



THE
**VIDEO GAME
GENERATIONS**
NEWSLETTER

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Issue #4 – May 31, 2025

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Editor’s Note

This was never intended to serve as an auto-biography, but you might not know it given last week’s exhaustive look into my video game collecting habits, and this week’s dive into the podcast my daughter and I did for a short while several years ago, when she was still a kid.

I can’t say that all ends here, because I’d still like to write about my experiences as an indie game developer through various phases of it, but at least by front-loading it all, we can eventually move on to just the good game stuff, right?

But first, in place of the usual Recent Events, I’ve prepared something else. Yes, it’s prediction time!



Summer Game Fest

When it was still around, I always looked forward to E3 (the Electronic Entertainment Expo). The Covid '19 pandemic put an end to that (although some say it was already waning in popularity, with major platform holders and publishers dipping out in the years leading up to its eventual cancellation). Geoff Keighley stepped in to fill the void, organizing what he called the *Summer Game Fest*. There are in-person events now, but for fans on the outside like me, it's basically E3 in all but name; the conferences, showcases, and every game announcement in the span of a few days.

This year, the main showcase happens live on Friday, June 6th at 4 PM Central Time, with "Play Days" following from June 7-9.



Some of the podcasts I listen to like to predict the announcements we'll hear from SGF (or from E3 back in its day). On ours, Addie and I (and sometimes my friend Bill) would make our own predictions for the upcoming year in gaming. It's just a silly little time waster, but yes, I'm going to do that now.

I've purposely avoided listening to these discussions until now, to not be influenced by other people's predictions. I'm also avoiding things that have been heavily hinted or talked about already, with maybe one or two exceptions that I'll note. My predictions are for any showcase/announcement for that week.

Things that are hard to quantify are off the table too. I was tempted to predict that at least one game announcement will have the anti-woke chuds foaming at the mouth on social media, but that's pretty much a given (even if "foaming at the mouth" is subjective).



I'm also gamifying it, which I'm wont to do. I've assigned points to each prediction, based on my arbitrary estimation of how unlikely I think it is. Aside from a couple that *do* seem somewhat plausible, I could very well score no points at all. Some of these have alternate versions for less points.

With the showcase happening the evening before the next issue of VGGN, I might have some initial news/impressions to include next time, but it will probably be the following issue on June 14th (after SGF week and "Play Days" wrap up) before I have a clear picture of how my Nostradamus brain fared with this.

SGF Predictions

1 Point: In total, I can score a maximum of 100 points. It will be nowhere near that. That's my first prediction, and it's a cheat to avoid me ending up with a goose egg. I earn 1 point if my total score without this point is less than 10. Still, that would be pretty pathetic.

5 Points: Capcom will announce a new 3D Mega Man game, in the vein of Mega Man Legends (an action adventure or RPG or something along those lines). If they announce a new Mega Man game or remaster at all, I get 3 points. If Mega Man just shows up in some way (ex: a character in a different game) I get 1 point.

1 Point: Persona 4 Remake gets announced. This one *has* been rumored (although not in relation to SGF, as far as I know) because a voice actor or two from the original game let it slip on social media.

5 Points: The long-rumored Fallout 3 Remake will be officially announced, finally. I'll take 2 points if it's positioned as just a remaster instead.

10 Points: Valve will have a new game to announce, for consoles, and it'll be either a new Half-Life, or a PSVR2 version of Half-Life Alyx. Of all my unlikely predictions, this is among the most unlikely. If Valve participates at all with some other announcement for a new console or PC game, port, remaster: 5 points.

3 Points: Hollow Knight – Silk Song gets re-revealed in a new trailer, along with a specific release date for later this year. 2 points if it's just a release window, or 1 point if it's just the trailer without a release shown.

2 Points: Hideo Kojima (Kojima Productions) will have a trailer for either OD or Physint instead of (or in addition to) whatever might be shown for Death Stranding 2, which is already eminent. A single point if either game gets more than just a cursory mention (ex: more details or information) if no trailer is shown.

1 Point: Metroid Prime 2 finally gets a release date.

3 Points: Nintendo DS games are finally coming to the Nintendo Online service, but only in the higher Expansion Pack tier. They'll get it working for the original Switch, as well as Switch 2. I'll take 1 point for some lesser variation of this (no EP required, only on Switch 2, and so forth).

