

0:00 THEME OF SLAYER; KOREAN

0:34 welcome to the castle super low energy cast~! Woolie is currently fueled by pizza.

- 1:03 you can play otogi 2 on xbox one. A bunch of games added to the backwards compatibility list. Man, if only GTA could be put on that list, huh?

WEEK OF THE BEAST LORDS

WOOLIE

1:50 Beat darkest dungeon 2 and beat some optional bosses.

- 3:15 the mountain boss, and the lore implications of it

- 4:05 feeling if a run will make it to the mountain or not, comparing to FTL

- 5:14 not a lot of classes right now so a lack of team variety, the experimental branch

- 6:57 relationships are priority

- - 9:00 pats experience with a positive relationship in DD2

- 10:19 the final boss is rough. Its a cool idea. Also, the names of the characters can be changed

- 11:22 woolie's team: lepper, highwayman, graverobber, plague doctor

- 12:56 woolie feels he's done with it for now until it gets updated more

13:40 Shang-Chi and the legend of the ten rings. Pat hears it's better than eternals.

- 14:23 death in marvel has some nice curves for a skeleton.

- 15:33 Woolie enjoyed it, but the formula is there. The first act takes a while. "What if wakanda, but asian...?"

- - 16:58 theres some issues for its release in china. And accented cinema's take on shang chi and "returning home even tho you're american"

- 20:46 the main villain and his motivations, parallels to black panther

- 24:20 the second and third act picks up, tony leung stealing the movie. And awkwardina

- - 26:18 dwayne johnson

- 27:39 big fights and CG. Rings as an excuse for air combos.

- 28:48 better than mid, does it set up anything like doctor strange? And wiping out the entirety of iron fist

- - 31:37 iron fists' choreography being terrible, the punisher's casting

- 33:07 not perfect, has some failed punchlines.

33:57 battle construction vehicles, the story GOES places

- 35:07 it was a get into fighting games, but now its a full LP. Enjoy british woolie

35:52 furry fighter monster, by 8105 graphics

37:17 kiai resonance

37:33 go check all that out on woolieversus on twitch and youtube! So yeah battle construction vehicles is wild. I wanna be the best, and my dad used to be the best

- 40:49 Dexter also has that formula

- 42:41 bad british accents only hurts the british

PAT

43:43 Halo infinite multiplayer beta test is out. Pat played some this morning. Its fun. Liked it more than the previous multiplayer entries

- 45:57 pat only had 30 minutes to play. Did not find grapple hooks. Says sprint does not feel like a game changer. It runs and feels amazing. Feels like the most polished port of a 360 game ever

- 48:30 age has come for pat, he is now terrible at halo. Horrible xbox usernames

- 50:00 multiplayer is free. Selling battle passes instead. One time battle pass purchase

- - 52:00 comparing to the destiny battle pass

- - 52:52 got into 3 matches

54:35 Shin Megami Tensei V. Woolie deleted some stuff to install it. Pat on SMTV: it is a filthy game. Its great. Its anti-persona.

- 57:20 how long it takes to play the game in persona vs. in SMT.

- 58:57 the hottest take: Woolie is a bit tired of high school in japan

- 1:02:31 hows the supporting cast that's not demons? Pat doesnt know.

- 1:03:40 SMTIV can have you die in the tutorial if you're hit with an unlucky crit. They actually give you a tutorial here. Presentation and feel is amazing. And dont fight the big enemies yet.

- 1:06:11 Pat doesnt know the story yet. He got ippon datara on the team

1:07:43 Elden ring. He played a bit off screen. BIG dark souls. There's posture and power stancing.

- 1:09:12 guard counter and there being a lot of viability between builds. Jump attacks being amazing. Jumps have invincibility.

- - 1:13:49 can you jump through overhead attacks?

- 1:14:26 grabbing every mechanic from their previous games into the game. Skyrim-ing it with your mount

- 1:15:00 do you complete your 5 hit combo often? And the last hit doing a bit of extra damage. Pat missing 2 entire bosses in his first runthroughs.

- - 1:16:09 the network test taking place in 1/3rd of the initial starting region. 5% of the total game.

- 1:18:15 going back to beat the mounted guy at the start. Destructible environments with bosses.

- - 1:20:43 getting a shiny by using said ability to destroy environments

- 1:21:18 a dungeon with a torch in your hand

- 1:22:07 how's the bonfire density?

- - 1:23:41 dealing with death: new type of pseudo-bonfire

- 1:24:14 are there changes in areas at different times of day?

