



Waves of YA, Episode 47, Video Games and Books

Transcript:

00;00;07;24 - 00;00;20;00

Voiceover 1

[VOICEOVER 1] Hello and welcome to Waves of YA, a podcast focused on young adult literacy, brought to you by the Ocean County Library's Teen Literacy Workgroup.

00;00;20;02 - 00;00;28;02

Chris

[CHRIS] Welcome to Waves of YA. Today we are discussing books and video games. I am Chris over at Island Heights, and with me today is...

00;00;28;05 - 00;00;30;07

Vince

[VINCE] I'm Vince from Manchester.

00;00;30;10 - 00;00;31;29

Cat

[CAT] And I'm Cat from Jackson.

00;00;32;04 - 00;00;36;05

Chris

[CHRIS] So our first question today is what type of gamer are you?

00;00;36;07 - 00;01;05;12

Vince

[VINCE] I wouldn't consider myself a variety gamer. There are times when I really avoid multiplayer games. I have to avoid them because there are sometimes online communities around games that can be a bit of a toxic space, a lot of competitive banter, and hardcore trashing each other. So I try to avoid that. I like to think of myself as like a single player gamer. I love games where you can just play by yourself offline and just experience a story.

00;01;05;14 - 00;01;26;11

Chris

[CHRIS] I like the social aspect of watching my friend play a video game while I knit on the couch. I'm like, "I'll watch you play," and then I'll play like rhythm games like DDR, Just Dance, stuff like that, which are the only like video game video games that I really like have played recently. And that's because of the show.

00;01;26;14 - 00;01;27;20

Vince

[VINCE] That's a good game.

00;01;27;22 - 00;01;50;25

Cat

[CAT] It's so much fun. Really good. I would have to say I'm also a variety gamer. Right now I would say as cheesy as it is, I've been very into Fortnite to the point where it's probably a problem, but you know, it's totally fine. But otherwise I'm definitely more on the cozy side. So like Animal Crossing, Stardew Valley, that's definitely my jam.

00;01;50;27 - 00;01;59;25

Chris

[CHRIS] Do you get to talk to, like, the teens and tweens about Fortnite while you're playing it? Because they love it and they ask me questions and I'm like, "I don't know, guys!"

00;02;00;02 - 00;02;16;18

Cat

[CAT] Yes, I do. It's hysterical because I tell them and they just stop and they look at me and they're like, "You play Fortnite?" And I'm like, yeah, it's hysterical. And just, you know, they'll do the emotes. And I'm like, okay, I'm not that good, but okay.

00;02;16;21 - 00;02;28;15

Vince

[VINCE] I think I'm sensing a theme here because her background, Chris, is Minecraft, and that requires a lot of building and Fortnite you build a lot as well. So I think you're just a builder in general, Cat.

00;02;28;18 - 00;02;30;06

Cat

[CAT] Maybe.

00;02;30;08 - 00;02;38;11

Chris

[CHRIS] Kind of like Tetris of, like, I want to fit those blocks into the open spaces. That's like a building-based game.

00;02;38;18 - 00;02;40;00

Cat

[CAT] Yeah.

00;02;40;02 - 00;03;00;10

Vince

[VINCE] Chris, you said something very interesting how you like to watch your friend or your partner game. Does that also translate to you love watching YouTubers and Twitch streamers game on live stream? While you knit, you just watch them play a game that you have no intention of playing, but you seen them play a scary game or is it a story game?

00;03;00;13 - 00;03;39;22

Chris

[CHRIS] No, it's literally just hanging out with my friends because then I'll get to talk to my friends, whatever, coworkers. My bestie replayed all of Assassin's Creed 4, the pirate one, just so I can watch it and provide bonus pirate facts because I'm like, this is my jam! It's like you're never going to play this. You can barely handle figuring out controls. Anything past Spyro is beyond your ability. There's just like, I will play this so you can enjoy the pirate facts and tell me what's wrong. And I was like, yes, so I like that interaction while they're playing and watching. In college, my friends played, Fatal Frame. You have to take a picture of ghosts.

00;03;39;22 - 00;03;42;12

Vince

[VINCE] Oh, that's a horror game.

00;03;42;12 - 00;04;07;00

Chris

[CHRIS] All the lights out and then like, as the suspense, as I'm like, I'm just like, here, cozy, crocheting a blanket and then, like, panic screaming as like my friends characters getting killed on the screen. It's so much fun. But, like, I don't have that feeling with watching YouTubers, so I'm just kind of like, but I watch other YouTubers where I'm like, I get the parasocial relationship and it just doesn't apply for video games.

00;04;07;02 - 00;04;08;25

Cat

[CAT] Okay. That's fair.

00;04;08;27 - 00;04;23;16

Vince

[VINCE] That is fair. This is another one of Chris's questions. What books heavily featuring video games have you read? Or there are the video games as part of the plot? Do you want to go first?

00;04;23;19 - 00;04;24;02

Chris

[CHRIS] Go for it.

00;04;24;09 - 00;05;45;24

Vince

[VINCE] I think one of my favorite books that includes video games in some capacity is Ender's Game by Orson Scott Card. No spoilers, no spoilers. I'll give a brief premise for all you listeners that actually want to read a book, and you can read this book through the Ocean County Library. You can borrow from us, but, Ender's Game is about humanity's at war with this alien race, and they're losing it. And they need heroes, and they need people who can command their armies to victory. And in order to find these leaders, they scour the world and find the most intellectually superior children that they can find - the geniuses, the savants. And they gather them up and they put them through rigorous training and tests in a battle school. It's the strongest of the strong, survival of the fittest. Everything is a test and everything is a challenge. The main character, Ender, is one of the smartest kids and he just faces adversity after adversity. But what I love, what they do with this book, is they incorporate the training in battle simulations, which, if you think about it, that's a lot of video games like Call of Duty and Fortnite, like what Cat - what Caitlin loves. It's just like a battle simulation. That's how they get better. That's how they get stronger and smarter.