3 Points: We'll see a trailer for Star Wars – Eclipse, the game Quantic Dream is supposedly working on. I'm tempted to predict we'll get a release date or at least a release window, but that doesn't affect the score.

5 Points: Night Dive did a remaster of Shadow Man a few years ago. I loved the original. I played it on N64; it's one of my favorite games of all time. I played that remake too, and it renewed my fondness for the game. I wasn't a big fan of Shadow Man 2 (played on PS2; it had some problems), but I'm predicting we'll get Shadow Man 3 or some kind of Shadow Man reboot or new game. I'm not sure who owns the license, but I just want to will it into existence.

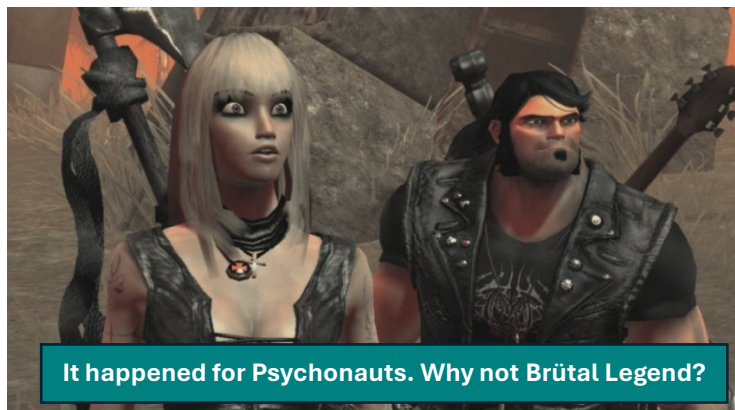


1 Point: A celebrity will be on stage in person to announce a game they're starring in. Just one point, because this is a safe bet given the track record of celebrities being brought in for that very reason.

1 Point: We'll get an announcement and/or trailer for a sequel to a game that wasn't necessarily a commercial (maybe not even critical) success. I said I'd avoid predictions that are hard to quantify, but I feel like if this happens, we'll know it when we see it.

1 Point: Double Fine's new game will be revealed. I love their games; always have, probably always will. Addie was a big fan too. Our dream was to interview Tim Schafer on the podcast, but we never asked. I feel like it's about time for this, so just a single point.

10 Points: This is the culmination of all three prior predictions combined. If the celebrity announcing a new game is Jack Black, and that game is the sequel to Brütal Legend, I get those 3 points and 10 more!



1 Point: Bluepoint Games, typically known for stellar remakes of Shadow of the Colossus and Demon's Souls, is rumored to be working on an original IP. My prediction is that Sony will finally reveal their new IP at or adjacent to SGF that week.

10 Points: Let's just go wild with one of these. How about an indie game starring sentient clothes, like maybe a living tuxedo, or a wedding dress, or a bikini that comes to life and goes on a quest to save their human from certain disaster. I leave the specifics up to the developers, but come on, that'd be worth 10.



2 Points: I think we'll finally get a trailer and possibly a release window for IO Interactive's James Bond 007 game. If so, it'll most likely jump immediately to the top of my most anticipated list. The Hitman Trilogy (World of Assassination) was so good.

3 Points: The Insomniacs (yes, that's what they're called at Insomniac Games) are hard at work on the new Wolverine game. We could see that, but it's not worth a prediction. On the other hand, what about Sunset Overdrive? What a fun time that was. I'll award myself 1 point if we get a remaster coming to other consoles (it was an Xbox exclusive, but Sony now owns the studio), 1 point if a sequel is announced, and an additional 1 point if both things happen. It's tricky though. Microsoft owns the publishing rights.



10 Points: Ubisoft will re-reveal Beyond Good & Evil 2. They'll show a... smirk... gameplay... snicker... snippet of the... okay, sorry, no, I can't keep a straight face. This game is dead. Right? As much as I loved the original and want a sequel, I mean... it must just be vaporware at this point. Still, 10 points if I'm wrong.

3 Points: Back down to Earth now. We'll get a Dishonored Remastered Collection announcement, featuring the first two games and the Death of the Outsider follow-up game. It'll come to other consoles despite Bethesda (and by extension, Arkane) being owned by Microsoft now, because that's kind of what they're doing these days.

