

THE HARVEST SEASON
EPISODE 005
SPRING 5: READ ALL ABOUT IT

[Intro Music]

AL: Hello, and welcome to The Harvest Season! My name is Al.

RASCHELLE: My name is Raschelle!

A: And today we're gonna be talking about Pokemon - oh no, sorry, farming games!

R: (unintelligible sounds of excitement and joy) ... woo

A: So, um, the context to that is that we're recording roughly five hours after the Pokemon Direct announcing the new Pokemon games. And I'm really regretting this decision. But we're gonna go ahead anyway, and we're gonna talk about farming games! Woo!

R: I'm so tired and I'm so excited.

A: There is a section in our shownotes for Raschelle to cry about Pokemon, but that is not just now.

R: Okay! Okay, I'll hold it - I'll hold it in until I get there.

A: So, we're gonna start off with some feedback. We got s'more lovely feedback from people. We have a couple of emails that we're gonna chat about, 'cause they've actually given us some questions to discuss.

R: People talk to us! (excited sounds)

A: I mean, it still counts even though they're people that we knew before the podcast, right?

R: Shhhhhh

A: Oh, okay...

R: Shhh. I'm very excited.

A: So, Dan has emailed in to say that he likes the podcast, obviously, that's a great way to start. What games we would consider games that count as farming games or games that we would talk about on the podcast? Specifically he's asking about Sid Meier's - how do you say? Is it [Sid My-er]? I don't think I've ever said his name. Sid...

R: I...

A: [May-er]? [Me-ay-er]?

R: I have always heard is said Sid [My-er].

A: [My-er]. Okay. I'm just gonna do what people do.

R: So if it's not, I'm gonna blame everyone I've ever known, so.

A: It's fine. I've literally only ever seen it written down. And as we've discussed before, neither of us can say things in our heads, so I've never pronounced it before. So. [Sid My-er]. Sid Meier's Railroads and things like Civ - Civilization for those who don't know the cool lingo when we're down with the kids.

R: (laughs) Do they count?

A: Yeah, so. I guess it depends how you define games that we want to talk about. So, the first thing is, no, they are not farming games. However. I guess this podcast isn't actually strictly about farming games. Y'know, we talked in the first episode about what farming games make us feel, how the play style of them, the fact that they're relaxed games, the fact that you're not there to race and button mash, or you're there to slowly just build up something. And in some cases that's a farm that you're growing crops on. Sometimes it's some of the other games that we've discussed. Which, I think we'd include things like Railroads and Civ, because, you know, they have the same sort of feeling when you play them. It's not about just rushing and getting to the end. It's about relaxation, it's about playing a game that is kind of - you don't need to think about too much. You're just doing some things, and building up some things, and you create a nice efficient system.

R: I think I have a slightly different view on it that ends on a not that different place, where like... Technically, by the rules we laid out in our first episode, they do not count. Because, I think what we really kinda determined as our, like, hard rules, were: the games with the farming and the crops and the animals. And they don't really do that, per say. But they definitely do have the sort of, like, spirit of just, long term just doin' the thing that I think really kind of, like, fits in. I don't know. I'm just kinda like, y'know, I'm not opposed to covering them. But I don't think it's really what the podcast is about. Like, they're definitely a very distinctly different genre of games. They definitely have a lot more, I would say, like, emphasis on, like, overt strategy, if that makes sense. But I'll talk about 'em.

A: Yeah. I think I'm not saying that we're gonna, you know, suddenly probably cover one of these games as one of the games in our Here's A Dive Into One Of The Games. I don't suspect that's something that we'll probably get to. I mean, if there's lots of demand for that, then maybe

we will. But it certainly - I don't think it's on our list of These Are The Games We Want To Talk About Very Much.

R: Mhmm.

A: But they definitely evoke the same sort of feelings. And I'm certainly not against us chatting about them. Especially if it's like, "Oh here's some news about something."