00;05;45;26 - 00;07;02;23

Chris

[CRHIS] So I've also read Ender's Game. I knew it was kids, but reading it the first time, I was like, oh, he's a six year old, like he's a "child" child, not like a tween. I was not prepared for that. And like reading it when I was older kind of, I was like, yes, I know the plot of Ender's Game. I know the War Games, the movie. I know the twist, but it's still really well written. I like how it's presented and like all the additional things it addresses. He's a child war vet that gets addressed, are handled really well, and also the training that they're putting a child through. So even knowing the twist ending isn't going to ruin the book for you. So I had no problem reading that. Who wrote Ready Player One? Which I loved. Ernest Cline. Ernest Cline. Ready Player One, absolutely loved, another video game. It's mostly him, the protagonist, playing in the video game. Every once while you see him outside of his avatar. But oh, loved it. It's a lot of fun Easter eggs like I love 80s pop culture, so I was like, this is my thing. I can figure out the clues. But he did Armada and I was like, yeah, I already I know Ender's Game, I know War Games. And I was like, I think the other ones did it better.

00;07;02;25 - 00;07;07;01

Vince

[VINCE] Did you watch the adaption? They adapted that to a movie, Ready Player One.

00;07;07;03 - 00;07;32;07

Chris

[CHRIS] I did it and I felt like it, especially I understand copyright and stuff makes it harder for movies to have like, oh, their avatar is Optimus Prime. It's like, yeah, we can't afford that. A lot of the like, pop culture elements had to get scrubbed for cost, but it was enjoyable. But compare - because I feel like I read them close together. So I was like, it's so fresh in my mind where I'm like, oh, I see all the things were missing.

00;07;32;09 - 00;07;43;26

Cat

[CAT] That's what usually happens, it feels like, and I feel awful because I've actually never read Ender's Game. So now I'm like, oh no, I need to get on this. But that seems really interesting.

00;07;43;28 - 00;07;56;21

Vince

[VINCE] It is very interesting. It's written in such a way that it's a YA book that feels like an adult book. Like any one of all ages can enjoy it. But have you read anything, Cait?

00;07;56;23 - 00;08;57;24

Cat

[CAT] I have, I really like things that incorporate romance to some degree, and I was very surprised to come across this one a few years ago called Don't Read the Comments. It follows this teen girl who becomes super famous because she's streaming this game called Reclaim the Sun, and everything that she's doing basically is to take care of her family. So that is a big component of the book. So all of her streaming, all of the money that she earns, is going back to her family. But there's people who are not too thrilled with that. And it's kind of scary because the big part of the book revolves around the fact that she gets doxed, which is utterly terrifying for a teenager, and having to experience all these things. And then she comes across someone named Aaron, who helps her along and tries to help figure out what's going on. But he doesn't want to play the video games. He wants to write them, and they just get this friendship. It's really sweet. It's very fun even despite all the really bad things that are happening, but it's really fun.

00;08;57;26 - 00;09;09;15

Chris

[CHRIS] I'm glad you said it's fun because as soon as you're like, they got doxed, I was like, no, absolutely nightmare... I would be stressed when I'm reading it. It's like, nope, can't handle it.

00;09;09;17 - 00;09;44;28

Cat

[CAT] I think I did when I first read it. But as things progressed and as the story goes on, it's like, okay, this is awful, but we can make something good out of it. And that was one of the more important things that I gathered from the book, which was nice because, yeah, it was definitely, really, really scary. It's an unfortunate reality if you're streaming. So to see it play out so, I guess, accurately was I don't even want to say refreshing because it's not refreshing because it's terrible. But just to see, it's like, it's interesting.

00;09;44;29 - 00;10;31;11

Chris

[CHRIS] It's important to have. One of the YouTubers I watch, and he's like an adult man who filmed himself driving somewhere, and I was like, I know where you live. It's a weird coincidence. I just went to college near where your apartment is, so like, I've driven past those apartments, I noticed. Did you not think that through? Did you not realize how much information you just gave about yourself driving to McDonald's while talking to the internet? It's so scary. And we grew up with stranger danger. Like, lie to everyone. Don't tell anyone your name. Don't show your face. All those things. And then that shift with Myspace, where we started to not be an anonymous user name in chat rooms was during our lifetime.

And now, like these kids are running around just being like, here's my whole face and this is the street I live on, and I'm 11 years old and I'm like, where are your parents?

00;10;31;14 - 00;11;00;06

Vince

[VINCE] I think the way you described your book and how accurate it is, I think that's going to reach a lot of teen audiences, because there are a lot of teens who are influencers or want to be influencers, whether in the social media space or the gaming space. And that's a very real reality of these trolls who don't have anything better to do. And they're like, "Oh, I don't know, why don't I just swat someone?" On someone or something crazy like that. That's a very scary reality of being a public figure.

00;11;00;13 - 00;11;12;18

Chris

[CHRIS] The book SLAY, I can't remember the author right now is similar to the, the pink graffiti picture where the protagonist, I forgot every single name ever.

00;11;12;21 - 00;11;15;09

Vince

[VINCE] Brittney Morris. Brittany Morris is the author.