3 Points: We'll get a trailer and release window for the next Bioshock. I feel like 2K is bound to show it soon.

1 Point: We'll see a debut trailer for a new video game movie or TV adaptation. I know that's not typically Geoff's thing... no wait, it totally is, so just one point.

2 Points: Sony and Naughty Dog will give us another look at upcoming PlayStation exclusive Intergalactic – The Heretic Prophet during SGF. The anti-woke chuds will go wild with anger and conspiracy theories. That's not part of the prediction; I'm simply stating a fact.

5 Points: After the recent success of Baldur's Gate 3, Electronic Arts (EA) will greenlight a new game in the Ultima franchise. It may or may not involve Richard Garriott, the original creator (I lean towards not). This won't be related to Ultima Online, and multiplayer (if any) will just be a co-op mode or campaign. I'll take a mere 3 points if a remastered collection (or multiple volumes of a collection) gets announced for the prior games in the series, although I feel like that might be even less likely than a brand-new game.



2 Points: The Legend of Zelda – Twilight Princess will finally be remade or remastered for Nintendo Switch and Nintendo Switch 2. I'll gladly take 1 point, though, if it's just coming to the GameCube section of the Nintendo Online Expansion Pack service (which I've never tried because I've always felt is too pricey for what little I might use it), or if the remake/remaster is exclusive to Nintendo Switch 2.

2 Points: Some publisher or developer will announce their first-person puzzle game; something involving action and physics (not just an adventure game, mystery, or walking sim) in the vein of Portal, The Talos Principle, The Turing Test, QUBE, Quantum Conundrum, and so forth (I could keep naming these for the rest of this page; I played many and loved most). It won't be a new Portal, though.

But wait, you're saying. That's only 96 points! We were promised this game was worth 100, so what gives?

5 Points: Everything else I've predicted, except the very first one, will come to pass just as I've foreseen it. Mikestradamus has spoken, and so it shall be.



Starting a Podcast

It was on or around July 11th, 2014, when my oldest daughter Addie (8 at the time) took an interest in the fact that I was always listening to people talk on my phone. I explained what a podcast is, and that I only really listen to ones about video games but there are podcasts on almost any topic you can imagine out there. Starting one ourselves was entirely her idea.

I grew up in Oklahoma, and my southern accent had kind of blended with a more midwestern one over time from living in Kansas, but it was still very southern. I don't have a voice for radio. You tend to sound different in your head, and playing back recorded audio can really be eye-opening. Still, she insisted we try, and so we did, despite my reservations.

Much like issue #1 of this newsletter, the first episode of the podcast was just us winging it. Everything was off the cuff, but even in that first episode, you could just tell Addie was going to be the star of the show. Her tangents and off-topics were legendary. She was less talkative in some episodes than others, but she was always entertaining.



Over time, we established our format, found our recurring segments, and made it into something that we were both proud of.

I had a lot to figure out. How do you record a podcast? Answer: Audacity. How do you get it to show up in Apple Podcasts and elsewhere? Answer: make an appropriately formatted XML definition file, upload it some place, and submit the URL for review. How do you know how many subscribers you have, or how many people are listening? Answer: those places sometimes have stats, or you can host the XML file some place that tracks it for you. Of course, all this was from a decade ago. I have no idea what's involved now and barely remember the hoop-jumping involved every week to release new episodes then.

Most listeners, especially early ones, were a direct result of Glenn and Josh reading the letter I sent to their PlayStation Nation podcast (one of the ones in my usual rotation at the time). Without that boost, I don't know if we'd ever have gained momentum.

I was obsessed to the point of paranoia about how we sounded. I mentioned my accent already (not much I could do to edit that out), but just our amateurishness was a constant concern. That's why editing each episode took me literal hours to complete. Most podcasts add their jingle, insert some ads (btw, we never did ads), maybe bleep stuff out if they're kid-friendly, and make a few such edits before releasing. Not me. I went over the Audacity audio second by second, removing "ums" and other verbal filler if I could, trimming down long silences, replaying every segment multiple times as I slowly slid my way through the hour-plus recording to make sure everything was as perfect as it could be.

It was, sadly, very exhausting, time-consuming, and ultimately a big part of why I gave up after Addie eventually dropped out.