- 1:25:48 did you meet the level up lady past the first cutscene?
- 1:26:23 arcane is luck
- 1:26:58 how many new weapon types?
- 1:27:25 the density compared to size
- 1:28:06 pvp changes, opt in multiplayer
- - 1:29:22 co-op is nuts. Just cant use your horse. The pools.
- - 1:31:19 you can do practically everything co-op
- 1:32:11 pat suspects they'll change the jump, and numbers are highly likely to not be final due to how strong they were
- 1:32:50 each build has some reason to play them.
- 1:33:44 pat found around 7 or 8 weapon infusions. The barricade infusion being OP
- 1:35:34 PVP no longer has true combos, poise is back
- 1:36:57 stats are changed, strength and dex now make sense
- 1:38:27 cant use the horse indoors, pat says watch his 3 hour cut. "Oh what is that?!"
- 1:40:14 a lot of model and animation reuse
- 1:40:43 iron pineapple's video is amazing
- 1:41:35 pat hopes it doesnt get delayed again. It feels like they arent rushing this one
- 1:43:08 there are some cut corners on the network test. You can walk through the fog wall cutting you off from the rest of the game in the right places. Seeing the wrong LOD map
- 1:45:27 this will destroy pat's schedule
- 1:46:46 comparing dark souls to the elder scrolls. This game feeling like the original trailers for dark souls while skyrim gets another rerelease
- 1:49:41 death of the wild, comparing to dragons dogma

- 1:51:30 the remaster of DS1 has an issue where defeated enemies repopulate if you deload certain areas

- 1:52:29 The realization of "you will go there" from the distance lies of DS1

1:54:00 go check out pat's impression at patstaresat on youtube! And on twitch when he plays it lives when it comes out!

- 1:54:23 the joys of editing in 4k. Next time, just upscale in 4k~!

1:57:33 Clemps put up a video on fuga

1:59:05 pat plugs zullie the witch for dev dives on dark souls games

2:01:07 SPONSOR: DOORDASH

2:03:27 SPONSOR 2: MANLY BANDS

NEWS

2:09:36 rockstar has pulled grand theft auto the trilogy definitive edition due to having files that were unintentionally included. The launcher does work, they left in the music they were supposed to cut, the code had notes in it still, and they left hot coffee in.

- 2:11:23 a refresher on hot coffee

- 2:15:08 you cant just throw stuff in and turn it off anymore

- 2:16:53 pat lays down some groundwork: grove street games ported the broken mobile games

- 2:18:20 the textures tossed into a AI 4k upscaler, and remembering the silent hill 2 remaster

- 2:20:33 this is a content creators dream. Shoutout to joel for drinking too much sprunk. The rain effect.

- - 2:23:00 cyberpunk promised you the world, this was supposed to be the bare minimum

- 2:25:16 the most consistent botch: lighting, not caring about the original intent

- 2:27:31 even halo 1 remastered botched it initially

- 2:29:25 bluepoint and shadow of the colossus needing 2 attempts to get it right

- 2:31:00 the lack of respect for your own work, and getting incredibly restrictive in later rockstar entries

- 2:35:10 pat would be surprised if it ever got fixed, running the original in compatibility mode. The face textures are horrifying

- 2:37:20 the worst metacritic score of all time apparently, and you can kill yourself bowling

- 2:38:55 the CEO of grove street games puts out some tweets. "We are enjoying this level of scrutiny"

- 2:41:01 tough nut donut going from polygonal to perfect roundness

- 2:42:23 the most brain dead way to develop a game: the VAs were given their voicelines in alphabetical order

2:45:19 A halo TV show is coming out now. Finally.

- 2:47:14 On the story. Time for BIG BIBLE

- 2:49:03 halo have narrative through gameplay, the cole protocol

- 2:50:33 so, how's chris pratt going to work out? Garflord the master plumber

2:52:14 fromsoft at home: lies of P. Just wanna be bloodborne, huh? APAB. gepetto takes a knee.

- 2:55:48 pinocchio but bloodborne weapons

- 2:57:35 woolie waiting for the trailer to show the orphan of pos

2:58:28 naruto coming to fortnite. Naruto run through the MLK memorial with rick and morty.

- 3:01:04 everyones coming to fortnite

3:01:45 sakurai interview: they were planning on adding air smash attacks. Cutting it because it would have alienated the casual audience

3:04:06 next strive DLC character: happy chaos. The gunslinging broken messiah. Woolie interested in the musical genre shifts between dlc characters

- 3:06:41 the recoil on the gun, two types of reticles.

- 3:07:16 pretty obvious who else will show up. And that leak list...

3:08:07 new world's economy had to be switched off due to a dupe glitch. Every problem fixed causes two problems in its place

- 3:09:50 the invincibility bug
- 3:11:10 you can access the html input and crash someone's game client
- 3:14:16 whats the population right now?
- 3:16:22 will amazon games ever figure it out?
- - 3:17:57 mihoyo setting up an office in montreal

EMAILS

3:18:35 emails! Send in your emails to castlesuperbeastmail@gmail.com!

3:18:54 what genre do you think is the most helpful at improving general skills in gaming overall?

- 3:21:17 punch mom beat disco elysium
- 3:23:04 disco devs looking for someone to join their team. Wondering what their next game may be

3:25:10 how you feel about the eventual despawning of enemies after killing them 15 times in DS2. ft. more elden ring talk

3:34:18 question on labret piercings

3:36:00 what are your opinion on lore dumps?

3:39:11 !!PODCAST DEFEATED!!

3:39:27 END OF PODCAST, now with added korean slayer theme stinger!