

2 GMs 1 Mic Season 6 Episode 8 Transcript

Games That Need More Love

0:00-0:36: Intro Music

0:36: Intro/ News

K: Hi, welcome to 2 GMs 1 Mic, I'm Kevin

J: and I'm Joe

K: And this is Season 6 Episode 7: Games that need more love, Baby.

J: Yep, games that need more loving. More sweet, sweet lovin'. Announcement wise, we're continuing with season 6 in our nomenclature in order to make season 7 more meaningful because we haven't been releasing as consistently as I'd like... as we like. So, when we go to season 7, we're going to finish that up with a website update and an update and making everything work better.

K: New stuff, new things

J: Right, so we're going to wait until we go new to make season 7 happen.

K: Yeah

J: Or June. Or whatever.

K: Whatever. Whatever comes first

J: The seasons are in our hands. Mostly the timing of the episodes is pretty made up. So mostly we're going to continue with Season 6

K: Yeah. So happy new year.

J: Yeah, happy new year.

K: And we hope you all had a wonderful whatever holiday you celebrate because, you know, we have to start that war on Christmas early. And yeah, so we're going to talk about games that people don't love enough and we love a lot and have a lot of opinions on

J: That's right. That's basically what we do every episode, I know, but specifically focusing on various games, so I'm hoping that you'll be hearing about a lot of games that we have talked about before and about more games that we haven't talked about before that I think will make you very happy. So check them out. And if you do like any of the games we mention, they're in the show notes

K: And, as a side note, everything you buy through our affiliate link is going towards another badge at Gen Con. So please do

J: Yeah, please. Combined, if you people spend about fifty bucks, we'll have our badge handled at Gen Con. I think it's about 50. Each affiliate gives us different stuff. It doesn't affect the price for you at all; we just kind of get a little cut from One Bookshelf

K: Emphasis on the "little"

J: Yeah, but if you guys are thinking about buying some PDFs, especially stuff we've mentioned on the show, please use the links on our site. It really helps us a lot and we really appreciate it. I've always said from the beginning, the show is not about money, and it's still not about money but if you could help us out, that'd be great.

K: And if you can't help us out, that's fine because we're garbage and we don't deserve it...

J: No, we don't...

2:59-3:36- Music Transition

3:37- Main Discussion

J: And here we are, ready to talk about what games require your love

K: I feel the most #1 neglected game, I'm going to start out strong, is a good, old-fashioned family sit down of monopoly

J: Really?

K: No. Fuck monopoly. I mean monopoly is fun, but it's only fun if you read the rules and not turn free parking into a lottery, because there are no lotteries in life, there's just a stupid people tax

J: Yeah, I've never actually enjoyed monopoly. My Wife and I played it a bunch on the Wii, I got it for the Wii for some reason, I think I got it at the dollar bin

K: okay

J: We'd play against bots

K: Can't kill bots... but you can kill your neighbor... But no. let's talk about actual games we feel that need love that people either don't know exist or just don't love the way that we believe they need to make love to them.

J: Oh, I can think of a few off the top of my head, but we should first address the elephant in the room,

K: You mean **Broncosaurus Rex**?

J: Broncosaurus Rex.

K: Broncosaurus Rex has probably gotten lost in that ugly 90s aesthetic of D20 everything

J: Yeah, it was the early 2000s, part of the D20 boom and it was sort of the first game by Goodman Games, later to make Dungeon Crawl Classics (great game, by the way) and Broncosaurus Rex, there were 5 books made for it. Actually 3 books that were specifically for it and 2 books that were considered generic but were obviously made for it. The first book, I think it's just called Broncosaurus Rex The Rulebook

K: Yeah it is, I have it

J: It's not perfect, there's some problems. First of all it's in D&D 3.0, so D20 3.0. The different races are all human. So you can play a confederate, a union guy, a space guy like a space trader or a free worlder... I think those were the four you could do. So the point of this game is that Steampunk technology during the American civil war made the confederacy free and then later during the Cold War some aliens showed up at some point and the confederates, instead of fighting a nuclear war with the Union, took to the stars and then the union also took to the stars. Keeping the aesthetic of the Wild West. It's pre-Firefly too, so you've got this wild west, confederate/union worlds fighting a civil war and they find a planet called Cretasus and on Cretasus is a valley full of dinosaurs and that is where the game takes place.

K: I have no idea why this game didn't sell or become the new Pathfinder. I don't understand, to be honest

J: The setting is bonkers-Gonzo in such an awesome way. One of the NPCs in the big setting book, the Cretasus adventure guide, is a cybernetically-enhanced Ornitholestes with a light saber

K: How can you not want to play that game based on that sentence alone

J: Yeah, the Native Americans in this Wild, Wild West are actually played by the velociraptors, who the book tells you are much more like Deinonychus. In fact, they have their own book, the Complete Guide to Velociraptors which was made as a generic D&D book, but it was obviously written for Broncosaurus Rex. In that book, it really fleshes them out and gives them magic and shamanic stuff they can do and describes their culture pretty heavily. Also, one of tribes have been heavily trading with... I can't remember if it's a heart of darkness union group or a heart of darkness confederate group, but someone's been giving this tribe cybernetic- enhancements and so they have cyberware and stuff and automatic weapons. It's pretty cool. The setting just gets weirder and weirder. So most of the dinosaurs are intelligent and can talk which is really weird because most of the world as it's written seems to focus around hunting dinosaurs and selling their parts. So that's really weird

K: Moral gray areas, that's how you know it's a good game.

J: Yeah, it's gonzo as shit. The D20 rules in the rulebook kind of suck. The confederates get all of the mechanical bonuses. All of them. The union guys have one class that's specifically written for them and that's the gadgeteer... or engineer, it's called the engineer and so they are like steampunk engineers but there's like no good rules to help them do the stuff with it. so the rules kind of suck. The game needs some new rules... but the setting is fucking awesome. The T-Rexes... did you ever read the T-rex book?

K: I don't have the T-Rex book.

J: Aw, so the T-Rexes are also sentient, but they're a psychic hive mind. And the older they get, the larger they get. And there's a mountain in the middle of this dead forest that is like a creepy place, it's mentioned a couple times in the main book and the Cretasus adventure book, but this is a place you can't go and no one knows why. It's a mystery. Well in the T-Rex book, they explain how these T-Rexes get older and more ancient and more psychic and the mountain in the middle of this is actually a buried T-Rex that's been asleep for a thousand years that's getting ready to wake up and that's why the forest is so weird, because it's controlling it psychically with its dreams.