R: You have to understand... I have been known to be consumed by games before. So I really have to watch myself with, like, Civilization. Because I will - it's one of those games that I have... had problems with before. Like... who needs to do anything for 36 consecutive hours except for play Civilization? (distressed noises) So... this is a dangerous, dangerous proposal, so...

A: (chuckles) Do you need to go to a support group for that?

R: Oh, gosh... Honestly, probably coulda used it, if those had existed back when I was having that problem. They exist now, and now Gaming Disorder is an actual thing. But that did not exist then. So now... I have better self control.

A: Good. So thanks for the question, Dan. He also had another question, which we thought would be useful to mention as well. It's about multiplayer on Stardew on the Switch. So he's just asking whether he can use multiple accounts on the same switch to play in the same Stardew multiplayer. And the answer is no. One of the games needs to host it, and it's always the same one that can host it. So you can't start up a game on one account, and then close down that account, open up the other one, and then go into the same game. The game is stored on one of the accounts. And that one always has to be - correct me if I'm wrong Raschelle - but I'm pretty sure that one always has to be in to play the game.

R: Yes. So, the way it works is that, if you make a farm on your account on your Switch, then entire thing is saved on your account on your Switch. And if you're not actively broadcasting that to a different Switch for another person to pick up on, no one can see it, no one can access it but you. So.

A: Yeah.

R: Even if you have two Switches. If you have Farm A on your Switch, you can't - you would have to host Farm A. So like, if you wife had Farm B on her own Switch, it would be an entirely separate farm started from scratch with a different save and everything from Farm A. So.

A: Yeah, the farms aren't stored on a server somewhere. They're stored on your Switch, which you have to connect to.

R: Yeah.

A: 'Cause obviously that would be a much bigger thing for - y'know, you'd have to have servers that were running and connect to them, and that's a much bigger expense to get those things running. So you'd probably end up having to pay for that as well, and, y'know. This way you can have multiplayer without that complication, but it does mean that you have to have one of them always running.

R: Yeah.

A: So, sorry. If you want to play Stardew with your wife, you have to get a second Switch.

R: Sorry man. I feel the pain. Our other email comes from Jonnie, who was asking about... So, in his playthrough of Stardew Valley, he's done the whole community center, and gotten married, and made a bunch of friends, and mostly automated his farm, except that he ignores his cow and I'm mildly judging but he knows that. And [he] was kinda wondering, like, once you kind hit those later stages of a farming game, like, how do you feel about it? What do you do? Which I have a lot of opinions on. Is there anything you feel specifically about that?

A: Yeah. I mean, personally, one of the things that I like to do at that point is, y'know, complete all the - what're they called in Stardew - achievements. Making sure that you've shipped one of everything, and making sure that you've shipped 200 of one thing, making sure you've shipped a certain value - all those achievements. Some of those can take quite a while, but obviously not everyone enjoys that type of thing. I guess this is where we get into the problem of, we can probably mention ten things, but if none of those things appeal to Jonnie that's not necessarily going to help him.

R: Yeah. Because, my answer is... It's always complete everything. I am a completionist kind of a player. So like, I want to complete all the achievements, I want to get all the items, I wanna ship one of everything, I want to collect all the things you can collect. Like, in a lot of other games - like the game we'll be talking about today - you can collect outfits, you can collect decorations, and stuff like that in a lot of games. So I tend to focus on doing that once I've got my farm kinda fine tuned and running. Stardew Valley specifically, other than achievements and stuff like that... If you're more creatively minded, it's fun to, like, really, really, like, dig in and design, like, a fancy farm. That can be really fun and can take a long time. Like, trying to get to looong term goals, like the Golden Clock - which is a building you can build on your farm that's - you have to complete the Community Center, and it's like a hundred bajillion trillion gold.

A: Oh, that's so expensive.