00;11;15;12 - 00;12;06;23

Chris

[CHRIS] Thank you. Where she - suspension of disbelief of like, you don't have the servers to be running this MMO, but like MMO all like black historical figures, black culture, super cool. But she also gets doxed at one point in the book, like the fallout of that as well. And like also people getting upset of it's a safe space for the black community is what she created in the gaming universe and world, and people trying to get in to that. And then also like, it's a high school girl running this and the fallout of you're how old? That also deals with that reality of, hey, you thought this was a secret. You were like, living two separate lives between who you are with your friends and running a whole video game, colliding into each other and imploding for a little bit.

00;12;06;25 - 00;12;09;13

Vince

[VINCE] Do you want to read the next question, Caitlin?

00;12;09;15 - 00;12;14;08

Cat

[CAT] What games based on books have you played? Did you read the book first?

00;12;14;10 - 00;12;16;05

00;12;16;07 - 00;13;04;04

Chris

[CHRIS] So I've mentioned I play The Witcher 3 only. I watched the TV show and then borrowed the game from my friend, and going from the last game I played was Spyro to The Witcher 3 was jarring. And then I didn't read the books until I finished the video game. So I was like, I know who these characters are. I watched the TV show. Good enough. And I was like, still like, cause I have enough of a clue. And like, they do a good job explaining who everyone is. So even if you didn't read the books or watch the show, because the show didn't exist when the video game was made, where you understood who everyone was. The problems I had were me problems of like, I'm not good at video games, but the book is fine.

00;13;04;07 - 00;13;33;21

Vince

[VINCE] I was kind of the opposite, I think. I played the game first. So there's this - one of my favorite game series of all time is called BioShock. It's awesome. First person shooter with survival horror elements. But I played that game first, and after playing the first game when I was in high school and just being like, oh my God, this was amazing. And then figuring it out, it was based off Ayn Rand. I'm like, all right, I got to read Ayn Rand and I'll understand it. Too hard, too hard. Ayn Rand's too hard for me.

00;13;33;23 - 00;13;38;29

Chris

[CHRIS] So is it, which one of her books? I'm wondering right now.

00;13;39;01 - 00;14;33;19

Vince

[VINCE] Atlas Shrugged. It's extremely hard. I got to reread it. I think it's because I was a high school student and I didn't appreciate it as much. It was Atlas Shrugged because apparently that was the one where they took elements incorporated into BioShock. But then I figured out that because of the success of the video game, they hired someone to actually write a prequel to the game, and it's called BioShock Rapture by John Shirley. When I tell you that this book is amazing, it's amazing. It kind of builds on the world building that you kind of walk into in BioShock. And also in the game, it's the aftermath of a revolutionary war, civil war inside the city. And then the book details events leading up to that war, how the powder keg of everyone being angry at each other happened, and how the war itself. So I really like that about the book.

00;14;33;22 - 00;14;58;25

Chris

[CHRIS] That's awesome. I love that it's a book based on a game based on a book. And yeah, Atlas Shrugged is like five, 600 pages. It's a chunky boy. Like I read. I think I read Anthem. It's short, it's sweet. My dad and I both listen to Rush where he's like, read this. So, like, I get the tone of BioShock based on Ayn Rand. Is that the one with the 40s music or is that Fallout?

00;14;58;25 - 00;15;01;20

Vince

[VINCE] Yeah, yeah, yeah, you're absolutely right. It's the 40s.

00;15;01;21 - 00;15;02;23

Chris

[CHRIS] I've watched people play this then.

00;15;02;24 - 00;15;08;25

[VINCE] But it all takes place in an underwater city, a city built on the ocean floor.

00;15;08;28 - 00;15;31;07

Cat

[CAT] Oh. That's fun. I like that. Yeah. I was going to say that I haven't played any games based on books, but I'm totally a liar because Lord of the Rings, that's a thing. I don't know why. I was like, no, I've never done this. I'm like, oh wait, Lord of the Rings Online. I'm really in that category. Yeah, I definitely have.

00;15;31;09 - 00;15;32;16

Vince

[VINCE] Yeah.

00;15;32;19 - 00;15;59;05

Chris

[CHRIS] So I was thinking of like all of the Lego games. I actually played Lego Harry Potter at one point. I mean, I don't do 100% completions. I definitely played part of someone else's game where they're like, here you can have the controller for a little bit, maybe you can handle this video game. And I'm like, okay, I don't like it enough to like buy it. But I was like that's my skill level.

00;15;59;07 - 00;16;20;09

Cat

[CAT] Oh, I forgot about the Harry Potter games too. Oh, I'm really a liar. I completely forgot that those existed. I guess it was just the way that Harry Potter was set up. There was so much media going out at the same time that it's hard to even think about the fact, like, oh, there was the video games. Oh, there was the board games. There was literally everything at the time. So yeah.

00;16;20;11 - 00;16;27;22

Chris

[CHRIS] Yeah, it was like inescapable for the whole decade because, yeah, for the full ten years and the movies simultaneously.

00;16;27;24 - 00;16;30;16

Vince

[VINCE] And they built the world in Universal Studios.

00;16;30;19 - 00;16;44;07

Chris

[CHRIS] Yes. Yeah. It was so all-encompassing. Where I'm like, we haven't had something other than the Taylor Swift like that since then. Oh, and Twilight. Twilight doesn't have a theme park.

00;16;44;10 - 00;16;46;11

Cat

[CAT] Hunger games does!

00;16;46;13 - 00;16;48;03

Vince

[VINCE] The Hunger Games has a theme park?