K: That's like a normal day at my house.

J: Mhm, so yeah the reason I think that Broncosaurus Rex needs more love is because I love gonzo bananas stuff like that and this one has cowboys, or actually I think they're called Bronchoriders in the book because Triceratops are called Bronchosaurus and you've got this cowboy, wild west aesthetic and like a guerrilla civil war and the valley itself which has a kind of mixture of civil war and wild west and also space ships. It's a lot like Firefly with dinosaurs

K: I mean, you can find it cheap and it should be inspiring a vast collection of arts. I mean this could be the American Renaissance.

J: Didn't you find the game at like a Half Priced books for like five bucks?

K: I found the original rulebook 2 weeks after you had shown it to me, I found them at a used book store and I was with my ex-girlfriend at the time and I swear to god it was the only time she ever did anything that like benefitted me, because I was in their roleplaying game section looking through, because they have all of those editions of Mage

[laughing]

K: Every one. Fourteen times. And she's sitting there, and it was on top of the display like sitting there prominently placed waiting for me and she's like 'what's this game? That man's riding a dinosaur' and I'm like 'Does he have a lightsaber?????' and she's like 'yeah' and I'm like 'Oh my god it's Broncosaurus Rex!!'

J: Yeah, if you can find it in a bargain bin somewhere, they're like five bucks and the PDFs are available through Drive Thru RPG, links in the show notes

K: And I mean, it looks good framed and hung next to your family portrait. I mean, when I first found Broncosaurus Rex, I was showing people that game that didn't care about gaming just so I could be like 'Look at this man riding a dinosaur with a lightsaber'

J: 'That's a confederate colonel riding an allosaurus with a light saber'

K: and they're like 'what is this?' and I go 'this is a roleplaying game' and they'll go 'what's that' and I'll go 'let me get you in to this gonzo world of make believe!'

J: Yeah, it's a game and a setting that I wish had more love out there because it kind of is ahead of its time because gonzo settings didn't start taking off until a few years ago. That's where we started getting really weird shit coming out of the OSR and it feels like Broncosaurus rex would have done well now, or even as a Fate setting, you know one of the worlds of Fate. It could easily do that. It didn't work very well as a d20 setting

K: if we're going to keep in the same vein of gonzo, because we have espoused extensively our love for Broncosaurus Rex, I think we should go to another classic that warms the cockles of our heart... **Sorcery and Super Science.**

J: I knew you were going to say it and I'm so happy you did. I love Sorcery and Super Science. I almost took those books to work this week just so I could read them

K: Now, this game is a post- apocalyptic Midwest Illinois game?

J: It's Thundarr the Barbarian

K: It is Thundarr the Barbarian. I have to say, you look at that setting, and you're going to go 'this setting is poop' and it's really not. You have to embrace the insanity in its entirety and you have to just go 'yeah, of course this makes sense because nothing makes sense.'

J: Well, you know, coming out at Gen Con this year is Goodman Games, the makers of Broncosaurus Rex and Dungeon Crawl Classics, they did a game, I kickstarted it, called Mutant Crawl Classics, and I think it's a 500 page game that's almost identical to Sorcery and Super Science

K: Well let's hope it's that good

J: It uses something much closer to the Dungeon Crawl Classics system so it will use all the dice

K: But the real weirdness about Sorcery and Super Science was their setting used a D16 was the only unique die it used.

J: Yeah, the system used a D16, that was the only weird one it used. Everything else was the normal set

K: You make your character completely random by rolling on charts and you get your powers and they vary from being able to summon a nuclear explosion that can kill all of mankind and like... flight at one foot off the ground at 4 miles per hour

J: Yeah, couldn't you like hover slowly?

K: I could fly, but I could only do it at 5 miles per hour

J: That's right, but then someone else in the group had something crazy.

K: I don't know. I know Randy had like a light saber. He had Thundarr's sun sword and then Doug was huge... there's races and classes and the races were like Human, Human mutant, plant mutant, and animal mutant.

J: and robot

K: Was there robot? No one ever played a robot

J: Oh I don't know if you could be a robot now that I think about it. but yeah there were the four kinds of mutants. Or well the humans and then 3 kinds of mutants.

K: and you just rolled random everything and it was just... oh my god... it's a level of insanity that to this day, we were in that perfect weird bubble where we all played off of each other's insanity and the game's insanity and those were some of my fondest memories. When I can't remember my children's faces when I'm dying, I will remember Sorcery and Super Science

J: Yes, I will too. That was the best time I have ever had running a published adventure. I ran the Vulture Men of Waukegan which, it's funny because where we are from is a town... it's not real close, but it's around here. That's what drew me to the game originally. I was like 'Waukegan like Waukegan where my dad worked for a little while??' and I picked up the book and I was like yeah... Gurnee Mills mall is in it.

K: Oh it's so good

J: It's a game that I would definitely like to play again. Maybe we'll play it after we're done with D&D,

K: The biggest problem that ever comes with this game is that everyone has to be willing to go 'of course it makes sense that the lava monster is spitting out sunflowers that yell murder, murder, murder... it makes perfect sense.' As soon as one person starts questioning the science behind it, and can't get behind the 'What's going on? Just roll with it' adventure it completely ruins the group

J: Well yeah, you have to roll with everything. It's like Low Life. The setting is fucking weird and you just have to roll with the weird. And Sorcery and Super Science is up there. That's why I have high hopes for Mutant Crawl Classics. I think it will fill that void in my heart. Or we can just play Sorcery and Super Science again. The system itself, I had just reread it... by the way you can preview the system for free. There's an adventure and system combined called The House of the Blue Men. I think it comes with pre-generated characters, which isn't as fun as making them. But the system itself is you take the number, like for combat, there's a combat score, you take your combat number and their combat number, add them together and round to the nearest die. Let's say I've got a 4 and you've got a 5, that's a 9, we both roll D8s trying to beat an 8. D8 plus our combat.

K: I remember combat being relatively quick and relatively deadly but I don't remember it being a hindrance. I don't remember it being a burden. I don't remember the system even being hard to pick up.

J: No, the system is not intuitive for someone who's played all sorts of other stuff, but it's not completely unintuitive. it's just different. It's just kind of sideways like Fate... in a different direction but kind of sideways. But in a good way. I really liked it. Supposedly it's getting a new edition using the icons system which is Fate but I haven't heard anything about it in a couple years, so I don't know. But it is available on Drive Thru RPG and I think you can still get the physical copies.

K: It's such a good game.

