of what we are are known for.

But I think that the good thing is, is that you know, our the quality of our videos like ours, you know, like our shots and like how we like how it looks overall, like that kind of stuff is what will be like, Oh, I feel like we can trust these people to do a good job with that.

I mean, even looking at, I mean, so the first, I guess, documentary thing we did is like try send an email to like Rand Miller, the guy who directed missed the Miss series.

Yeah.

And he's like, you know, I'm going to be on a family vacation, like close to where cyan studios is.

Could I like come in, film an interview with with with Rand Miller and he was like, and he said, oh, here's some of the things we've worked on that we've created and I think that they were immediately like, oh, okay, I feel like I can trust them to do this.

- Yeah, you don't want to let just any old Joe off the street come in and shoot an interview with folks.

You're someone who actually can do the thing and that's what's so, it's almost a catch-22 in a way 'cause for the longest time, I wanted to, my job that I wanted to do is be a video game journalist, and go work at IGM.

And the thing that I was told to do at the time, and it's still the case, just in a different context, is you gotta go out and do the work.

So you've gotta have a blog, you've gotta have a YouTube channel, you've gotta do podcasts, all these different things.

And at that time, I was doing those things just more casually, but then, in a pursuit of a journalism degree, that led to more regular things.

But then it's, like I had a pod, I've had multiple podcasts and I've killed a lot of them.

But one that I did was Behind the Pixel, which actually those interviews are back in this feed just so they can exist somewhere on the internet and be accessible, but the whole idea was very similar to what you were talking about, what you wanted to do with My Life in Gaming

initially, which was, I wanted to talk to people in the game space or not just developers, but journalists as well.

I think that was something that no one was really doing.

I actually interviewed Danny O'Dwyer kind of earlier in the Noclip days.

But I'd also had the opportunity to interview Yacht Club or Per Schneider.

But then I'd throw in smaller people that I found interesting as well.

And I guess I'm recreating that here with this show as well, reaching out to folks like you and, gosh, who?

But I'd have to go back and look.

It feels like a very long list now of different people, even though it's only 30-some-odd episodes.

But the differences between Behind the Pixel and this is, I was making that show because I wanted to and I found it interesting, but I also was doing it to have that body of work and make my way into this industry that I wanted to do.

- Right.

- But then, it's just rejection after rejection after rejection because no one wanted to talk to a college student that didn't really have a lot of work to show besides some freelance articles in like three episodes of a podcast.

- Right.

- And that was very demoralizing to a degree.

It was just like really hard to hear no a lot.

And it's like, but I can do this.

I feel like I'm decent at it.

I'm at least okay enough and-- - Someone just needs to give you a chance.

- Right, and to be clear, those people don't owe me their time.

They're very busy people and they have things to do.

I'm very gracious when anyone says yes to come onto my show.

But just hearing no a lot really sucked.

And so I think after seven episodes, I was kinda done with that show.

And it took being burnt out on trying to get into the games industry of all these freelance articles and just doing work that I wasn't interested in.

I remember even at one time applying to be, like write news for, okay, I say it wrong.

I say twin, I think I say twin finite and I think it's twin finite is what, I don't know.

Um, I say it wrong.

I applied there, but then it was like to be a writer for MOBA games, which is like the antithesis of what I play.

Like, like, like, like legal legends type stuff.

Right?

Yeah.

Yeah.

I'm like, please no.

So that didn't go anywhere.

But it took and I was like, I'm done.

And so, you know, I left the site that I was at dual shockers at the time I left that and kind of just was very casually.

And it took the realization that I just need to do it for myself for fun and turn it from job to a creative outlet.

And that led to the website and this show and chapter select and stuff.

And so now I feel when I get a no for this show, doesn't bug me as much because it's just for me.

I'm so curious about folks like you and your work processes and your stories.

And if I get the opportunity to talk to someone like you or any of the guests that I've talked to from friends that I've known for years to new people, I find it's a treat.

