

0:00 THEME OF SLAYER; KOREAN

0:33 Welcome to the castle super achtung cast~! How's your german? Languages don't care.

1:38 pat discovers something awful: germany doesnt have a social moore of not staring at strangers

2:45 where you stared at when you went to the caribbean?

WEEK OF THE BEAST LORDS

PAT

3:34 signalis is an incredible game. One of the best. There will not be a spoilercast on this. You can feel its a passion project by 2 german anime nerds.

- 5:35 it is an incredible game in an old style. Its super on the nose. Slavishly faithful to old survival horror

- 6:36 if they were doing a spoilercast, woolie would love to do a timeline of events. Has an ending that still lands even if you dont understand whats going on.

- 8:31 on the trailer and the trailer being excellent. On how accurate it is. TL'ing the german. The core of the timeline of events seems pretty clear. THE specifics are blurry, but the emotional timeline is pretty clear.

- 11:51 cloud atlas and emotional chronological order

- 13:15 its very successful at confusion and the game having multiple endings. Having a better version of the silent hill 2 endings.

- 16:00 the 3 endings that you will get, not talking about the 4th ending. The conditions for achieving them.

- - 17:11 pat's first runthrough taking sub 8 hours and his ending, and the ending woolie got.

- 19:54 the feeling the endings leave you with, on silent hill 2 and the story already being 'done,' you are just traveling through the consequences. On the metaphors being made real.

- 21:56 How woolie played the game, on learning and trying to connect the dots. Learning likes and dislikes and on reading the documentation.

- - 24:28 broadcasting at the same time as the Guilty hear strive character reveal, Sin is in
- 24:41 the game's greatest strength: on nailing the emotional context. And on games that miss the mark. Homecoming and downpour's ending
- 27:06 signalis' letter to james moment.
- 28:08 you were always walking to a conclusion, and the final level in signalis vs. other survival horror games. On ammunition.
- - 31:04 comparing the final level to the RE1 mansion, and on the narrative change changing woolie's playstyle to a more aggressive style.
- 33:28 pat on using the body burning, and on juking enemies.
- 34:44 "whats up with this rob liefeld shit?" no feet. Sorry reggie.
- 35:16 assumptions on the passage of time
- 36:37 do other survival horror games have clues you don't use?
- 39:25 pat calls it survival horrors hollow knight. Woolie calling it the sifu of survival horror.
- 43:35 this game deserves your money. This coming out at the wrong time of year because it should be up for the game awards. Stick with it to the end.
- 45:17 pat asks how's mass effect? Hitting credits, doing the suicide mission, now doing arrival and final missions. On outcomes you are willing to accept for the suicide mission, robbery, and 'hold the line'
- 50:30 who woolie sent for hold the line. And mordin always dying unless you do it perfectly.
- 51:57 on loyalty affecting just the jump to the ship.
- 53:18 mass effect 3 and assuming you reloaded to keep everyone alive. And hidden bullshit for just one part.
- 56:10 'whatever happens, happens.' and asking if its rigged.
- 57:25 on having 4 save files for ME3, and then ME3 not taking into account the choices made in those saves for the ending. Crew interactions in ME3 weirdly limited in case someone is dead.

- 58:33 comparing to virimire. And on comparing your allies in terms of strength when they never asked you to do that before.
- 1:02:05 the final boss sucked.
- 1:03:30 the saving the crew bit. Pat experimenting with that particular mission.
- 1:05:43 on legion and wanting him at the start, woolie wanting him in the middle
- 1:07:29 on the level of the threat in the first game, then seeing how it is in mass effect 2 and needing to fight human sized targets.
- 1:10:04 the problem with mass effect: how much of mass effect has to do with the main plot? When you're not dealing with the plot its the best its ever been. Mass effect 2 as filler.
- 1:13:24 mass effect 3 and laser focusing on the plot. Every conflict having two sides.
- 1:14:20 "I will hit the galactic snooze button."
- - 1:15:59 woolie on misunderstanding the situation. They're taking their car to drive over to beat your ass. Also star trek and the borg.
- - 1:19:25 facing thousands of sovereigns and how you'd defeat that.
- 1:20:42 the trailer for ME3 and on ME2: arrival. "What does earth look like?"
- - 1:24:31 earth is still not unified
- 1:25:50 pat looking forward to seeing woolie beat arrival.
- 1:27:21 yomi hustle. Stick figures doing some crazy moves in a turn based type gameplay style. Pat calling it a very slow fighting game.
- 1:36:44 while you're getting hit you can adjust the direction you fly in
- 1:38:22 the levels of Yomi
- 1:41:00 seeing all your opponents options.
- 1:42:08 this game sounds like the worst to pat because he doesnt want to think. You can unga in this game too. Pat imagines what if the meta is maximum unga. The pressure clock forcing unga

- 1:45:44 its a fun game. A choreographed anime fight dance. The payoff at the end is always cool.

- 1:49:38 this type of concept being the most fun he's encountered in a game yet. And on proof of concepts that you can put out and get an artist and composer later.