J: Yeah, Sorcery and Super Science is way up there with me. It's Thundarr the Barbarian the game, as I mentioned, my love of it is what made me back the Mutant Crawl Classics Kickstarter, which I will also cover on the show at some point. Now the game I was thinking about that needs more love... well there's a lot. I mean, Shard, Low Life... These are games you should be playing. I was actually thinking a game I had mentioned last episode which is The Shadow of Yesterday. That one is available for free online. It's also available in PDF and in physical book. I think the PDF is free, but the physical books, you can still buy them. That game is really cool. The world is a post-apocalyptic fantasy world where the moon blew up basically. There's rat people, humans, goblin looking dudes if I recall. The whole point of the game is that there's no supernatural monsters. All of the monsters need to be just people like you and it has a really fantastic system called Keys, which I went into detail last episode on. I think that game is underrated

K: It definitely sounds underrated. I have not played it.

J: it uses Fate dice, it uses fudge dice so people don't play it. Generally games that use weird dice people tend to not play I think. Dungeon Crawl Classics is a game that I think is underrated, at least in our group because we've only played it the one time when Randy ran it. That game is also super gonzo random and it uses all of the weird dice. I make sure that I continually get all of those weird dice because I'd like to play it one time and give everybody dice because that game is sublime. But I think Mutant Crawl Classics will be more fun

K: you know what game I don't think I've ever mentioned on show that I think needs more love?

Traveler.

J: Traveler? I didn't know you've played.

K: I have played it once. And shout out to Dave, it was probably the best game you had ever run that I was a part of. Traveler is ancient... like ancient... like one of the very fundamentally first roleplaying games. It's still in production. It's Space Opera, sci-fi, star battles. It's got a very elegant system. I feel that it aged well.

J: What version did you play?

K: I'm not sure.

J: One of the few old roleplaying games I've never played

K: It was a lot of fun how the fluff adds to the game verses detracting. All of the races, all of the detail that the guy was using was straight from the book. I was like 'this is really creative' and he's like 'this is all in the book' and it was really good. Because he was like 'you should come in and just play for a one-shot, I've got this character for you...' we landed on a starship and we had just gotten attacked and we were crash-landing to the earth because we were transporting prisoners or something. Through the chain of command, something took out the entire bridge and most of all of that and so I was just some

engineering ensign and originally the character was just a blank slate everything and I turned it into like 'Oh god you mean I'm in charge of everything?? Oh I barely passed the academy! I didn't even want to be part of this star ship! Oh god I wanted to be a baker but my parents needed prestige and they weren't going to have their only son be a baker!' and so I was sitting there and dealing with diplomacy and I was like 'You want what prisoner?? Is he even on this ship?' and everyone was just like 'What is he doing?' and this is how I met like a bunch of my really good friend. And apparently most of this group, shout out to them because most of them listen to this show, they still talk about it amongst them

J: Damn. I agree with you. Traveler does deserve more love, at least on our show, because it's an old class that's everywhere. There was a GURPS version, there was the original version, there was a mongoose version. I think there's been five or six different editions of Traveler. I know people fight over edition wars. It's funny, in the old school renaissance, I don't see many people redoing Traveler. I don't know if it's because I haven't looked or because there aren't any. I suspect it's the former because I haven't been looking for Traveler retro-clones so I haven't found any. The setting is insane. Another game that had an insane setting that I liked a lot, also had a bunch of editions, also sci-fi was **Prime Directive**. Did I ever tell you about that one?

K: I think you've mentioned it.

J: So, I played the original, and I have the D20 book and I think one of the GURPS books. But in Prime Directive, so it's a Star Trek game, the guys bought the license for the game in like 1980 or 1981, so they bought the license, I think it cost them \$600 to make a completely fictional game world using the Original Star Trek forever. Because no one gave a shit about Star Trek then. So they have built their own alternate Trek universe that is based on the original Star Trek. The setting is really cool. It's all the races from the first show, plus some other races mixed in from the cartoon show and I think some other races from the David Brin books and like the Klingons don't have ridges on their heads. They're specifically not allowed to because of the license. I think the war with the Klingons is back on. It comes and goes. The setting itself was originally designed for their miniatures game which I cannot remember the name of. It was very, very popular but it's impossible to play. I never had fun playing it. Any of you out there who used to play... good on you. But it was... **Starfleet Battles**.

K: Oh are you talking about the one where you have to do actual calculus and trigonometry

J: Yeah it was designed by physics professors. I did not enjoy playing it. I remember playing 2 turns, it took us, I think, 3 hours for 6 people. But anyway, the roleplaying game is really cool. That's where they have like Starfleet Stormtrooper armour. And unlike modern Star Trek, there's actually a marine corps in addition to the Starfleet navy, so there's a marine corps and they go through all the different ranks and how you work with Star Fleet. It's a really cool game. I think it'd be a really fun Trek game. Because I played it back in the day, it's what drew me to **Ashen Stars**. Because I would run Ashen Stars like Star Trek. Like post-apocalyptic Star Trek. Like Firefly meets Star Trek. Which is another game that I think deserves more love. Although, our group... I don't think our group would be really big on gumshoe.

K: Not a big fan of Gumshoe. It's not that I don't like the system, it's that the system doesn't... mechanically it's sound. I've played Gumshoe. It works. It gets its point across. I think I need more dice than just a D6

J: I do like rolling big piles of dice. That's one of my biggest problems with Savage Worlds verses Deadlands classic. In Savage Worlds, you only ever roll 2 dice, whereas in Deadlands classic you roll big old handfuls of dice. You know, supposedly, and I don't know where it is to when you're hearing this to when this airs, but they're doing a Deadlands classic Kickstarter. They're bringing it back. I would like to see them bring it back in good full color stuff and I'd buy all of it.

K: That'd be great

J: I'll be backing that Kickstarter. That's up there. I know what game definitely deserves more love in Joe land. In Joelandia... maybe not in TV land. Maybe not in Kevin world, and probably not in our group ever. But you know what game deserves more love? Fuckin' **GURPS**.

K: [audible sigh of exasperation]

J: Yeah! I just ordered the GURPS Discworld book

K: Jesus Christ. There's like six people on this planet that are excited to hear you say that and nine of them don't listen.

J: No... some people like GURPS. The books are great. I would still love to run Banestorm but I don't think I'd use the GURPS system.