It's a pleasure and I have so much fun.

But when I get that no, it's like, "Ah, that's That's a bummer, maybe, you know.

We'll try again some other day.

And so, I think it's just a shift in perspective.

And that, yeah, it's helped me a lot, and it's made me kind of reclaim creating in the space.

- Yeah, I mean, it's hard to get, just, there is like, there's so many opportunities to like get your stuff out there, but I mean, just because you have the opportunities to get it out there doesn't mean anybody's gonna watch it.

- Oh yeah.

I mean, I talk about this a lot.

I had a friend recently who, he's like a director.

He's done some shorts and stuff like that and done some other stuff.

He's like, I have a friend who-- he's working as an engineer, but recently he decided that he just had a really good time editing some family videos.

And he's thinking about leaving his job and getting into that.

And I'm like, "A," like just tell them, "Don't get into that now.

" Because I mean, I think about this a lot because when I moved to New York and stuff, I got that internship, but I got in at a time where it was like on the cusp of being completely accessible to everybody.

- Right.

- And like, even when I was in school, I cannot even imagine like going into that marketplace place trying to get work now.

Like because they're like, you know, you see what's going on just like even in short form video, like on tik tok and stuff.

It's like, I can't even like, understand.

Yeah, but it's like, it's like so competitive that you've got to be so good.

To like, just straight out of the gate to like even get it and stuff.

I'm like, you know what, tell him like, don't do that.

If he really wants to do that, what he would be smart for him to do.

Keep it for him.

Keep his job and work on it.

Yes, and work on it.

But also, like if he has like an engineer's mind, like video engineers are something that are like probably needed.

You know, like people who like understand video signals and this and that like stuff that he could probably understand and like make himself valuable.

Because I mean, that's the thing, like we have people who are like have creative tools to do all this stuff like at their fingertips.

But the amount of people that understand like frame rates and you know, like, interlacing and all this other stuff, or is like really, really low.

And like, that's the kind of people that are that are needed.

So if people want to get in the video, like they should be looking at like more of the technical aspects of it not like, Oh, I want to like, edit films or or something like that.

- Yeah, can you just, like we talked about earlier, like Windows Movie Maker was kind of like the tool that was accessible to everyone.

Now, you have an iPad, you can pay five bucks a month and get access to Final Cut Pro.

And I haven't used it on the iPad and I understand there's differences between that and like the version on the Mac and that's what I use and I think you use Premiere, which most people use, but you can just, it's the pro level software is just at everyone's fingertips.

- I mean you can download, like DaVinci Resolve is free.

- Yeah, it's crazy.

- You can pay money for like GPU acceleration, but you can get the base materials and stuff to like kinda understand how it works and stuff, like for nothing, it's just a free download.

- Which is just mind blowing to someone who, you're growing up and it's like Adobe costs hundreds of dollars just for one year's version of software or Final Cut's \$300 and now it's just all, it's for years, it's a lowly subscription fee.

And then kids are getting access to that sooner and they're just, and then they're on social media and they're seeing all the stuff and then their apps give them the tools, it's crazy.

Just the rate at which people can learn to do crazy stuff.

- Yeah, I cannot imagine just going into this marketplace without any kind of prior experience.

I'm like, you know, people will say like, "Oh, how do I get started in this?"

" I'm like, you know, there's like so many services just start making stuff and put it out there and hope that people see it.

I mean, that's really what it comes down to.

That's all there, like that is like the best advice It's like, you know, it's not always about like, what you know, it's like who you know, you know, and just like, that's what I did when I moved to New York and I was like taking these classes.

I didn't know anybody there.

And I was taking these post-production like training classes, but they were like, you know, like three to five people.

Like people that worked at like MTV and all this other stuff, like producers and stuff that are saying like, oh, you know, I just feel like I need to get a better understanding of Avid Media Composer or something.