00;16;48;07 - 00;17;08;24

Cat

[CAT] So it's not a full theme park. I believe it's in Dubai, but they have a whole section just dedicated to being in Panem. So you go to the Capitol. I think there's a roller coaster. I can't remember what else there is, but it's really, really cool. And the pictures are incredible. And I want to go at some point just to say I went to the capital.

00;17;08;26 - 00;17;12;17

Vince

[VINCE] It is in Dubai. You're going to have to fly all the way to Dubai for that.

00;17;12;18 - 00;17;16;02

Cat

[CAT] Yeah, it is a bit of a hike, but it might be worth it.

00;17;16;03 - 00;17;24;05

Chris

[CHRIS] Plenty of tourist things to do out in Dubai. So you do like that and then like just that's such a weird choice for like a theme park.

00;17;24;08 - 00;17;35;08

Cat

[CAT] Yeah, it's... hold on now there's another one that's in China too. So now you know what? I'm not sure, but I'm pretty sure it's Dubai.

00;17;35;10 - 00;17;36;05

00;17;36;07 - 00;17;40;20

Vince

[VINCE] There's one in China and Dubai, it looks like. So you're right. It's in both places.

00;17;40;23 - 00;17;53;12

Cat

[CAT] Wait, it says that they have Twilight there too. [laughs] Okay, Hunger Games and Twilight in the same park. I'm all for it.

00;17;53;14 - 00;18;00;09

Chris

[CHRIS] You can do like, a tour of book-based theme parks, because we've got three already now that we know of.

00;18;00;11 - 00;18;21;15

Vince

[VINCE] They do it in the tenth world, I think... But it's funny you both mentioned The Hunger Games because in the next podcast I'm going to be doing with Casey from Lakewood, will be the Hunger Games, Haymitch's story. Chris, do you want to read your next one?

00;18;21;18 - 00;18;27;16

Chris

[CHRIS] Yeah. Have you read any of the book adaptations of video games? Because there are a lot of them out there.

00;18;27;19 - 00;18;30;27

Vince

[VINCE] Oh, I think my answer pertained to that.

00;18;30;29 - 00;18;39;29

Cat

[CAT] Mine is super cheesy. Oh, Five Nights at Freddy's. [laughs]

00;18;40;01 - 00;18;41;19

Chris

[CHRIS] They're so popular though.

00;18;41;19 - 00;19;02;01

Cat

[CAT] They're so good. I was absolutely terrified when the game first came out, and the moment I learned that Scott was making books, I was so heavily invested into the lore that I was so hyped. And I'm still so hyped for these books because they're so good and it just offers so much more to the story. Oh goodness. Yeah, Five Nights.

00;19;02;02 - 00;19;04;16

Vince

[VINCE] Didn't they build on the lore of the story?

00;19;04;19 - 00;19;42;16

Cat

[CAT] They do. It's very weird because the books take a little bit of a different trajectory in comparison to the games, but there's so many little bits and pieces where you're like, okay, I recognize this, okay, this is something new. Where does this fit in? Does this help piece together the timeline that exists? And it's yes and no all at the same time. But it's so much fun. So if you're someone who really likes the games and wants to know a little bit more about what Scott's thinking, the books definitely help guide you in the direction of figuring out what the timeline is and how everything pieces together, and I just love them.

00;19;42;16 - 00;19;46;15

Vince

[VINCE] I think I already answered the question with my previous thing. Chris, did you read any?

00;19;46;18 - 00;20;36;29

Chris

[CHRIS] Actually, one of my handful video games I actually did play was Kingdom Hearts and they had the manga Kingdom Hearts. So I think I read like the first volume of that. It counts. And then Kingdom Hearts has so much. This is my same problem with like comic book superheroes where it's like it's going this way and then this way and then this way, and we've got ten different arcs. There's like, and I'm like, no. Beginning, middle, and end. That's it. So I was like, I've read one volume of manga. Played - I don't even know if I finish the first one. I am not a completion girly. I feel like I got pretty far. I fought a dragon, I remember I fought a dragon at some point. That feels like it should be close to the end.

00;20;37;02 - 00;20;48;29

Vince

[VINCE] The best part about this is that we're all grown up and we have grown up money because we do grown up things like jobs and taxes. You should use your grown up money and buy it and play it again.

00;20;49;01 - 00;20;51;01

Chris

[CHRIS] I do still have my PS2.

00;20;51;03 - 00;20;52;27

Vince

[VINCE] Yeah, let's go!

00;20;52;29 - 00;20;57;08

Chris

[CHRIS] It's my most recent - no, I have a Wii as well, like the original Wii. Those are my two consoles I own.

00;20;57;08 - 00;20;59;26

Vince

[VINCE] does it still work, though? Does your PS2 still work?

00;20;59;29 - 00;21;10;00

Chris

[CHRIS] It does. I don't have a working controller so I can only play DDR because I have the map for it, but I'm tempted to try and play video games with the mat and see what happens.

00;21;10;03 - 00;21;34;08

Vince

[VINCE] All right, I'm going to put this in the chat. This is a retro video game store that I frequent in Brick. It's called J2 Games. They sell retro stuff. They're at cheap, affordable prices, so I'm sure they sell like N64 stuff and PS2 stuff, PS1 stuff. If you need a controller, they'll probably sell it to you for like 10, 15 dollars, probably.

00;21;34;16 - 00;21;51;08

Chris

[CHRIS] Amazing. I have a stack of PS2 games. I just like, they were too complicated for me. And it's not like looking back, they probably were not that complicated. I just really am terrible at video games. I enjoy them, they're fun. I'm not good at it.