K: I have only had very limited experience with GURPS and I think it is a very interesting system, but I feel that it is one of those things where... it's a lot like EverQuest. EverQuest has been around forever and instead of rebooting it or making it a sequel... which they tried... they just keep gluing more parts to it. Eventually you have parts that conflict with other parts but it's okay, it doesn't matter, the new stuff is what you focus on even though the old stuff is still relevant and so as you keep adding more and more content, you soon look at this behemoth that's like 900 years old and has like fourteen arms that all do the same thing only slightly differently from different years. Half of it's in time, half of it's out of time. At the end of the day, you're going to have to pick and choose what you want out of that system. So, GURPS in its entirety is practically unwieldy and unplayable, but when you pair it down, and you set the rules and you can use these books and these books, it's perfectly fine. It works as intended. But when you open up the door to have your wizard also be an autobot, that's when I'm starting to take umbrage

J: Yeah, GURPS does everything. There's a learning curve with running GURPS. That's why there's a "For Dummies" book for running GURPS. Half of the book is telling you how to select the rules, advantages, disadvantages, skills and powers for your game

K: And at what point do you say "Don't let there be a For Dummies version of your game

J: Well it's not that there's a For Dummies version, this is just a For Dummies book describing how to use it.

K: But at what time do you need to sit down and look at yourself and go 'okay maybe I have too much here.'

J: The thing about GURPS that deserves love is not even the system. It's their settings and all of the historical books that they used to do and getting all of that stuff in PDF is awesome. The Banestorm setting is fantastic. I really love their Banestorm setting. And I like their many, many, many 3rd edition books that I've bought that are both historical and fictional that I use. Now, would I use GURPS as the system? No. I think the issue with all generic systems, be it GURPS, be it Savage Worlds, be it Fate, is that when you play it, no matter how unique and awesome the setting is, it's going to feel like GURPS, Savage Worlds or Fate.

K: That's my problem with generic systems.

J: Fate is probably the one that lines up the best with the way we play games, so that's why I think that we would think that's the favorite of the three generic systems I named.

K: Fate is very much how we play. You can play any Fate game and you will pretty much have a solid feel for how our group works.

J: Yeah, Fate will teach you. Especially Dresden Files I think, because we've played the hell out of it

K: Which is really strange because most of the people in the group hadn't read Dresden files before we played it.

J: Mhm, I think that shows the strength of the setting.

K: It doesn't need more love, because it already has a metric fuck ton and everyone loves Fate and everyone loves the Dresden Files and everyone loves those books that come out that are like four billion pages long and full color and glossy and beautiful and annotated. It doesn't need any more love, you all already love it.

J: You know, I actually have to take umbrage just a little bit with Dresden Files recently. Recently, I can't remember the name of the company, but the Spanish translators released the Spanish translations of the books, and I just wanted to see what the translations for some of the words were. I didn't pick up the PDFs, but you know, on Drive Thru RPG, click on the preview button and it will show you what the book looks like. They kept the annotations and they kept all of the little footnotes and the taped together look, but they changed all the art. All the art is completely different in the Spanish books.

K: Why?

J: I don't know. But the art is completely different, and frankly, better. Which is hard to say because the art in the Dresden Files books is awesome. It's all different. It's more realistic looking I guess. It's really,

really fucking good. I was looking at this full page preview going 'what the fuck, I don't want to have to buy these books.' It's gorgeous.

K: If anyone at Evil Hat games or knows anyone at Evil Hat games and can give us an answer to this, please send us a message.

J: I think it's the translation company because they do some of the World of Darkness stuff and that's all different too. I think it's just the way they do it

K: okay

J: They also publish, I don't know if they publish it or not... There's another Spanish game called Aquelarre, that was medieval Iberia. Supposedly there was an English language version, but I have not read it. I did read Puerta de Ishtar which was a really cool game but—

K: That game does sound really cool, I remember you reviewing it

J: But that's all in Spanish, so...

K: Ay caramba

J: Yeah, but Dresden Files probably don't need more love. I'm sure there's a lot of love for it.

K: You know what I'm going to go with, I'm going to go with something we go with all the time and playing 5th edition has actually given me a new respect and a new appreciation for **Castles & Crusades**

J: Has it? How so?

K: I really am at that point in my life where I don't want to rule keep, I don't want to record keep, I don't want to write down every fucking skill talent specialty thing about my character anymore. There was a time where I really wanted to do that, and sometimes it comes and goes with the waning of the moon, but right now, in my current headspace, I really am not appreciating how much I have to reference the book to play 5th edition.

J: It's sort of like with me and Pathfinder. If I've got to add more than 2 things and a die roll together, I don't want to play anymore. [laughing]

K: well Pathfinder is a different monster in its entirety and I just don't want to talk about it, because this is a happy episode.

J: That certainly does not need more love right now

K: But 5th edition is well done and I understand why people play it again and I'm happy they're playing it again, but I guess I'm becoming curmudgeoney and I really just like how... what am I playing? Okay when I hit this level at this XP I get these skills that are at the bottom of my character sheet. That's how I work. There's no picking a class, there's no specialization, there's no once a day you have to remember that

when you poop you get +4 and like people love that, I love that sometimes, but as of right now in this year of my life, I don't want that.

J: I've always loved Castles & Crusades. The only thing I would steal from 5th Edition for Castles & Crusades is Advantage/Disadvantage. I really think that system is elegant as hell and I think it fits into Castles & Crusades without a problem

K: I really like it. It's good for someone like me who, when I roll a D20, it's either hot or not. When I have advantage/disadvantage, it shows.

J: Oh, you know, I just had a brilliant idea, so for any of you who like Castles & Crusades I'm going to get a little wonky here. What if we played Castles & Crusades but if the stat was prime you always had advantage, and if the stat wasn't prime you always have disadvantage.

K: That would be bad because you only have like 2 prime stats, 3 if you're human.

J: True. Then let's not say disadvantage. Let's just say if your skill is prime, you always get advantage.

K: You should designate one skill's disadvantage

J: Well the basic is, if we remove the whole advantage/ disadvantage from Castles and Crusades right now, the way it works you're either base 12 or base 18. So basically having a prime gives you +6. That's all it does.

K: Eh, who knows. That's something to argue with later. We're talking about things we love

J: I think I would take advantage/disadvantage from D&D. The Background system, that's actually in the Castle Keeper's guide. It's almost identical. So I like that background system. I always think Castles & Crusades needs more love. I think everyone should play Castles & Crusades. I think it's great.

K: Obviously they have a very strong and loyal fanbase. That's why their kickstarters always exceed what they want by a lot. I feel like a lot of people need to break out of their shell and fork over their whole \$20 for a Player's Handbook that's all you need to play and give it a go. It's my go to game to get people who've never played a roleplaying game but want to play... let me show you Castles & Crusades

J: Well, yeah. I mean you can fit everything on an index card. It's a great game. I love C&C. it's a great game. For a while there, I was converting stuff to C&C. I actually think we'll be talking about Castles and Crusade's Siege engine more in a little while. Do you have anything off the wall that you think deserves more love? I have some oldies but goodies that need more love.