So I was in these classes with these people, and you're in there for two, three days straight, learning this stuff, and you're also networking with these people.



Because this person's like, "Oh, I'm a producer at MTV.

"I'm working on this and this show.

" And then they take your information or whatever when you're leaving, it's like, "Oh, it was good "in doing this, learning this stuff with you.

" or being in this class with you and just talking with you.

Then a couple weeks later, it's like, oh, we need somebody to work overnight on this show.

Do you wanna come in here and load in footage?

You were recommended by so-and-so that I met.

So I mean, that's just, you just gotta do it.

- That is-- - It is really the people.

It's those two things.

It's do the thing and the people you know.

And I think one thing that I've always struggled with is I'll watch videos from people that inspire me or captivate my attention, like you guys.

And then I sit down to make something, I'm like, "Well, I'm nowhere near as good as these people.

" So it's like, why even?

Then you face the question, "Why even try?

" 'Cause 10 people are gonna watch this video and I'm not nearly as good.

But that's the lie that you cannot buy into because you guys didn't start out this good.

You've learned, you've grown, you've over and over and over and you've shot different documentaries, you've shot different RGB, you know, 101, 201, 301 videos and things like that.

And you've just, you've built up skills and a repertoire and you've, the people that you knew back in RGB 100, 100 compared to the people that you know today, the access to just pure resources is crazy.

When you have a question, you could reach out to a John Leneman or a Bob or Mike Chee and actually get the answer, right?

And then figure out how to break that down.

It's so cool.

- And that's like, I mean that's-- - That's hard work.

But it's also the people you know.

- Yeah, exactly, exactly.

But I mean, that's why I always say we were so lucky to have been doing what we were doing, like to have released that video at that time because that's like got us noticed because we were doing something that nobody had really done yet.

Like there was other there was channels like doing certain things like that.

But it was like, you know, like, like, like phone dork was doing like really great videos on CRT's and stuff Like, before we were anybody.

But I mean, it's just like the way that we were just able to make this, like, a complicated process or, you know, subject, you know, like dumbed down to the point where we understand it, and then we could like explain it to other people in a similarly dumbed down way, but people can elaborate more into it if they wanted to.

And I mean, as time has gone on, like our dumb-down-ness has become significantly less dumb-down because I think that people can go back and they can see the evolution now.

They learn more like a college course.

You learn more complicated subjects over the course of those early videos or early classes that you can incorporate into later ones.

Yeah, it all builds.

It all builds.

And so people need to go out and make the thing.

They just need to keep making things.

Yeah.

And that's a really discouraging thing.

Like, I mean, as I said way at the beginning, if Trina and I did this without one or the other, I don't think that either one of us would be even here or doing any of this stuff.

And it's weird because I think about, (laughs) there's been several times where we have suggested something in a video and then somebody says, "Oh, that's a good idea," and then makes it.

And I wonder what wouldn't exist if we didn't-- - You recently put up a video about the PS2 Slim power supply that is the magical, I couldn't follow the exact line, I don't know if your video sparked, but I've seen some stuff that's like, people are creating-- - Oh yeah, like, Kitor Industries was making a splitter box that you could plug it into, and then it has-- - Is that based off of-- - Yeah, absolutely.

- That's crazy.

- It is, yeah.

I mean, that still continues to blow my mind, and if there's something that doesn't exist that I wish it did exist, I will always say, like, oh, I wonder if I should mention this in a video, because-- - Mention it.

Just just just mention it because you never know when someone was like, Oh, yeah, I could do that.

And then like, make it, you know, like, it just exists, or like a feature of something.

You know, it just, you never know, you never know.

And it's like weird, like having the, you know, like the presence, I guess to inspire people to like, make that thing.

And it's just like, I mean, it still like blows my mind because it's like, when you're just like making these videos, like in your basement, it's hard to see like that, you know, the people watching, it almost doesn't seem real because you're not like, and we get that a lot when we go to a convention.