00;21;51;10 - 00;22;03;01

Vince

[VINCE] You don't have to be good at it. What matters is that it's an escape. Escapism.

00;22;03;03 - 00;22;34;15

Voiceover 2

[VOICEOVER 2] Are you looking for a blast from the past? Don't forget to tune in to Wheeler Talk: the History of Ocean County, a podcast brought to you by me, the local history librarian. The episodes of Wheeler Talk are released monthly right here on OCL Sound Waves. Learn about the rich history of Ocean County with topics such as shipwrecks, historic storms, Ocean County's role in the Revolutionary War, tales of local hauntings, and much, much more.

00;22;34;18 - 00;23;35;01

Vince

[VINCE] I think I'll go next. This is another really good question from Chris. What about book adaptations appeal to you? So that's kind of like an umbrella question, Chris. It includes video games and I guess movies too, like TV shows. I'll go first. I love them if they're done right, cause there is this line that I feel like creators and showrunners have to straddle, and it's being faithful to the source material, but also building off things that the books have that weren't really talked about in the books. And you can make bigger in the show. So I think it's a fine line. I love them personally, because when I read a book, I have an idea of what it looks like in my head when I'm reading, how the characters sound and look. But the film adaption, video game adaption or TV adaption, it might do it in a way that's fresh and I'm like, oh wow, I didn't think about it like that.

00;23;35;03 - 00;24;25;25

Chris

[CHRIS] I'm thinking about the Lego adaptations. So like the Lego Harry Potter, at one point at the end, you play as Voldemort. After you beat, I forget which game it is because I didn't actually play them. I just watch them. But you beat everything and then if you get 100% completion, you get to play as Voldemort and then do this bonus stuff as Voldemort, like running around. Harry Potter, especially the later ones, are like scary. But kids start to get into them and it's like, especially since they're all out there, like, I want to read the next one. You're like, maybe my eight year old, you should wait a little while before you read book seven, but the Lego adaptations are like so cutesy and fun where it's like, oh, I killed somebody, but they just Lego piece exploded and then just reassemble. And so like, okay, maybe wait for the trauma of Hedwig dying, but explosive Lego people, you'll be okay.

00;24;25;27 - 00;24;28;29

Cat

[CAT] Oh goodness.

00;24;29;02 - 00;24;31;23

Chris

[CHRIS] Yeah. Chose the saddest thing I could.

00;24;31;25 - 00;24;36;27

Cat

[CAT] Hard hitting today. The trauma is, right?

00;24;36;29 - 00;24;38;00

Vince

[VINCE] Yeah, what about you, Caitlin?

00;24;38;05 - 00;25;13;15

Cat

[CAT] I guess it would be the same thing. You know, you go into really any media that has been from a book when you have the idea of what you're looking at and then to finally see it come to fruition and exist outside of the text and outside of the book, it's pretty cool because it gives you the opportunity to go, okay, this is where the scene took place. This is where this occurred, this is what the character looked like. And maybe this wasn't what I was thinking, but okay, this is better. And I think that makes it pretty fun because it is a new experience to something that you love and already enjoy.

00;25;13;18 - 00;25;48;22

Vince

[VINCE] I have an example that goes along with what Caitlin just said. Game of Thrones we hated season eight. We hate it. We don't talk about season eight, but because George R.R. Martin, the author, has not written a book in 11 years, 12 years, 13 years, 14 years, getting the show was kind of a blessing because we don't have a book that was adapted for Winds of Winter and everything. The showrunners

envisioned what the later seasons of Game of Thrones would be because the books weren't written, and with the exception of season eight, I think they did a really good job.

00;25;48;24 - 00;26;55;28

Chris

[CHRIS] I think that also raises an interesting question because he wasn't involved to some degree with the script and like plotting out what's going to happen, but he hasn't written the books. He already has some feedback from the audience of what their feelings are and how things went. Is he going to, like, stick close to what he said was going to happen on the TV show, or is he going to take that feedback and change what he's planning and doing based on feedback to get a more favorable response? And that's also like a lot of authors that are like, especially are like still writing series are like, do not send me your fanfics. I don't want your ideas. I have my own. I don't want to be accused of taking your idea, using your idea, or being influenced at all by your ideas. And George RR Martin's like, here's a whole TV show that I can get people's feedback from while still writing. It's interesting, but like that also happens with anime when you hit the filler episodes. I'm so glad they stopped it. I'm like, I don't have patience for all the filler, like, just stop. And when the manga has enough for you to make another season, make some more episodes.

00;26;56;00 - 00;27;06;19

Vince

[VINCE] I really like what you said, Chris, about him possibly changing feedback, doing it right, so it ends well. But to be honest, I don't think he's ever going to finish it, he's very old.

00;27;06;22 - 00;27;09;05

Chris

[CHRIS] He's got that HBO money.

00;27;09;07 - 00;27;12;14

Vince

[VINCE] Yeah, yeah yeah, that's what I'm saying. Caitlin, your turn.

00;27;12;14 - 00;27;19;03

Cat

[CAT] I got another one from Chris. Have you read adaptations for video games you haven't played?

00;27;19;05 - 00;27;26;19

Vince

[VINCE] Oh, that's an interesting question. I have not.

00;27;26;21 - 00;28;03;03

Cat

[CAT] I think the only one I've ever actually read, and it's just because it was quick, because it was in graphic novel form, was for Horizon Zero Dawn. I watched the gameplay for it, but I don't have the patience to actually play the game, and I've never watched the entire thing, so I figured, let me grab the

graphic novel and see what the rest is about, because it is a pretty cool story, and the premise is something that could happen in the future very, very far in the distant future. But there's that possibility that this is something that maybe we need to look out for later on in life.