K: I think **Scion** the way we played it needs more love.

J: I'm interested to see what 2nd edition looks like. I haven't seen any of the previews. I didn't back the kickstarter.

K: I didn't back it either

J: I have to say it's really weird to be left behind in that, I played World of Darkness a lot in college and then all of the sudden it's all 2nd editions now and it's very different. Like I have Beast: The Primordial and I think Beast is a really cool game, but the system is different than it was in the World of Darkness I played a lot of

K: Well, World of Darkness always goes through that completely, ever changing rules set.

J: It does seem like that. I don't know, for a long time they were so consistent and constant and then they got their new World of Darkness which I thought was so much better than the old. The only old World of Darkness game I have ever gone out of my way to get since new World of Darkness is Wraith. As much as I'd love to have it updated for new World of Darkness, I think Wraith is the way to go. I think Wraith is awesome. But the rest of the World of Darkness, I think, beat the hell out of the old one and I know that that's an unusual stance to take. Most people don't think that way, but I do. I did recently pick up Pugmire, which is by them. I think Pugmire is badass.

K: everyone does

J: Yeah, but I don't think it deserves more love because it obviously raised more than \$200,000 on Kickstarter so it's obviously well loved. There are some older games that I think deserve more love. The first one that comes to mind is **My Life With Master**.

K: This game sounds hilarious

J: You basically play a bunch of Igors with a monster and the whole game... the way you play the game determines how it ends, and when it ends, you rebel against the monster. Sometimes you die, sometimes you're killed by the monster, sometimes you kill the monster and very, very rarely, one of you might make it out alive. But that's an older game. That's one of the games at the beginning of the whole indie scene and there is something to be said about roleplaying games that just do one thing. We've reviewed a few of them on the show over time.

K: like **One Foot in the Grave**

J: Yeah, like One Foot in the Grave, like My Life With Master which I think I've talked about on the show, and what was the game... it was a Dragon review, I think in Season 5... it was one of the first ones. It had a weird name. Ugh I can't remember. Link in the show notes. The other one was like Looking for the God Emperor or something. So these games that are just a single adventure with a custom system. Like, the **Devil John Moulton**. Games like that. The adventure is all pre-set and then the system is tied to it and off you go. I think there's a lot to be said for little games like that. If I were to design a game, I probably am not smart enough to do it that way, so I wouldn't. But I do think there is something to be said for that. One Foot in the Grave does deserve more love.

K: That game is awesome. Everything that comes out of that guy is fantastic. I believe it's Robert Nolan who writes those

J: Is it? Link in the Show Notes. I still need to read Dude, Run. I can't remember which one my brother has. He was telling me all about playing one of them. It was either Dude, Run or either the slasher one

K: I think that's Dude, Run. Because there's also One Percenters which is the biker gang one

J: Yeah, that's the game where you can actually run out of fucks. That game looks so cool. So yeah. Robert Nolan stuff definitely needs more love. It's funny that you brought up C&C, just to show you in TV land how much I love C&C, I've backed three of their kickstarters. Gaxmoor, Mythos and Adventurer's Backpack. It's like if they pop up, Joe just gives them money. It's like here you go take my money.

K: I generally don't fund kickstarters, but that's because I feel the kickstarter model is flawed

J: I actually agree and that will be the topic of a show at some point hopefully when we are closer to a big con because I'm actually doing research on it and I think we should talk about it in depth.

K: I actually did kickstart something, it was one of those things like I had just gotten back from Gen Con and I didn't buy anything big. I had budgeted so well that I was able to pay for all of our food and I still had money and I sat down and I saw a kickstarter that had like 6 hours left and it was called like Giga-Robo which is a giant robot game with all of this cardboard shit and miniatures and I had never heard of the company and I had never seen anything from them before and I was like oh... it's like \$90, am I willing to just throw away \$90? Are they even going to make it? it's super funded and I did it and I get updates from them and usually they're bad updates like "Hey, we're going to be later, we're waiting for these..." and I'm like "I'm never getting that \$100 dollars back" But I did get big updates and then I found out they're going to be at Adepticon with a playable version and I was like holy shit this is a real thing. This isn't just like that one really expensive robot toy I saw that I kind of wanted

J: Oh that's really cool. Well we will have to check them out at Adepticon because you know we'll be there. I'd like to maybe go to a third con this year, but we'll see.

K: I would like to go to Origins

J: I do love origins

K: But that's a lot of money and we're not rich men.

J: Yeah... I mean really it's kind of Origins or Gen Con.

K: Yes because they're both big deals.

J: And I have a baby on the way so my wife won't be happy if I have a 1 month old at home. Well, but you know, she'll deal.

K: it's okay. She'll walk it off. Rub some dirt on it. I don't know. Alison's very resourceful.

J: She is, she is. So we'll see about Origins. Either way, I think we've pretty much talked about all of the games that we want more love on so let's take a break, come back and talk about our favorite games.

K: Alright. Let's do it

41:05-41:42: Transition music

41:43: Joe and Kevin's Favorite Game of the Week

K: And we're back!

J: Yep! Now it's time for favorite game of the week

K: What do you got for us Joe?

J: Well I think both of us picked Troll Lord classics. Instant Classics.

K: What a coincidence.

[Joe's Review begins @ 41:55]

J: Yeah. I picked Amazing Adventures 2nd Edition by Jason Vey, Troll Lord Games

K: Personal friend of the show, Hi Jason.