Podcast Memories

Listeners

Something I've noticed about small hobby podcasts like ours was, you get a few listeners that write in almost weekly. A big part of our show was reading those letters and answering questions that often prompted entire segments. Our stats said these weren't our *only* listeners, but having that constant feedback loop really helped motivate us.

In many ways, they were as much a part of the podcast as we were: Pawel (our most active listener), Nikhil (a close runner-up), Kelly R., Jason G., Christian, and several others have my eternal gratitude for making it all worth doing, week after week.



Jason Scott Interview

I've puzzled over how this came to be. We hadn't hit 20 episodes yet, when Addie interviewed Jason Scott (of the Internet Archive) on Episode 19. I knew of Jason from his work on the BBS documentary and Get Lamp (the text adventure documentary), but this was fresh off the announcement of the Internet Arcade, where they'd begun adding emulators and playable ROMs to the site. This was his first interview about that new project, although neither of us really had the experience to dig for interesting insights.

Business Cards

I have two boxes of VGG business cards from VistaPrint. I don't think either of us ever gave any away, so aside from a dozen or two we took out just in case, most of those 1000 or so still remain. At the time, we must have had big dreams of going to E3, or in some way shmoozing with people in the industry. At this point, who knows?

Most of the information is obsolete now anyway. The podcast ended, and I let videogamegenerations.com expire once it did (keeping vggpodcast.com instead, since that's where the podcast feeds point for each episode). I cancelled Facebook long ago, and YouTube too, after they struck down one of our episodes claiming it had inappropriate content (and even kept the decision despite my dispute – it wasn't a copyright thing either; I never got a straight answer on what the heck they thought was a problem). Twitter isn't called that (officially) anymore. Zune isn't a thing anymore. Addie now goes by "D" and has for many years. They're all obsolete now.



That YouTube thing still bothers me. I ranted about it in Episode 145, but to this day, I have no idea what was inappropriate about it. It was a family-friendly show, for Pete's sake.

Time Travel

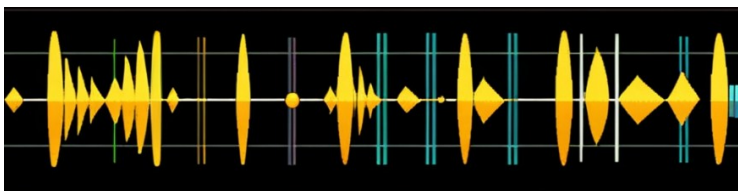
We had a recurring segment called Time Travel early on, where we'd correct whatever mistakes we made in a prior episode. We dropped it over time, because after a while it became less important to point out every time we messed up or got something wrong.

I also ended almost every episode with a MIDI I'd written, either for the podcast or for some game I'd worked on previously. After every ending song, I'd include some sort of out-take from a prior episode, or some snippet I'd recorded of Addie or the twins; usually something silly or funny. For the 100th episode, though, I did something different, and it might be my favorite thing I ever did.

The show also started with a specific MIDI I'd written for a game, which I repurposed as the VGG title song, and which I thankfully sped up after several episodes (it was slow and almost dragging in the first few). As part of this intro, I'd introduce myself, Addie would introduce herself, and she'd have some silly little thing to say that she usually thought up right then, in the spur of the moment, if not just before we started recording the episode.

I promise, this all relates to time travel.

For the closing "outtake" of Episode 100, I stitched together every one of Addie's cold openers up to that point, in reverse order. The result, in my opinion, is pure magic. Over the course of those five minutes, she de-ages dramatically as her voice gets younger and younger. This starts at the 1:45:37 mark near the end of that episode. You can listen [here](#), but you'll need to skip ahead to that mark.



Where Are We Now

This was supposed to be Addie's wrap-up, in her own words; favorite moments, what she thinks about the podcast now that she's grown (turns 20 in the fall), and how much of it she even actually remembers.

They're on vacation with their mom all week, and despite a few reminders (from me), and the promise to write something up (from her), I got nothing. So, it falls on me to do the honors.

After the podcast ended, where before I would often go overboard with my game reviews (I even started pre-recording them so she wouldn't get bored during the recording), I went the opposite direction and started posting very short mini-reviews to social media. They're the same ones (with occasional minor edits) I've been including in this newsletter.

Addie just finished her sophomore year of college, where she majors in music with a focus on trumpet performance. I played baritone, tuba, and the sousaphone (in marching band), but she's so far beyond where I ever was at this point. She still plays games, mostly on Switch, but it's not an obsession.