R: So like, doing things like that. But I think for sure, like, another suggestion I kinda have is, like... make a new farm. Pick up another farming game. Like, I know it sounds kinda silly, but like, I've made probably a dozen and a half Stardew Valley farms. I usually have two or three

save files on any given game that I'll play through. And honestly, it's fine! You just learn to get better at it each time, and then that lets you focus on different things each time you go through. And that's fun as well! I think part of why I like farming games so much is that they have a lot of replay value.

A: Yeah, and then, y'know, you don't have to create a save file and just do the same thing again. Y'know, you can do things like the challenges that we do.

R: Mmhmm.

A: These sorts of things can be quite fun. What if I decide that I can only use one tool, and I wanna see what I can do with only using one tool. What if I decide I never want to talk to a villager.

R: (laughs)

A: You know, there's so many different things you can do that make it more interesting, or just different. And some of them you will, like, you'll get maybe two months in and be like, "Nah, nah I'm done with this." But you tried it! And you know, there's lots of different ways to play the game.

R: Try different things. Pet your cows. Take care of your animals.

A: (chuckles) They haven't implemented an Auto Petter yet.

R: (sighs) I love cows. Have you ever pet a real cow.

A: Yes.

R: So have I. They're very...

A: I used to live on a hill next to a loch in a very remote part of Scotland. And there were sheep and cows all around. That was a good time. It was very remote. The nearest bus to that was a 20 minute drive away. The nearest train was a 40 minute drive away. And of course I was 17 and didn't have a driving license and couldn't even drive, so. (chuckles)

R: (chuckles)

A: It was very remote. Which was great. But yeah, lots of cows. Cows are good.

R: Cows. Are. Good.

A: Highland cows, specifically.

R: Highland cows are real cute.

A: Big brown furry ones. They're great. They are, as someone described, the teenagers of the cow universe.

R: (laughs) Perfect! I love it! My great grandfather was a farmer and agricultural teacher, back where my whole family came from, who is particularly well known. And I used to go down and visit and, like, pet cows and eat every tomato out of his garden.

A: (laughs) That is not what I thought you were gonna say! (laughs) Pet cows, and - eat them! (laughs)

R: Ah - no! Actually, we never ate any of the cows. So. Thank you.

A: Oh, dear.

R: They're too cute.

A: (sighs) This is just one of those things. Every episode there's gonna be somewhere where you say something, and I assume you were gonna say something else.

R: (laughs)

A: Last time it was the snake tacos, this time it's eating the cows.

R: Oh my gosh! They didn't even get to hear the snake tacos!

A: Oh, we cut that bit out, didn't we?

R: Okay, we're just gonna - we're gonna leave it a memory. It's fine, its - we'll - they'll find out eventually, I'm sure.

A: R-I-P, Snake Tacos.

R: So yeah! Try doing different things! Pet your cows! Cows are good creatures. Cows are very good creatures. Thanks for your emails!

A: Woo!

R: Please, if you have any questions, comments, concerns, please email us at...

A: There is a contact form on the website. Or you can tweet us, @THSpod, we are always paying attention there. Or you can do what these people have done and review us on iTunes, or Podchaser. Thank you to... Dame6089.

R: And DelverOfSecrets!

A: Thank you to Stuart Gibson.

R: And pkmnlv with no vowels 517! [pkmnlv517]

A: Vowels are a thing of the past.

R: I have a lot of thoughts about the removing of vowels in words, but this is not The Raschelle Philosophy Podcast, soooo...

A: Although, I would listen to that.

R: You say that now. Anyway!

A: Raschelle! What are you playing?

R: Alright! Are you ready for this!

A: Yes.

R: 'Cause I have been playing a single game -

A: A single game

R: - since we last talked.

A: Oh, exciting.