J: Sup Dude! So it is the Pulp version of the Siege Engine. So, for those of you familiar with Castles and Crusades, it's the first of the OSR games that kind of Retro-cloned D&D but used ascending AC like people who are sane. This is a really comprehensive port into the pulp genre. Even within the class-based and level-based system, you can actually play with the amount of power they have. So in one of the supplements that I'll review on a subsequent show, they actually make it so that you can make superheroes out of the show. But the basic classes, they're not just re-skins of the ranger and the fighter and yadda yadda yadda. There's the Archanist, who's your mage, your wizard. Magic has several different systems you can use. So, there's the classic mage system like you'd find in D&D and C&C and then there's also a sanity-based one so you can do some Cthulhu mythos type magic. The Archanist in this game is more of a dark wizard, occultist Aleister Crowley type guy. So they're less of a pew pew type wizard. Then there's the Gadgeteer which is another one of the cool classes. That one also uses magic. It uses the same spell list as the Archanist, so you can use all of the classic C&C spells, but instead of casting them as spells, you cast your gadget points to create a gadget that does the spell effect. So instead of magic missile, you have a laser pistol and it can be used at will and you don't get the points back until you decide to recycle or destroy the item. Or they can be taken away permanently by the GM. So the DM can be a dick. Then there's the Gumshoe, he's your urban ranger if you will. So he's your detective guy. Then there's the Hooligan, one of my favorites. They're kind of a rogue like. They use the word hooligan but they can be kind of assassin-y or basically criminal. Then there's the mentalist who's the psionist and it has its own psionic system which is slightly more flexible than magic but still well balanced and works. Not every setting needs to have both Mentalist and Archanist. Then there's the Pugilist who's your bare knuckle fighter. When I was reading the description of the Pugilist, all I could think of was the big, bad, shirtless nazi from Raiders of the Lost Arc

K: See what comes to my mind is that manly man meme of the boxer that's like 'Children? You mean F fuck trophies?'

J: Yeah exactly. That's the Pugilist. The other archetype that I got in here was like Brad Pitt from Snatch. That's the Pugilist. The Raider, this is Indiana Jones

K: Is it –of the lost ark?

J: Yeah, it's the Indiana Jones class. So it's pretty cool. And then the Socialite which is your femme fatale, but you could do a dude too. Those are the classes. It's pretty cool. In the game you also get generic class abilities that you can add to your character that fit in to any class that let you kind of flesh out the amount that you can do with it. The game, also unlike Castles & Crusades, has Fate points as currency that have a lot more flexibility and range than the fate points in the castle keepers guide. So you can do all sorts of cool stuff with them and use them like drama dice or drama points. The thing that adds to the game are the ability to do stuff with gadgets so you can do sci-fi stuff in the game without breaking it because you replicate certain spell effects. I like that a lot. There's also, unlike in Castles & Crusades, full rules for vehicle combat. So, now the reason I like this is because we had been talking about Broncosaurus Rex and I must say, if we were to play Broncosaurus Rex, instead of using the old D20 system, I would use this. Between this and the supplements for Amazing Adventures, it has everything we would need to play Broncosaurus Rex. It's got guns, it's got the rules for the guns, the only rules I don't recall are the rules for the light sabers.

K: Now that Jason Vey being a personal friend of ours and we happen to know that he really likes Star Wars, he would probably have... he probably has those like tattooed on him.

J: Tucked away somewhere, he'll have the Castles & Crusades Siege rules for light sabers

K: Or photon swords

J: Sun Swords

K: non-trademarked

J: We're a pretty controversial show, but we don't fuck with the Mouse.

K: Hail Disney

J: Yeah, so Amazing Adventures is your Pulp Castles & Crusades and it does more than simply reskin the game. It doesn't fundamentally change it. if you play C&C, you will automatically understand everything that's in here but it's twisted to a more modern look. It doesn't have an inherent setting. It does seem to push you towards Indiana Jones, Robert E. Howard and like Lovecraft. It seems to push you towards those as its main inspirations, although you could easily do Doc Savage or any other kind of pulpy setting. You could do zeppelins and shit in it too. So Amazing Adventures is really cool. You guys will be hearing more about it as the season progresses, as I work my way through the supplements. The one supplement I'm thinking of off the top of my head is the new one, I think it's called the book of powers.

Link in the show notes. But it has angels and demons and stuff. Some really cool shit. What do you got for us?

[Kevin's review begins at 47:40]

K: I actually did not do this on purpose and I reviewed another Troll Lord game called Victorious which is the Victoria era England trappings of the Siege engine. Honestly it's very similar to what Joe described only it's more Victorian era superheroes and you pretty much get together to fight crime and there's heroic classic. It's Siege engine so you know what it is. Joe pretty much described 80% of what this book is except this is Victorian era and not pulp. There is a lot of unique and special nuance and flavor. It's a very well done book. It adds a lot. It has a lot to play with. It's got some pretty interesting stuff with it where it's got skills and abilities so you can take abilities that make your character do one thing but you want to have more things but you have to take disadvantages to get ability points and then if you don't want abilities but you have so many abilities they can be broken down into skills. If you don't want to be a man who throws fire at people, you can break those down and all of the sudden you're a Gadgeteer. They have some heroic classes, like the Contraptionist, the Hypnotist, the Inquiry Agent, The Paragon, The Radiant, The Strong Arm, and the Vigilante. They all are very much what you think they are. The Contraptionists use gadgets and tools. The Hypnotist is the *Mind Taker* that will make you fall asleep and open up to suggestions. Paragon are people that are... think Captain America. They're there for king and country. This is all set in Victorian Era England. They all just kind of make sense. You say the name and you kind of figure out what they are. Honestly, I don't know how I keep getting Steampunk-y type books to review because I don't like the genre of Steampunk, but every time I see a Steampunk game, I read about it, everyone does such a good job with them... I want to play them. In this game, you're Steampunk superheroes and that's pretty cool. The system is intuitive because I know it and it's not like that crazy Marvel game where you play Rock Paper Scissors with dice and it's really well done

J: That's really cool. Does it have an implied setting?

K: Victorian Era England

J: Oh there's nothing else added to it? Are there other books?

K: No there are no other books, I believe. I don't think there's any other supplements out for it because it is relatively new. It was Kickstarted like last year

J: It came out at Gen Con

K: Yeah it came out at Gen Con for public release but it was Kickstarted. It's really well done. It's a beautiful book. It's interesting if it's your kind of flavor if you want to mix things up it's a perfect add on. I have one little umbrage because, like in Joe's book, you get points. You get heroic points in Victorious, but you only get them by doing a council. It's very old school like where everyone gets together and we're like okay everyone in the last session, who do we think was the most heroic? You get a benny. You get one of the points. Those rules are designed for the system to be in the system. I might ignore them

because you only get them for being super mega awesome heroic and I feel like if everyone's heroic, it really kind of diminishes the word heroic in its sense.

J: Are they very powerful, these points?

K: Yes, they are pretty much system setting, game changing points. If you have them you can change very large things. It's very good at helping to do shifts of focus and succeed at things.

J: Okay.

K: They're not supposed to be given out like candy, but they are supposed to be very important. They're very core to the system.

J: It sounds like they're more powerful than the Fate points in Amazing Adventures.