The real us; at least, the us from 7 years ago, over a year after the podcast ended.

Other Podcasts

When I decided to do an issue focused on our old podcast, I reached out to several of the podcasts I listen to now, or listened to back then, and asked them three simple questions:

1. When did your podcast start, and what made you want to start it?
2. What makes (or made) it stand out from others?
3. Is it still going? If not, when did it end, and why?

I got a few responses, although some of the ones I'd hoped to hear from simply ignored me (or never saw the request; I can't be sure).

Michael / That Video Game Podcast

Link: <http://tvgp.tv/>

1. TVGP started in October 2007. I remember listening to the 1UP podcasts (how much does that age me?) and thinking, "my friends and I are sitting around and talking about video games all the time. Why don't we try to record these chats and see how it goes?"
2. I think the honest opinions are what set TVGP apart (no shade to anyone, I promise!). We really try to spend the time to have an opinion past a knee-jerk one and try [to] really get to the root of what we love or don't love [about] a game.
3. TVGP is still going strong! We just released episode 917 (at the time of this email) and we've never missed a week, ever since episode 1!

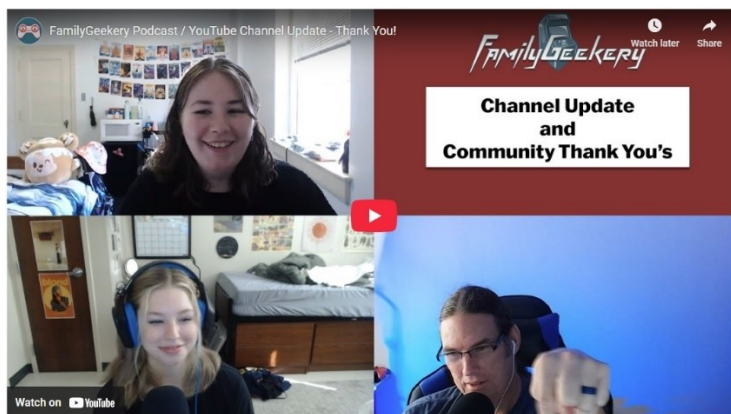


Chris, Amber, Danielle / FamilyGeekery

Link: <https://www.familygeekery.com/>

1. The FamilyGeekery Podcast started in March of 2022. I've got 2 daughters who have been raised to enjoy the geekier things in life (comics, video games, etc). My oldest daughter had left the house for college, and I knew the youngest would be following in a few years. We started the podcast in an effort to get together once a week and discuss something geeky. It's really a dad's excuse to hold onto a strong connection with his kids, but they seem to enjoy it as well!
2. I'm not sure what makes FamilyGeekery stand out. Possibly the fact that most "geek" podcasts are typically hosted by a bunch of friends or at least similar age groups. Much like VGG, our podcast spans 2 generations, and I do my best to educate my kids on "how things were when I grew up". That's one of the most fun parts for me.
3. FamilyGeekery is still going. Getting ready to record episode 150 soon! We also have a YouTube channel, but it is mostly me either reviewing something geeky, or teaching something geeky.

FAMILY GEEKERY



Jon, Cory, Amanda / One Track GamersLink: <https://podcasts.apple.com/us/podcast/id956587044>

1 (J). Wow, I forgot when we started. I had to look it up. We actually did a test episode in December 2014 and officially started January 2015. Our test episode was to see if we actually liked podcasting and it turned out yes. Lol.

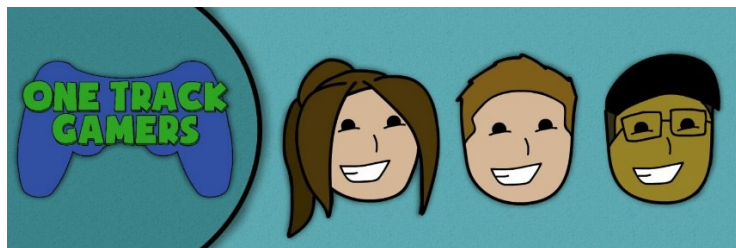
1 (C). I'm going to trust Jon on this one, December 2014 sounds right. It was an idea that Jon asked me about, and I was worried about it being a video podcast, but he reassured me it was audio only. We didn't bring Amanda into it until a later episode. I loved the idea that it was just an excuse to hang with friends and talk about our biggest passion, gaming.