R: I have been playing a lot of Little Dragon's Cafe. And let me tell you. I finally figured this game out. I played a little bit, and I had this point where I got stuck, and I was like, "What's going on? Why can't I progress further???" I figured it out. It's got a pattern, I have found the pattern, I know how to do the pattern, doing great. It's pretty fun, I think. It's a very... It's kinda, like, this rise and repeat - 'cause like I said, it kinda runs on, like, this pattern over and over again, where you, like, go through a character's story, and then they leave, and then another character comes and you go through their story, et cetera et cetera. But I'm enjoying it so far! I think the translation is a little wonky? Like, there's times where, like... I think I explained it to a friend of mine as, like, if Google Translate was, like, two or three notches smarter? So like, it's

not horrible, and it's easy to understand. But it's also not... quite... right? If that makes sense? Like it's just a little off of, like, English syntax and stuff like that.

A: Yeah, so I was wondering... it looks like it was initially Japanese.

R: Yes.

A: So, yeah. I think sometimes translations between Japanese and English can be just a little bit awkward if you're not amazing at it.

R: Yeah, yeah.

A: And it's like, even in the best games, there are still little things that are like, "Ooo, that is just weird!

R: Mmhmm.

A: You know, there are so many memes based around odd translations.

R: (laughs) Yeah. So like, that's a little off, but everything's easily understandable. And I... (sighs) This game is really pretty. I love the aesthetics of it. I... really like the characters. I think they're really fun, and they've got a lot of variety and stuff. I do have some minor complains? Like, translation, and like, there's a weird way in which your character moves through the world that I think has some little kinda, like, iffy parts to it? Like, you can't turn? Very quickly? This comes up for me in two particular circumstances. First of all, jumping. There's a lot of, like, jumping over ledges, or jumping on top of rocks and stuff like that. And when you jump, sometimes... it can be hard to, like - like, if you have to do two jumps in a row, it can be hard to, like, get that second jump. You'll get caught on, like, the second ledge you're trying to get over? Like, if you don't have a running start, it's kinda hard. Like, you have to aim how far you're jumping, so that you have room to go further to jump up the next jump. And then my other problem is more, like... So in Pokemon, you know, your character, you can spin around in a circle, a very tight circle? Like, right where you're standing?

A: Yeah.

R: To be able to turn, you have to make wide turns in this game. So like, it can be hard to, like, very quickly reorient yourself. Which, like, neither of those things make the game unplayable. And neither of those things are really terrible. Like, once you kinda figure it out, it's easy to get a hang of. But it's also noticeable enough of an issue, especially for someone who plays a lot of games, that it's kinda like, "mmm, I feel like they could refine this a little bit more, y'know?" But overall I'm enjoying it. I am not nearly all the way through it though, so.

A: So there is an overarching story as well as the individual characters?

R: Yes. And it's long.

A: In a good or a bad way?

R: I wouldn't necessarily say bad. It feels a lot - it actually feels - I have Pokemon on the brain, I'm sorry. It feels a lot like Pokemon, where like... Pokemon has a story where you're going from town to town, but then in between there's kinda, like, I don't wanna say filler, but, like, non-story oriented gameplay that's about, like, going through routes and catching pokemon and stuff? It has something very much like that. Like, there's story, but in between there's, like, these smaller repetitive, mundane tasks of collecting ingredients and running the cafe and stuff that extend the time of the play. Does that make sense?

A: Yeah.

R: Anyway, not that I've recorded an entire episode on how I feel about Little Dragon's Cafe.

A: (laughs) Well, here's the question for you. So, Little Dragon's Cafe is not a cheap game, obviously. You know, and a lot of the games that we talk about on here are, you know, your 10-20 dollar games. This one is, obviously, a lot more expensive. With that in mind, play or don't play?

R: Right now I'm gonna say play. Maybe get it used. It's fun, I enjoy it a lot. I'll let you know how I feel if it changes by the end of the game. 'Cause I'm, like, maybe a third of the way through it, I think?

A: Okay?

R: Tentative play.

A: Tentative play.

R: What have you been playing?

A: That's a very good question. I probably should have thought about this before. (laughs)

R: (laughs)

A: I don't think I've played much the last week, because I've been quite busy with life. I have been playing some Tetris99!

R: Oh gosh. You wanna talk about that?