00;28;03;06 - 00;28;44;17

Chris

[CHRIS] I love - I don't know if it was included in the graphic novel - but when she finds coffee mugs, it's called an ancient vessel every time. And it's just like different coffee mugs that she just keeps finding. It's like "ancient vessel" and I'm, like, yeah, that's kind of what we're doing with it's a bulb or like ancient vessel for, like, museums and stuff. And I was like, the first time I saw that happen, like, crying laughing. I was like, this chef's kiss. Like, it's so good of... we do do that. Of, like, an everyday item for, like, the culture it came from. And we're, like, treating it like it's fancy and we're like, it's a coffee mug.

00;28;44;19 - 00;29;05;27

Cat

[CAT] Yeah, it's been a while since I read it, so I genuinely cannot remember if that was part of it. But I do recall that from the game, because it is so funny because it's exactly what you said. It is something that so many of us use every day, but like in the future, it's kind of like, oh, what is this? This is now this is just hysterical to think about.

00;29;05;29 - 00;30;28;18

Chris

[CHRIS] I haven't, but I keep always being like, I'm going to read the Assassin's Creed books because I love Ezio, Assassin's Creed Brotherhood. I have watched a large chunks of I get played because my best friend will replay it because she loves it too. So it's like, this is so much fun. So like, oh, I should just read it because I know I'm never going to play it. Especially like it makes it accessible for people that like video games are not my thing. Also, like gaming systems are expensive, but I'm like, I'm not going to shell out the cash to get a PlayStation 5 to play two games. That's crazy. I don't like video games enough to buy a system. And the other thing I had friends in high school, like, "I don't read." I'm like, "You have read every single one of the Halo books," and there's like a million of them. Like, "I don't like to read." And I'm like, "You're reading all the time." I mean, they're video game books, but like, you could tell me insane backstory, plot, like everything. Like reading, comprehending, enjoying everything about this world and like, liked playing the video game so much that, like, got him to reading that way and then just denied liking reading. And I'm like, "Would you like a similar book?" Because high school me was like, "Let me recommend books to people." It's my turn. I haven't read a question. What is it about video games that sparks a passion in you? Is it the story, characters, multiplayer, roleplaying and immersion, etc.?

00;30;28;21 - 00;30;56;12

Vince

[VINCE] I love a good story. I think that's why video games are so successful with younger audiences, because it's a story that you take part in and you can jump in the shoes of the protagonist, especially role playing games that make you make decisions that affect the story. I just think it's a great way for you to scratch your immersion itch and also just feel like a hero. You feel like a warrior.

00;30;56;14 - 00;32;31;16

Chris

[CHRIS] I am also definitely solidly story, since I watch other people play video games of like, yes, and like the graphics are so good now where I'm like, it's basically a movie. Except we don't know how this is going to go because we don't know if you're going to survive this. We might have to rewatch the same scene a few times. So I definitely love the story, but also because I play all the rhythm games, you know, the ones for the PS2. Since I actually have it, I am pretty active. But if you're like, you have to do a bunch of situps, I'm like, "No, this is terrible," but you want me to play DDR for a couple hours? I'm game. I love a way to be active without - you gamified going to the gym essentially. And the Switch has like that Ring Fit. There we go. It's like... you have to do squats and stuff. And again, if I like was willing to buy a new system, it would be the Switch so I could play Ring Fit. I'm like I'll do squats if you give me points and like a little achievement badge. I'm like, I'll do that. Other than that, like I will play a sports, so that way I can score points and win that way. But the actual like, oh no, I'm not doing sit ups. That's also what I like about video games it's like... since 2002 they've been like physically interactive and I want to try the VR ones and stuff, especially because there's a place called the River where it has a rhythm game where you to like, swat at things and like other more interactive elements. But I also get horrifically motion sick and I was super afraid to go.

00;32;31;19 - 00;32;38;25

Cat

[CAT] Yeah, I feel that because I want to go too, but for the exact same reason I can't convince myself to go.

00;32;38;27 - 00;32;44;22

Chris

[CHRIS] Maybe we play there, we can hold hands while we're like, "This is a mistake." We got to take the visor off immediately.

00;32;44;22 - 00;32;49;23

Cat

[CAT] Yeah, I can see that happening. I'm totally down.

00;32;49;25 - 00;32;50;27

Chris

[CHRIS] Moral support.

00;32;50;29 - 00;33;31;02

Cat

[CAT] Yes. Totally needed. Yeah, I would probably have to say I'm also very story driven when it comes to video games. I am a movie lover at heart besides reading books, so I really enjoy being in the story and the cinematography that comes with a lot of the story driven games and, you know, just being a part of it, especially in the games where you do get to make the decisions, or the role playing games

where you can change the story to make it how you want to be. I think that's really enjoyable, and I love that there is a huge genre of video games just dedicated to that.

00;33;31;04 - 00;34;09;12

Chris

[CHRIS] It's like a choose your own adventure which, like, who doesn't love a choose your own adventure? And I was like, not ready for that element of video games with The Witcher, where I was like. What do you mean? I can have an ending? [laughs] Oh no. It's just like trying to figure out, like, how do I get the good ending where I'm like, still have a good relationship with Siri because I'm like, dad mode activated. I was like, apparently I should not have had dad mode activated. It was like a desperate scramble to try and fix all of my previous answers without going back.