K: Probably. And they're like only heroic characters get them, but if you're not being heroic, you don't get them. But I feel like if you're not kind of a little wiener sometimes, if you're like 'oh fuck this, I give up' and you run away and then come back to save them, or next time you're like 'no these are my friends I'm going to save them' it's much more meaningful to be heroic in that sense. Like growing into being a heroic character is much more interesting than just being like "I'm mister Mary Sue, the king of the Mary Sues, here I am to be the Maryest Suest"

J: and you think it's kind of encouraging that?

K: I feel that little rule encourages that, but I feel like that's GM fiat.

J: Yeah, that's one of the beauties of the Siege engine is that you can really change a lot of stuff very simply without wonking it really bad

K: I don't know why I keep seeing this—it's in modern games—modern games are having this resurgence of "You have to be a good human being while you play this game or you're fucked" That's the GMs job guys, to be like don't be a dick, oh you're being a dick? Now you're in prison. Make a new character. You have to give people realistic consequences for being bad.

J: That and there's very elegant ways of handling that. Like Dresden files. That version of Fate handles that really well. You can't just be pounding people with a stick and you certainly can't just talk down to them all of the time

K: I feel like systems that are trying to force you to play one way aren't helping you. I feel like that's like a band-aid on a gunshot wound kind of thing

J: Yeah, I agree

K: and it's not a criticism of Victorious, because Victorious itself is quite victory full or quite good, but I don't know. We can't get on this topic again or we'll be here for another sea. We'll be on 8th Sea by the time this ends

J: What is really good about both Amazing Adventures and Victorious is that even without a whole lot of supplementary material that's branded, you can use the stuff from C&C. There's at least 3 monster books

K: Oh yeah

J: And then I just did the Mythos Kickstarter, but I have Codex Celtarum and Codex Nordica which handle Celtic myth and Norse myth respectively. Those have monsters from mythology. If I were to run Victorious or if someone were to run Victorious, Codex Celtarum would be awesome for that. Like you want to fight the Sidhe? Here's the Sidhe and all of the rules for the Sidhe. Or if you just need monsters, I mean really you could just use Monsters and Treasure.

K: Well, that's the beauty of the Troll Lord Siege engine. They've been around for so long now, they don't stop making content. They pretty much make whatever the hell they want and before the advent of kickstarter, they made what they wanted and whatever stuck, stuck and what didn't got thrown away and so there's just so much material that when you make a new product it automatically has all of these other support products just lying in the wings.

J: Yeah. Having read the 5 mythos books, they are fucking cool. They cover all of the history, mythical zeitgeist of the era they're talking about. The myths, the magic, the monsters, both realistic and mythical history. It's so cool and now they have books for basically fall of the Roman Empire Germans, Viking Era Norse, The Celts so like pre-Christian Celts, the Greeks and the romans and the pre-Christian Slavs. Those are the books. They're really cool and they dovetail almost perfectly into Victorious and Amazing Adventures. Because you can use them very easily and you can make campaigns out of them. And you can still use other myths and creatures from various other places. So yeah, I mean, our love for C&C is really high I think. And for Troll Lord in general. Friends of the show. So we highly encourage you guys to go out and get both Amazing Adventures and Victorious. We don't have a third review. The Dragon Slacked off. So I actually ran into something that I'm going to link in the show notes. I read a really fucking cool essay on playing D&D with porn stars. I think it was part of a contest or something, I'll link to the post. But anyway, this fella was talking about how D&D came out of Chainmail, a miniatures game, and he points out that in the history of Dungeons & Dragons when it first came out, when it was originally done by Gygax and Arneson, so like we're talking early days... this concept was abandoned really quickly. The whole point of levels, basically you're grinding up to level 10 to where you can control an army and then just playing the miniatures game. Like it was all the background of going to peasant to king and then just playing the miniatures game. Well, this dude said wouldn't it have been cooler if instead of thinking the endgame of playing D&D was playing a new game, what if instead of having all of these epic creatures—because the argument is that at level 10 or so, the game starts to fucking break down and you can't really do really heroic things with the way the system's written, so he developed a sub-system for 1st edition D&D and 5e, his two favorite systems, instead of having a 20th level hoozerwhatzits fighting your group, it's an army of 1,000 goblins and how to scale each monster so that when you run an encounter, the thousand goblins act as one.

K: That's crazy

J: Yeah and he did it really elegantly. And I was reading it and I was like oh holy shit this is really cool. They still do damage, but they don't do a whole lot of damage and whether there's one goblin left or 900 left, they still do their 3d6. But just think of the way you describe that. You're still keeping track of that as if it were one fairly large monster, but in the narrative it's actually a giant pile of monsters. Doesn't that make the game sound really cool?

K: That sounds really fucking cool.

J: Yeah dude it's rad as fuck. I'm using all of those rules from now on

K: Good

J: if we run anything in 5e where there's a shitload of enemies, I'm just going to run them like a single monster

K: There you go

J: So yeah. Amazing Adventures and Victorious. Thanks Troll Lord. We love you.

K: We love you, we'll miss you at Gen Con.

J: Yeah

K: Sad news, spoiler alert, they're officially not going to Gen Con this year.

J: Yeah, so neither Castles and Crusades nor 5th Edition D&D are going to be there, so there goes 2 of our favorite games.

K: Yeah. 50th Anniversary!

J: Mhmm.

58:42-59:27 – Music Transition

59:28- Currently Playing

J: Okay, time to talk about currently playing!

K: yay

J: So we dropped 7th Sea, couldn't handle it anymore.

K: It wasn't that we couldn't handle it anymore, it was that we had a roster change.

J: Well we did have a roster change and also couldn't handle it anymore.

K: It wasn't couldn't handle it anymore, it was that we had a roster change and then we didn't play for like 6 months.

J: I know, it sucked. We don't like to record an episode when we haven't gamed. We had a couple of episodes there where we were like "Didn't game this time, didn't game this time... didn't game this time" and so now we were waiting to record until we had actually played. So the last time before recording we actually played

K: yeah we got to play 5th edition D&D and we're playing a fully up to stuff revitalization of **Expedition of the Barrier Peaks**.

J: Yep

K: With a group of people that have never played it except for me

J: Have you enjoyed it so far?

K: Oh yeah, I am doing a very good job of playing the simple minded barbarian dwarf, so it makes sense for me to not know where all of these keys are not logically hidden around the room

J: There was only one time where you were like "Hey guys, we really need to go back to that room and search that corpse" and that was the only time. And that was okay because that was perfect. And you were like "We went left last time so we're going to go right this time," I'm hoping you explore the dungeon a little more, or at least a little differently. Last time, if I remember correctly, you got squeezed between the floors and that's where you got fucked.