A: Uhhh, yeah, sure. I mean, I think it's the complete opposite of the type of game we talk about here. (laughs)

R: (laughs)

A: It is stressful. It is time based. It is very - oh, I just. I hate it but I love it. And whenever I talk about it and say how stressful it is, people tell me to turn off the music. But no. I need the music on, 'cause I need to get in and do it properly. My highest score so far is 17. But yeah, I'm enjoying it. It's not my usual sort of game. And the interesting sort of thing is, I was never really into Tetris. Now, I never really spent any time playing Tetris, 'cause I find it boring, and I don't like games that just feel endlessly meandering. There's no real end point to it. Now, I know most Tetris games have levels and stuff like that, but it just felt pointlessly odd. Like, it wasn't like, solve this puzzle and this level's done. It was like, you have to just keep doing these blocks until an arbitrary point where you've decided, "Oh that's enough blocks!" Y'know? That, it just felt odd. Whereas this is very definitely like, you know you're going in, this game is gonna be over in two minutes. Like, (laughs), y'know. You don't have a lot of time to put into it. You just need to get there, get out, and get done. You don't have any time to think about things. It's just, you just need to get that block down, you need to get rid of those blocks, you make a mistake you might be dead. But you can just start a new game immediately. And the stress of it, although stressful, obviously - is actually what is making me enjoy Tetris for the first time.

R: This is fascinating!

A: (laughs) 'Cause I bet, everything that I've just said is the complete opposite for you.

R: Yes. I grew up playing Tetris. I love Tetris. I'm kinda fascinated that you're not really into it, 'cause I feel like - for me, the appeal of Tetris is just the complete zoning out, and like, turning my brain to mush just thinking about nothing but how these shapes fit together, you know what I mean? Um... I hate Tetris99. (laughs)

A: (laughs)

R: And the thing is, is that, like, it's not 'cause I hate Tetris, 'cause I love Tetris. It's not necessarily 'cause I'm bad at it. Like, I'm pretty good at it, I think. I usually averaged at the least in the top 50; I think the highest I ever got was to 6.

A: That's pretty good.

R: I just don't... It's not my thing? I think part of it is that I get stressed out. I just want to play Tetris? And you don't get more than a couple minutes at a time of this. There's no, like - like, I will play a single Tetris game for, like, 30, 45 minutes, an hour.

A: Yeah, I think that's the thing, I think it's - it's not Tetris.

R: Yes, it's not.

A: It's stress Tetris.

R: So stress!

A: Stress... Stresstis.

R: Yeah, and I think what kinda, like...

A: Stresstress? Stress... tress... test... tris?

R: (laughs) Stresstris.

A: Stresstris. Or Tetri Stress.

R: Test Stress

A: Stress Tetris.

R: Te - yes.

A: It's not the same thing. And if you enjoy Tetris, and you go in expecting to play Teteris, you're not gonna be happy.

R: You're not gonna get Tetris.

A: No.

R: And I think my biggest issues are - one nitpicky thing that's not a big issue is that - so it has the box of everyone else you're playing against, and then it'll draw a yellow line from their box to a box right under your grid that says, "look out!" if they're attacking you. And if you get enough people attacking you, you actually can't see your grid, and you can't see where you're putting your blocks. And I think that's a design flaw.

A: Yeah, yeah.

R: But then like, I think my issues are really... I guess threefold. First that, I just wanna play Tetris. Which I know has more to do with me than the game. Second of all is that, like, Tetris feels like a very skill based game to me? Because it's a lot about learning what blocks can go where, and how quickly you can put them there, and whether to build up a wall that you can quickly clear two or three or four rows at a time, of whether you need to clear one row at a time

to get things out. And it seems so contrary to me to have such a skill based game where you can literally lose, not because of your skill, but because ten people decided to attack you at once and all of a sudden between two blocks you can get 20 lines of junk blocks and you automatically lose without you doing anything? And I think that's what really gets to me the most about it.