2 (J). Our little podcast didn't really stand out from others as it pretty much followed what games we played, topical gaming news we wanted to talk about and then us playing a little game at the end. It was pretty much an excuse for us to get together and catch up.

2 (C). I don't feel like we tried to stand out from others, we mostly just focused on having a friendly environment. We wanted it to feel like anyone who wanted to listen, would hopefully feel like they were hanging out with friends they could relate to. We didn't care if we ended up with no views, it was still fun to record!

3 (J). It unfortunately is not going on anymore. Life pretty much got in the way. I had my first kid and I was slowly losing my extra time. Then when I had my second kid it pretty much died. Haha. There are times where I miss doing it with the gang. And whenever I hang out with them, we talk about podcasting again. It just doesn't happen because time management. Maybe one day we will return though.

3 (C). Nope, our last episode aired Feb. 2021. Life caught up with us. Jon had a son, then a daughter. Now, Amanda and I have a daughter. We fully intend to start it up again, once our kids are old enough to watch themselves for a few hours a week lol.

**Steve and Jake / GamersVantage**Link: <https://podcasts.apple.com/ca/podcast/id923912463>

1. Way back in 2014, my son Jake and I thought it would be fun to take all the gaming discussions that we had and just record them and put them up for others to listen to and comment. I'm a huge video game collector (currently 3010 physical titles). At the time Jake was roughly 16 years old and we really enjoyed talking about stories and theories from games.

2. Well honestly, it didn't. I mean we had a decent following, but it never got really big. As for what I liked, well it was fun to talk through stuff with my son. It was just an old dude talking games with my kid

3. No, life has changed so much at this point. When we ended in 2018, Jake was 20ish and he got busy with work, life, and being an adult it was hard to actually find time to record. I tried reviving it a year later with a friend of mine and that went okay but then my wife was diagnosed with ovarian cancer and passed away and that (obviously) derailed everything.

Since then, I've remarried and have 4 new kids from my current wife's previous marriage and the two oldest boys (aged 15 and 13) have bugged me a lot about restarting GamersVantage so who knows? Maybe one day. As for now, I really just post occasionally on my Twitter account (or X).

I'm in the process of building a new house (with a new media room to hold my collection which is currently in storage 😞) so right now I'm just trying to get through that. I don't see Jake that often at this point, though he came over this weekend and cooked us all dinner (he's a chef). I doubt Jake and I will ever be able to do a podcast again together but if I ever restart it, I'm sure he'll be a guest now and then.



Mini-Review: Blue Prince

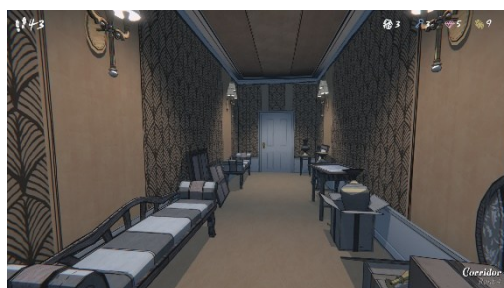
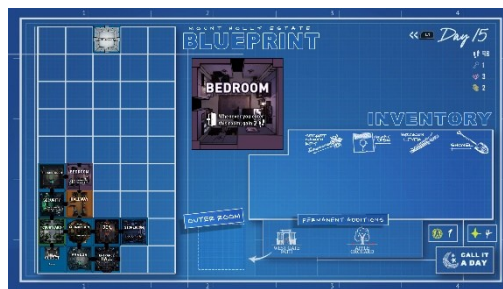
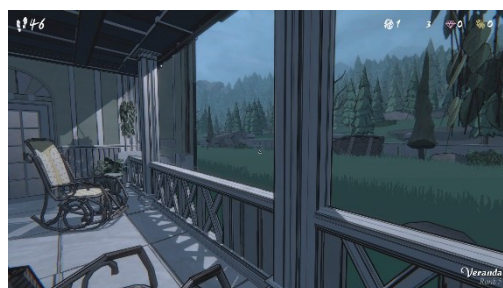
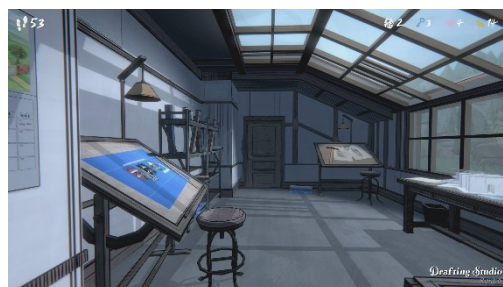
Every year in recent memory, an indie game or two pops up from seemingly nowhere and becomes the talk of the proverbial town. Such is the case with Blue Prince, a roguelike puzzle game that defies comparisons.