It's like, oh, it's so nice to like see people person telling you, "Oh, I like this thing that you did, and it inspired me to do this.

" It's completely different when you're face-to-face or seeing it and hearing it from a real person who's in front of you.

Comments are one thing, but it's just like somebody's typing those comments out, but it's still just a disembodied text, for better or worse.

hidden behind a profile picture and the other side of that coin is also the negative stuff that people say all the time too.

Yeah.

That's not fun.

We've been very very lucky in that we have not gotten a lot of that kind of stuff.

That's good.

You know, one thing I like, like Try is very good at responding to comments and like kind of killing them with kindness.

I think.

He would be the guy to do it.

He will go out of his way to write long explanations of certain things.

And more times than not, people are saying, "I'm sorry that I was really hard on you about this and everything.

" Good.

He'll go back to old videos and stuff a lot.

He'll just look at the recent comments and he'll respond to stuff very elaborately.

And that's the kind of thing that comes out of being as good of a writer as he is.

also like as detailed of a writer as he is so he can get into this stuff and with me I'm just like I don't respond to comments that often unless it's something that I can sum up in a couple of sentences or like like three to five sentences I guess but I mean so he like handles a lot of that But I handle a lot of the, I don't know, like the, for some reason my mind is saying like the HR stuff.

I'll also reach out to people like, "Oh, we want to do a video on this.

" Or, I don't know.

I do respond to, I handle a lot of that stuff.

Like the, yeah, very much so.

I mean, I handle the business side of stuff.

Public facing and business.

Two different halves.

And I think that that is one of, if not the most beautiful part of my life in gaming is how the two of you fit so well together and you come together to create a show that has greatly enhanced my life and given me a lot of enjoyment and I think is a real boon to the community of educating people and informing people and shedding the light on some really cool stuff.

I mean, you guys really have brought a lot of awareness to things and it's so great and powerful and I thank you to me for the last 10 years and I'm looking forward to, you know, the next 10 or however long you guys want to keep doing the show.

It's, you know, like it's, it's kind of surreal, like watching some of those early videos.

It's like, oh man, you can like see me age basically in real time, but also gain a bunch of weight, lose a bunch of weight, slowly gain a bunch of weight, maybe evening off.

Yeah, I don't know.

I don't know if you think about it like this, but I think about it with my daughter.

This is like a weird archive of she'll be able to go back, if she's interested, and see what I was talking about when I was her age at a certain point.

- Yes.

- And for you, I mean, the last, say, eight years, but you know, 'cause you guys weren't really on camera all that much the first year, necessarily, but like the last eight years of you are archived in some way publicly, should they be interested to see what dad was up to in 2014.

- Yeah, or like, you know, if I died or something like that, it's like, oh, now I can, you know, like a way to they can they can sell off your copy of snatcher that you just bought for a thousand exactly exactly i mean that's something like i mean i don't know if they'll be excited for any of this stuff so i'm sure that they'll like they might sell it off this first opportunity they have and you know what that's that that's okay i'd rather just like go to somebody who uh appreciates I guess yeah, um, that's what I say.

This is Eloise's inheritance whether she likes it or not If it maintains its value, I guess I'm pretty I'm assuming it will Given given the way some things have been going.

I imagine it only will keep going up eventually, you know We sports is gonna be like a rare game Yeah somehow Already sells for more than you would expect.

That's stupid It came with every single we.

It should not be hard to find.

- Believe it or not.

- Yeah.

- Okay.

- Well, I think that does it for this episode.

So thank you so much, Coury, for joining me today, taking time out of your day to do this show.

I mean, people can find you at My Life and gaming on YouTube, on Twitter.

You're the one behind the Twitter account primarily, right?

- Most of the time.

I mean, sometimes.

- Since Twitter got rid of the ability to use third party apps, I don't use it nearly as much.

I mean, I find myself posting on Instagram more than I did before, so if people wanna check out Instagram, but we also, I mean, I created a Blue Sky account.