A: Yeah. I definitely see that, and I have had games where that happens and you're just like, "Oh. Oh well." But then you just start a new one. And I find that doesn't happen enough to annoy me. And again, because they're such quick games and you can restart immediately, I don't find that annoying. 'Cause it's like, oh well, on to the next one. And it's about just improving slightly on the next one. And if I get chunked out really quickly, eh, frustrating but it's not the end of the world.

R: Yes. And I think those two things I could probably deal with if it weren't for the third thing. The third issue I have, which is that, it is a *lot* of waiting.

A: Yeah.

R: I have a thing with games, I do not like to sit in loading screens. I understand if there's a loading screen, I understand when it needs to load, but I have a limit of how much I will tolerate. And for every two games of Tetris99, for every two game round, you are guaranteed to have a minimum of at least a minute of waiting time. Waiting for people to connect, and then you have to wait ten seconds, and then you have to get ready for five seconds, and then you can start. Usually, waiting for people to connect, I've never had it take less than 30 seconds.

A: Yeah, but I guess that's, that's kind of always gonna be an issue with, when you have a hundred people playing a game, there's going to be that wait time. And I think that's probably unavoidable.

R: Yeah. And I think that's, it's just inherent to the genre. But that's also part of why I don't play battle royale games a lot.

A: Yeah. Yeah, I totally get that. I'm not gonna try and convince you to play Tetris99. I think we agree that it's not Tetris.

R: It's not.

A: It's a game based on Tetris.

R: Yes.

A: And if you haven't played - if you've never liked Tetris before, like me, you might enjoy this. But if you want to play Tetris, don't play Tetris99.

R: Download Tetris on your phone like I did.

A: Yeah.

R: I literally got to the point where it's like, (stressed out voice) "I just wanna play Tetris!!"
(regular voice) And I downloaded - I - I'm not gonna lie, I played a lot of Tetris these past couple weeks. 'Cause I was just like, I needed my fix!

A: (laughs)

R: I'm like, dreamin' about blocks in my sleep! Ugh!

A: Well, so, that's most of my game playing. Um... I've had a wee bit of Pokemon, and I have been playing - last night I started playing Factory Town, which we'll come to that later, as to why I was playing Factory Town. And I think that's really it. It's been a quiet two weeks.

R: Mmhmm.

A: Well, quiet in terms of games. Busy in terms of everything else.

R: Yeah. (laughs) Tell me about it.

A: I did a wee bit more Stardew. I wanted to get to the end of fall in the challenge, to see if I could get anywhere close to your number. But then I got bored. (laughs)

R: That's fair.

A: So, I stopped that. Yeah.

R: You need something to stir up that pot sometimes, like - NEWS????

A: News!

R: Ugh, did you see that A+ transition?

A: That was amazing! You know, it's funny, Raschelle, because when we were talking about this podcast, I'm pretty sure both of us were convince that there would be very little news episode to episode.

R: (distressed laugh) There's so much news. Oh my gosh, there's so much news. Every week, I'm shocked.

A: And that's the thing, like every time after we've finished recording, the next morning there's, like, two or three things almost immediately. Can people, like, can we please release the news about farming games on Mondays? That would be great. Please and thank you.

R: (sigh) Some day. We just have to become so influential that the entire industry revolves around our recording schedule.

A: (laughs) That would be great. Okay, so, first of all. Last episode we were talking about esports with Farming Simulator. Well, the farming game esports market is exploding now! We now have Stardew Valley epsorts!

R: Whoop whoooooop!

A: So, I think this is over now. I think it was Mooondaaaayyy

R: February 26.

A: Yeah! It was on Twitch. There were a bunch of - it was quite interesting. I didn't watch for very long. But I did load it up to see what the challenges were. There were things like getting to the bottom of the mine quickest. There was certain, you know, farming challenges. There were a lot of kind of standard, what you would expect. It was basically speed run challenges. Which is pretty cool!

R: Yeah! Ugh, first of all, I'm so proud of this game, and this genre, and like, I think it's really fun and important to be like - because, as much as no one really wants it to be, having some sort of esports for a game gives it a kind of legitimacy for the broader gaming community?