I guess it would fit into whatever genre Outer Wilds is, with a sense of discovery that comes from learning the game's logic and rules, piecing together clues, solving puzzles and figuring out what's needed to reach the end.

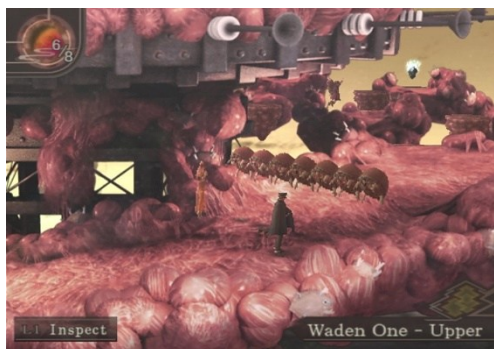
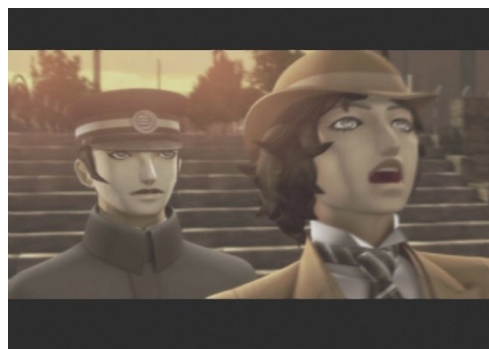
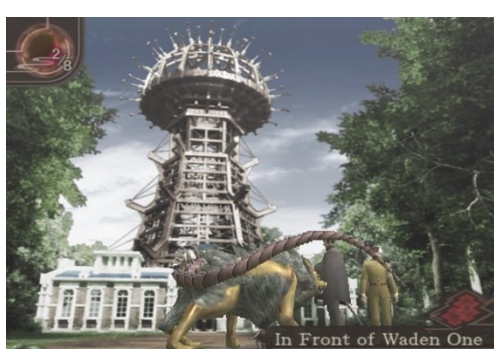
Even then, there is so much more a person could do after that to uncover more secrets and gameplay elements and story bits. My son played too, and he can't help himself from sharing spoilers, so it probably went a little faster for me (and without as many "aha, I solved it all myself" moments). Still, it's truly great, and deserves the spotlight it's getting.

Played on console: PS5.

Originally posted: 04/14/2025.



Mini-Review: SMT Devil Summoner



Note: The full title of this game is **Shin Megami Tensei - Devil Summoner - Raidou Kuzunoha vs. The Soulless Army**. This is the original PS2 version, not the recently released remake. I guess I could have just waited to play.

Yeah, the title's a mouthful.

This is classic-era Atlus, before making a splash with GOTY-nominated RPGs like Persona 5 and Metaphor ReFantazio. This one takes the fun core gameplay and darker tones of demon collecting, training, and adventuring in a "real world" Japanese city setting (seemingly set in the 1920's) and experiments with the combat.

When battles start, you and a summoned demon can run around the combat area attacking in real-time, as you'd expect from an action game; well, sort of. Limited moves, attack delays, slow movement and awkward mechanics make it feel a bit turn-based even though it isn't.

The story is weird and out there, which is typical for SMT. I liked it, but mainly because I'm already a MegaTen fan.

PS2 game played on PS3.
Originally posted on: 02/22/2025.

Mini-Review: Shadow Man

Remastered (2022)

When I first played through this cult classic on N64, I was blown away. It was creepy and atmospheric, with incredible ambient music/sounds and a dark story. The gameplay was janky (platforming especially), but I'd never played such a huge, immersive 3D action-adventure before. I remember getting stuck but using the physical map it came with.