1:52:04 light boxer. On doing what he can to keep the beetus away. And having fun with it even despite the subscription service attached to it.

1:55:10 season 2 of rumbleverse. League reset. The new area with more pits and the tackle.

1:56:20 mass effect 2 arrival, bayo 3, and a get into fighting games or woolie vs. whatever over on woolieversus! Also remember to check out woolie vs. the algorithm!

PAT

1:57:45 paige discovering the we sing stuff she used to watch as a kid on youtube. Nostalgia being powerful.

2:01:06 pat would like to segway from that into sonic frontiers. But first, woolie wants to talk about the brother gap and his brother showing what he wanted to woolie.

- 2:02:36 nightmare violence in kids TV. cask of amontillado-ing henry from thomas the tank engine.

- 2:03:4 "there's 20 minutes left of this I'll play sonic frontiers after" said woolie, forgetting pat time and woolie time are different, and that pat had crazy talk and those 20 minutes are no longer accurate.

- 2:05:43 on sonic frontier proper. Frist takling about the different generations of sonic. States the og 2d sonic games are pretty good

- - 2:07:28 sonic adventure is garbage

- - 2:08:34 modern sonic is pretty garbage too

- 2:08:53 frontiers starts off pretty positive. Controls have a lot of granularity. Cyberspace stages are fun and it has some proper combat.

- 2:11:02 its fun, but jank. Very jank. And his one big problem: the pop in.

- 2:12:55 hiring that man was a good idea. A good 7/10. And going all in on comic lore.

- 2:14:48 sonic frontiers does the impossible: you re now thrilled to hang out with big the cat.

- 2:16:45 which sonic is this Pat believes its comic sonic, and maybe all sonic is canon.

- 2:18:45 he played about 5 hours. And how it plays compared to other 3d sonics.

2:20:00 lots more god of war: ragnarok. Its a lot bigger. Has all of the problems from GoW 2018. The universal problem of the constant back seating.

- 2:22:15 a direct improvement over the first game.

- 2:23:06 the menu just pops up in the middle of a dramatic scene and then you pop into a tutorial before shoving you back out into the scene

- 2:25:05 the interface is at odds with the location

- 2:27:38 the different versions of the same skill seem mostly the same. The game is long enough as long as you remember the move exists you'll get it to gold.

- 2:29:40 woolie on hating a controller cursor.

- 2:32:53 most outrageous case of metroid type progression blocking.

- 2:34:48 getting the runic attacks at the end of last stream, now feels like he's just finishing the tutorial.

- 2:35:52 on games being very big now. The type of game that takes months to complete

2:37:56 playing mabonigi. it is a fascinating game. Its a game made before WoW released. They recently redid the tutorial.

- 2:39:48 on how the progression system works

- 2:42:18 has both combat and no-combat professions. Rather than theme park like WoW, its like another world.

- 2:44:17 he's going to be playing it a few more times over the next few weeks. He's sponsored to play it so if you want to play, go ahead and use the link on his twitch page to sign up!

2:44:51 go check out pat over at patstaresat! Probably playing god of war and tactics ogre, and probably react stuff there. He's also on peachsaliva and she's playing outer wilds.

2:46:06 woolie plugs his own sponsor, the image apparel! And woolie wants to get back to outer wilds

2:47:32 SPONSOR: SHOPIFY

2:49:50 SPONSOR 2: HELLO FRESH

NEWS

2:53:17 yuji naka is arrested for dragon quest related insider trading.

- 2:56:51 sega knows people that can make this go away. The problem is not going away.

2:58:52 Sin announced for guilty gear strive

- 3:00:42 looking through the trailer real fast.

- 3:02:30 why he uses a flag

3:03:18 kamiya talking about bayo 4 might already be in the works. And on the displeasure of the ending.

3:06:10 ed boon's tweets and ed boon constantly lies.

- 3:08:04 Hbomberguy's new video on Tommy Tallarico's lies.

- 3:10:00 ed boon giving straightforward answers for once. Injustice 3 or MK12 is next.

- - 3:12:10 hit him with the time to kill defense

- 3:13:42 why are there so few characters from the 3d era? They're fixing that.

3:17:06 team ninja rebooting ninja gaiden and dead or alive. And on ninja gaiden's titles.

3:20:38 nintendo apparently DMCA'ing images of games from steam grid DB for teh ske of trying to halt an emulator's ability to take images. Now people adding tons of art to the site for it

- 3:24:06 remember when nintendo sued game genie?

- 3:25:51 remember when nintendo wanted to have a system for streams and videos?

-3:27:06 just wait for the fun when the movie comes out

3:27:52 streets of rage has been tapped for adaptation by the john wick writer.

3:29:52 the advice to yuji naka: shut up or talk forever.

3:30:27 RIP Jason David Frank

EMAILS

3:32:51 emails! Send your emails to castlesuperbeastmail@gmail.com!

3:33:12 do you think racism in video games needs to be overt?

3:45:49 see ya everyone~ and the R in racism stands for racism!

3:46:30 END OF PODCAST: end of theme of slayer; korean