I think I posted three things on it.

We don't have a super strong social presence right now.

- Yeah, you know, presence, like right now.

So, I mean, 'cause Stry doesn't have any social stuff.

He just, he doesn't, never had Facebook or anything.

- Good for him.

- And for Facebook, like I have a Facebook, but I just, I keep it to the people I know for real.

- Yeah.

- You know, and just kinda do that, but I mean, I don't know, I'll occasionally post things on Twitter, formally, or ex-formally known as Twitter.

- It's a disaster.

- But it is, It's a complete disaster.

But I mean, if people can find me on there.

And I also do a podcast with Chris from Classic Gaming Quarterly called Here's My Question For You.

And really, it's a podcast about nothing.

- Seinfeld, it's a Seinfeld of podcasts?

- In a way, yeah.

I mean, every episode is formatted where it's just like, it could be 20 minutes into the episode before we do an intro.

It is literally dropping into a conversation.

- There's some shows I listen to that do that, yeah.

- Yeah, where you're just getting dropped in the conversation and we have different topics, but it's never focused on anything.

Chris is two years older than me, so it's very rarely about video games.

We talk about more like old man type stuff, I think, sometimes.

But also like music and stuff that we're both into.

Like, you know, in an upcoming episode, we're going to rank every song on Radiohead's OK computer, stuff like that.

You know, I guess it gives you like a different side to me.

But it's also like Chris and I just get along really well.

And people, we would just like find ourselves like doing streams together sometimes.

We're just kind of meandering off into different subjects.

People are like, Oh man, it's like it's like hanging out with you guys.

Like watching this stream, you guys should do a podcast.

So we just did it.

And I think right now we're planning on doing 100 episodes and calling it.

All right.

We'll see.

All right.

I mean, and where are you at?

You're in the 30s?

Oh, we're 44.

44 just came out today.

Okay, cool.

All right.

There will be a link to that and My Life in Gaming in the show notes, Patreon for My Life in Gaming as well.

You guys do those Sunday night streams.

It's 8 o'clock Eastern, right?

Right.

8 to 11.

It used to be, it's funny because we recently, YouTube added this ability to put all of your live streams like under a live tab on the front page.

I didn't see you chip away at that.

That's a big back catalog.

Yeah.

- So I think that it's annoying for some people 'cause that stuff gets put onto the algorithm when you move them over there and that's why people have probably been getting suggested like, oh, watch this next.

But it's, I just wanted to do it so I can have them all in one place.

It's just, the growing pains are kind of obnoxious.

- Yeah, you'll get there.

- You'll go along with that.

- You'll get there eventually.

- I got 130 left.

130 left to make public.

Out of 420, I think.

- That's really good progress then.

Holy smokes, that's fast.

Good job.

- Well, you know, like, doing 20 to 50 a week is what's been happening, but they're all time-coded now.

I just have to release them, but since we just released a new video today, I'm gonna, like, not do that for a little while.

- Gotcha, cool.

Neat, all right.

- But yeah, thanks for having me on.

It was fun just kinda recounting the early days of the channel.

- Yeah, no, thank you so much.

I really, really appreciate it.

As for myself, you can find my writing over at maxfrequency.

net, and my other show, Chapter Select, the seasonal podcast where we bounce back and forth between a series exploring its evolution, design, and legacy.

Season six is going on right now, and it's all about Pokemon.

I think as of this recording, the next episode will be about X and, or, I'm sorry, not X and Y.

We're getting ready to record X and Y.

The next one coming out will be Sword and Shield, So you can look forward to that.

And we have Super Chapter Select, which is just two and a half bucks a month or \$20 a year, and you get longer episodes, exclusives, and bonus videos, like all our Pokemon battles throughout each and every mainline game.

That's been really fun.

So you can head over to chaptersselect.

com to learn more about that and check out the show.

But until next time, adios.