The remaster is certainly an improvement, but my fond memories are a bit tainted by how old-school this is. Some new and pre-existing niceties include save-anywhere, a weapon wheel and a few fast travel spots; but no map, confusing maze-like areas, cringe dialogue, simple textures and geometry. Worth it for those with nostalgia only. I'm enjoying it, but I bet most wouldn't. It gets better once you reach the Asylum, but wow it hasn't aged well.

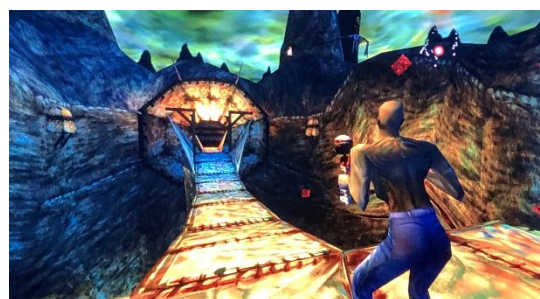
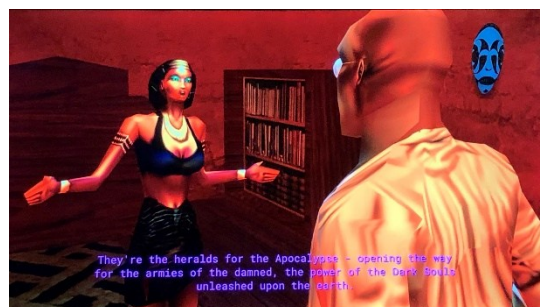
After finishing it tonight, I still think it probably wouldn't appeal to most gamers, but I've come around on how well it holds up for being a remaster of a game from the PS1/N64 generation. With a fast, smooth frame rate and much better controls (modern camera control, auto targeting of enemies, more) it's pretty much the definitive edition.

It does feel a little awkward moving Mike LeRoi (aka Shadow Man) at first, but after acclimating to that, it's fine.

Three big levels cut from the original release have been added back, and they fit perfectly. I see why this was my favorite game of all time, back in its day. From fighting Jack the Ripper while Beethoven's Moonlight Sonata plays, to "I am the Lizard King" blended into the music of a prison level, the game has style and a weird vibe, but in the best possible way.

Even though it has long since been bumped down out of my personal Top Ten, playing through it again was a rush of nostalgia and a great experience. I couldn't put it down.

PS4 game played on PS5. Originally posted on: 06/25/2022.



In Closing and Up Next

If those Shadow Man Remastered review screenshots look blurry, it's not the game's fault. Back in 2022 when that was originally posted, I was still taking screenshots a lazy and stupid way, by just photographing my TV screen with my phone and using those.

Depending on the console, there are (or were) hoops to upload images, or copy to USB, or in the case of older consoles, no built-in screenshot ability at all. It didn't seem like a big deal back then anyway.

At some point in the last two or three years, I've started capturing them the right way, copying or exporting as needed.

For older consoles, I picked up the ClearClick HD Capture Box, which flakes out on me once in a while, but does a good job otherwise. It was important that I find a box that could capture to a memory stick without the hassle of routing through a PC, and that had a remote control with one-click screenshot or video capture. I found another brand that also seemed to fit the bill (a box made by some company called ClonerAlliance), but I went with ClearClick and have been pleased with the results, more often than not.

When I started this newsletter (listen to me, I'm making it sound like it's been going on for years), I thought I'd spend an hour or two a week writing about some gaming topic, going on a rant, and making use of the mini-reviews I'd already been writing each time I finish a game. It seemed like something I could put together with a lot less effort than the podcast used to be. As usual, though, I've somehow gone overboard with the whole thing.

We'll see if I can keep up that momentum. If I start to scale it back, this is probably why.

I'm mulling over several possible topics for next week, as we wait for news from SGF and adjacent conferences the week after.

Music in games? Comedy in games? The ups and downs of licensed IP in games? My utter confusion of the appeal of watching hours upon hours of other people play games? The role of console exclusives, past and present?

I'll think of something. See you next week!



Credits

Some artwork and the VGGN controller logo were made using generative AI. Source: <https://openart.ai>

Screenshots from various Ultima series games in the SGF Predictions section of this issue were found at the ScummVM website. Source: <https://www.scummvm.org/screenshots/origin/ultima/>

Screenshots for video game mini-reviews were captured by me in-game and are used here (as well as when originally posted on social media sites) in what I believe qualifies as "fair use".

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