A: Yeah.

R: And for a very long time, like, I think I've talked about this before with, like, my personal history. Like, a lot of people don't really take farming games seriously? They're like, (does a voice) "Oh, those are silly lame girly games, no one wants to play those, those aren't real games." Y'know? And just like, being able to have someone step up and say, "Actually those are real enough games that Twitch is gonna sponsor a competition!" That's really nice and kinda validating, both as a gamer, I'm sure it's nice and validating for, like, ConcernedApe, people who play Stardew Valley and stuff like that. And I just - it, like, warms my heart!

A: Yeah! Just, like, three years ago, he release Stardew Valley. Three years ago yesterday. And yesterday people were competing for money to play his game!

R: That's amazin!

A: Yeah!

R: Ugh, this is so cool! Maybe they'll do it next year and I will be able to participate.

A: I hope so.

R: I guess I'm just gonna have to become a Twitch streamer.

A: That's just how these things are going.

R: (laughs)

A: Speaking of Stardew Valley, the Android release date has been announced! So I think the last time we talked about the fact that the Android release had been announced that it was going to happen, we obviously knew that it was gonna happen at some point. Now we know it's definitely happening. Yesterday ConcernedApe announced that the release is happening on the 14th of March!

R: That's, like, in two weeks!

A: That is in two weeks, yeah.

R: Whoop whoop!

A: So get yourself another version of Stardew. Or don't. It's up to you.

R: It's only gonna be eight dollars!

A: It's a steal!

R: Play it on your phone. In many languages. Just in case you need that addiction to go with you wherever you go, and haunt you, and distract you from doing your work.

A: You can never escape.

R: You can never escape.

A: And the other thing that is Stardew news that came out since the last episode was recorded, he also announced a number of quality of life updates for the iOS and Android versions. So, the primary issue that people have with the mobile versions is that you have to save only at the end of the day, which, when you're on mobile, can be quite difficult. Spending 14 hours - minutes! Hours - 15 minutes on a day. Well, worry no longer! You can now save at any time!

R: Whoop whoop!

A: So that's great.

R: Fantastic! That was, like, my major concern about it, so.

A: Yeah, so that is a really good news. Also, there's pinch to zoom functionality. So you can zoom in and out using your fingers. I don't know whether you just couldn't zoom before, or whether you had to do it in a difficult way.

R: I mean, to be fair, I didn't know you could zoom in regular Stardew Valley until about a week ago!

A: Oh, Raschelle! Are you telling me I knew something about Stardew before you did?

R: (distressed tone) I mean, you also knew about Clint selling coal, so!

A: Oh yeah! (laughs)

R: I am never gonna live that down. I am never gonna let myself live that down.

A: It's perfect.

R: Yes. The - the answer is yes.

A: There's also new controls. I don't think either of us have actually played the mobile version, so I'm not sure how it actually currently works. But there's a virtual joystick, and you can turn the joystick invisible. And there's a bunch of other changes to it, I'm not gonna read all them out. If you play it on iOS just now, go take a look at the updates. There might be something good for you!

R: Mmhmm! I will have to decide if I'm gonna put this on my phone, or if that's too dangerous for me at work! We'll see. We'll see.

A: Yeah. I keep telling myself I don't need to buy it. I don't need to buy it! I bought it on my Switch, I don't need it on my phone.

R: But it's only eight dollars!

A: I know! I know! I don't need it!

R: See, like, this is the struggle.

A: Look, be careful. If my wife realized you're trying to convince me to buy a game, she might not let me record the podcast anymore.

R: (laughs) I am, uhhhhh, a very dangerous person to be around.

A: (chuckles)

R: I don't know! Will I buy the game? Will I own it on a third system? No one knows. We'll just, tune in in two weeks, and then we'll let'cha know!

A: Speaking of games we don't know whether we'll ever own!

R: Oh my gosh!