00;34;09;14 - 00;34;52;02

Vince

[VINCE] I'll read the next one. What are your favorite types of video games and why? What do you game on console, PC, handheld, etc.? Like I was talking to you all about my favorite types of video games are the ones that have an offline single player mode for you to experience, but I really like role playing games. I like games where there's a bar, and if you complete missions or you help people and your bar keeps raising and raising with experience points, and then you go up a level and then you get to go to a skill tree and see, oh, I want my guy to be stronger, faster, shoot farther, hit harder with a sword. I love those games that make progression. You feel like you're growing yourself.

00;34;52;05 - 00;35;01;02

Chris

[CHRIS] I know Baldur's Gate exists because I do play D&D. I have a bunch of friends that play D&D. And I'm like that feels like that's the same genre.

00;35;01;05 - 00;35;04;21

Vince

[VINCE] Exactly. It's 100% the same. Yes.

00;35;04;24 - 00;35;16;08

Chris

[CHRIS] My friends say words to me and they're like, "We know you have no idea." I'm like, "Yep, no idea what you're talking about." But I do understand Dungeons and Dragons. Choices matter.

00;35;16;08 - 00;35;19;19

Vince

[VINCE] If you think about it. Isn't Dungeons and Dragons one of the very first -

00;35;19;21 - 00;35;21;07

Chris

[CHRIS] RPGs?

00:35;21;10 - 00:35;22;08

Vince

[VINCE] Video games ever?

00:35;22;10 - 00:36;33;08

Chris

[CHRIS] I feel like it had to have been. But it was definitely one of the first RPGs of tabletop. You have to, like, play your character and like, your choices matter. And then you, like, level up. Because if your DM is nice, you get to start at a level five. If they're not, you start at level one and you're like, I got taken out by a splinter on my toe and got gangrene. So like it's that progress of, I do a thing, I successfully beat the like crab. There's like a meme that's like a level one is you're like fighting crabs. with a stick. Level 20 is they're purple glowing crabs shooting lasers. And I'm like, yeah, that's D&D. You just level up and everything just levels up with you. And you're like I made progress but it's still as hard as it was, any of the progress bars. And I'm like, I'm always everything. I'm like all the stats into offense and attack. Nothing on defense ever. And I'm like, I have learned nothing from anything. I play barbarian. Just let me come in and swing. Even with like Kingdom Hearts, it was like the same set up of...

00:36;33;11 - 00:36;36;04

Vince

[VINCE] So Goofy is defense. He throws his shield and everything.

00:36;36;04 - 00:36;44;14

Chris

[CHRIS] Yeah Goofy is defense and he never had any stats. I was like, I'm sorry, I'm giving you nothing.

00:36;44;16 - 00:36;47;09

Vince

[VINCE] Donald was the one who did magic and stuff.

00:36;47;11 - 00:37;06;22

Chris

[CHRIS] Yeah, Goofy never had any stats. His bar was, like, the shortest thing ever. And I'm like, I should maybe balance that out better. Please do not change that playing style between then and starting D&D and playing D&D now. 20 years of just all offense.

00:37;06;24 - 00:37;11;23

Vince

[VINCE] Caitlin, do you do video games besides Stardew Valley?

00:37;12;00 - 00:37;57;04

Cat

[CAT] Well, that's the thing is, I'm realizing that a lot of the games I play outside of Fortnite, they're all simulations, so I really am definitely in the comfy cozy, let me kind of build things. I mean, Minecraft is up there in the background. I know no one can see this, but you know, just being able to be completely

zen and just piece things together, you know, when Animal Crossing came out for the Switch, it was the best thing ever because they added that crafting element and that just made it that much more fun. And again, same thing with Stardew. They're all kind of in the same category of let me just be super Zen, do my thing while also having a simulation setting where I can just be.

00:37:57:06 - 00:39:16:12

Chris

[CHRIS] I feel like part of like the experience is like, I want to win things. So like, I never understood Animal Crossing. I'm like, but how do I win? How do you win? It's just like you just enjoy your time and there's the Tetris effect that we have. Do you get very zen and, like, into what you're doing is you're like, focus on the blocks, watch them move down the thing, and it gets more and more complicated, super zenned out on it. But like, very much like, "I have to make the blocks disappear!" They have zen mode option and I'm like, no. We're just how fast I can slam through this because I would play against my friends and just send scores back and forth back when you can play on Facebook - of like, do better. I understand why people enjoy them, but I'm like, this is not the game for me. Like I need to have again, beginning, middle and end of like achievement. But like, so like Spyro, like beginning, middle end a couple side quests and then my gaming system is a PS2. You know the Seaside arcades where you're like, I'm going to bop around on DDR. So yeah, those are my systems.

00:39:16:14 - 00:39:19:12

Vince

[VINCE] Yeah, I just have console. I don't have a PC or anything.

00:39:19:14 - 00:39:23:01

Cat

[CAT] I'm a mixture. I have a little bit of everything except for an Xbox.

00:39:23:04 - 00:39:24:28

Vince

[VINCE] Do you want to read the last question?

00:39:25:00 - 00:39:38:10

Cat

[CAT] Yeah, I can read the last one. In your humble opinion, what do you consider to be the greatest video game of all time, or the greatest video game for people to play in order to introduce them to the world of gaming and why? I feel like I have an answer.

00:39:38:12 - 00:39:38:27

Vince

[VINCE] Go for it.

00:39:38:27 - 00:39:46:08

Cat

[CAT] And especially to introduce people to the world of gaming. And you know, it's a classic - Super Mario Brothers.

00;39;46;10 - 00;39;47;09

Vince

[VINCE] Oh, yes.

00;39;47;11 - 00;40;09;27

Cat

[CAT] You know, it's such a classic. Everyone knows Mario. So many people know the story without playing. And I want to say that the new games are easy because the new games are really, really hard. But if you go back to the old school platforming version of Mario, you know it's easy, it's fun, and it just offers a lot because anyone can play them.

00;40;09;29 - 00;40;14;20

Vince

[VINCE] That's really good. And Mario is really child friendly.

00;40;14;22 - 00;41;09;11

Chris

[CHRIS] I play Mario Kart and Brawl with the teens and tweens here. I kind of also look at what you play at work. And no, let's just kind of try and level the playing field, which is hysterical because I'm like, I'm not great, but there's kids that don't have the system. So I'm in there to keep targeting the one kid that's like, "I play at home all the time." And I'm like, gonna take this kid out so everyone has a chance. Balance the scales. It's a lot of fun. If you're like, well, the kid that plays at home all the time wins every round because they play at home. And I only play at the library. And then the kids figure out they're like, oh, you're like actually terrible. I'm like, yeah, thank you. You'll sit there and explain how to do the mods on the Mario Kart thing. So I'm like, "This doesn't like doesn't matter, kid. I need you to tell me how to throw my power up."

00;41;09;13 - 00;42;15;28

Vince

[VINCE] I think I have one. And it'll appeal to Christine because he has a PlayStation 2. I was growing up and I played this game series called Sly Cooper. So basically takes place in a world where there's anthropomorphic characters. So these are dogs and cats with feet and hands, and they talk like humans. There's this raccoon called Sly, and he is from a family of master thieves. Him and his two best friends, Bentley and Murray, travel the world to try and steal from the most nefarious criminals. And as a kid, I'm like, "Isn't stealing bad?" But the game is like you're stealing from stealers, so you're not really stealing. It's kind of like this Robin Hood kind of thing. But it does like what Caitlin said, that she likes Mario. There's a lot of platforming and you jump on cars, you jump on tight ropes, you sneak underneath air vents to break into their safe. It's really childish. It's obviously like talking to animals, but I love it because that's my childhood. That's like nostalgia wrapped in one.

00;42;16;00 - 00;42;18;28

Chris

[CHRIS] That does sound fun and like something I feel I would play.

00;42;19;05 - 00;42;21;00

Vince

[VINCE] Yeah, you love it.

00;42;21;02 - 00;43;32;09

Chris

[CHRIS] As I was going to say Oregon Trail because it's so, so classic. But it doesn't get you into like modern day video games. So like modern day video games, I want to say like Spyro because you got to go to different worlds. It's a little open map, but it's a contained map situation. They've got like the side quests. You have to figure out how to control your body and your head and looking different directions, which I'm not good at. So sometimes I'm like, I don't know where I'm looking. But it has also contained achievable where you're like, okay, baby steps to like video games. But now there's so much more accessible. Parents are playing like my parents played Asteroids. They would go out on a date and then hit the arcade and play Asteroids like they weren't bringing Asteroids home. You know, it's like, oh yeah, like my dad has a console and now the kid can have the age appropriate video games on like their dad's console. From a much younger age without having to be like playing it at an arcade. I think Spyro because they're just fun. Like the first one's a little janky but they were learning. 2 and 3 are amazing and like achievable except for that like snake thing that I still like - I 100%'d of this when I was a child. Why can't I do it now?

00;43;32;11 - 00;43;36;25

Vince

[VINCE] And it's a talking dragon. I mean, that's so fun.

00;43;36;27 - 00;43;46;24

Chris

[CHRIS] And it was good enough where they rereleased it for PS4, which is why I was like, oh, this is my moment. I can play these. I was like, also, they're not like real rough looking anymore.

00;43;46;26 - 00;44;08;12

Cat

[CAT] Spyro was the other one I was thinking of for all the same reasons. Because that one again, another classic. It's another one where people know, like if you say Spyro, people are going to be like, oh, the dragon. So that's exactly what it comes down to. And I think that is good to take notice of. If you do want to introduce someone to gaming, because it just makes that connection that much easier.

00;44;08;15 - 00;44;11;04

Vince

[VINCE] I like how we all pick the childish, innocent games.

00;44;11;11 - 00;44;13;22

Chris

[CHRIS] But like, that's how you get someone into it.

00;44;13;24 - 00;44;14;24

Vince

[VINCE] That's how you do it.

00;44;14;24 - 00;44;15;16

Cat

[CAT] It's true.

00;44;15;19 - 00;44;20;22

Chris

[CHRIS] Throwing someone into like the Saw games is not a good way to go.

00;44;20;23 - 00;44;24;20

Vince

[VINCE] Definitely not. You want to start off with, well, yeah...

00;44;24;23 - 00;44;39;19

Chris

[CHRIS] That's not kid friendly... it's like half QuickTime actions... half puzzle... this is not what happens in the Saw movies. What is happening? It should all be puzzle-based. We covered a wide variety of stuff.

00;44;39;22 - 00;44;44;01

Vince

[VINCE] We did, and we had a good time talking about it too because that is important.

00;44;44;04 - 00;44;50;17

Chris

[CHRIS] So thank you for talking with us and listening to us and hope you listen to our next one too.

00;44;50;19 - 00;44;56;14

Vince

[VINCE] Bye, everyone, bye!

00;44;56;16 - 00;45;18;20

Voiceover 1

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00;45;18;23 - 00;45;48;29

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