K: We found a secret door, it was essentially a Jefferies tube, took the Jefferies tube and then found the mind lich and went directly to the final encounter. And it was like "Did you really just shortcut perfectly?" and it was like "Yeah, I guess... elves find magic doors."

J: Yeah, so... one cool thing about running 5th edition is it does lend itself to those old modules really well. Because I had already converted it to C&C and I was like aw shit do I have to convert it from C&C to 5e or from 1st e to 5 e and I was looking and looking and on the DMs Guild, for \$1, someone's already converted it to 5e. So for \$1 I just bought it. Because the game is just a series of numbered keyed encounters, they just listed them off to use or replace or they built the monsters and just used those

K: And it's worked out really well

J: It has. I'm really happy with it. I really love Expedition of the Barrier Peaks and you guys have made it about a fifth of the first level. You've already fought robots and I believe our next session starts with roll initiative, we're fighting displacer beasts.

K: Yes we are fighting displacer beasts

J: Now according to the game you're supposed to be fighting ten of them but I don't think I'm going to do that to you guys.

K: That's going to be bad really fast. Well we all have 2 characters for when we touch a wire and die.

J: There aren't very many of those in the modules actually. There's a couple of encounters that I think are completely unfair and going through it, when I said there's ten displacer beasts and Josh was like "There's fucking ten???" and Becky, who's basically never roleplayed before, and she was just like "I can't believe you guys just know what he's talking about, what's a displacer beast?" and Amanda's just like "I'm just happy to be here!" or I think Amanda actually said "Yeah, they do this all the time." Yeah there's ten here and I went through the module again and this is the only spot that does that

K: Where there's just an outrageous amount of them?

J: An outrageous amount of a fucking horrible monster, yeah this is the only place that does that. I mean there's a lot of robots and last time you played, you went into the part that was full of fucking vegepygmies and there's two hundred of them or something.

K: Yeah, and the way we did it was Nicky was playing a druid and used talk to plants

J: No, command plants,

K: yeah used command plants and just held them there and the wizard just burned them all down with fireballs.

J: Tempura

K: We just made them stand still and lit them on fire

J: That's very our group. I don't know if you did it consciously or not but you didn't go in to that part first

K: I went that way already.

J: I can tell you already, if that encounter does happen I'm going to be using that battle system that I saw on that blog.

K: I'm enjoying 5th edition combat, because I distinctively remember, when we played it with C&C, playing an assassin I felt particularly anemic when I'm fighting giant robots with longswords, but now being a dwarf berserker with a battle axe it's different

J: Yeah Josh found a blaster pistol. I don't know if he'll use it. we'll see. You guys haven't even found the cool shit yet. Last time I think you guys skipped through a bunch of stuff. All you had was that stupid BB gun.

K: we had a couple of weird things. We had the blaster bracelet that—

J: That was a laser pistol I think.

K: We had one... we ran into the training robots that had the lightsabers that only worked for them. I was like "I take its lightsaber" and it was like "It only works for them." "Ughhh"

J: In the book it specifically says they have lightsabers that don't work for the PCs. I do like the aesthetic of the older adventures. Expedition of the barrier peaks is by far my favorite. In fact, it won't work anymore but I bought a humble bundle from pathfinder where I got all the iron gods adventure books.

K: Nice

J: Yeah it was like \$15 and I got a shitload of their comic books too but I only cared about the iron gods stuff. Maybe I'll read it, maybe we'll play it one day, I don't know. I think before we end the show on this high note of gaming again and talking about games we know, I think there's two more games I want to mention that need more love, if you don't mind...

K: Go for it

J: The first is something that I want to play and that you want to play and that we might actually play next which is Iron Edda

K: Iron Edda's awesome.

J: that's the game, if you guys recall, we talked about it on the show, it's about giant dwarf monsters from the Norse lands have returned and are basically fighting in giant steampunky Norse runic robots and so to fight them, the humans reanimated the bones of giants and subsumed their souls and so they guiver out and so yeah I think that game sounds metal as fuck. The other game I think has always deserved more love and no one loves it but me and no one loves it like me is Terra Primate by Eden Studios, the makers of All Flesh Must Be Eaten. It is the answer to all of you who want to play a game full of sentient apes, all of you. And I did recently pick up Apes Victorious because I'm a sucker for that shit. But Terra Primate, the only reason I bring it up and the only reason I know it deserves more love despite its premise that everyone thinks is stupid is that I ran an entire campaign of it and it was awesome. Apes invaded from a different universe into the middle of World War II and it was cool. I had a great time. I'm looking forward to gaming actually the day after recording. I'm looking forward to more expedition and I'm looking forward to picking our next game. I'm excited.

K: As you should be

J: Excellent, so you guys have a wonderful, evening/ morning commute... run, whatever it is you're doing while you're listening. We're here with you in spirit

K: And then final shout out to our good friend Cody. Thank you for your nice words and Facebook message. It really brought a smile to our face and kind of warmed our cold, dead hearts.

J: Yeah, our cold, dead hearts require some loving, so thanks Cody.

K: So if you have nice things to say to us, do what Cody did and send us a message on facebook or tweet at us or Instagram us or... I don't know, e-mail or phone

J: Yeah, you can call us.

K: But yeah, if you have not nice things to say to us, just yell that into your pillow like your therapist told you because you're obviously a mean person. No, just kidding.

J: yeah if you have something really mean to say, you can say it to our faces, but I would just like to point out that... oh I've been watching too many memes. I was going to say "Cash me ousside, how bout dah."

K: OH NO!!!

J: I couldn't do it

K: I hate that meme. That meme needs to die

J: I don't like it either. Yeah... cash me ousside. It was the first thing that popped into my head. I watched it too. I was really glad I don't have a daughter.

K: You know what makes me really glad about Dr. Phil every time I see a clip of it online? That I don't have television

J: Yeah I don't either so that's... but anyway. You have something mean to say, fucking bring it.

[laughing]

J: Otherwise, we will catch you on the flip flop and we'll talk to you guys soon

K: Alright, toodles.

1:08:12-1:09:28 – Exit Music

1:08: 22 – Credits

K: [YELLING] 2 Gms 1 Mic is brought to you by me who is mad and turning this podcast around and we're not going to Disney World. It is also brought to you by Joe who is disappointment to this podcast, who is not going to Disney World and I hope he understands the repercussions of his activities. The opening theme song WAS Roll the Dice, Make My Day by the Mustard Men (Stick Jones Remix), but we'll see by the end of these credits. Also, this was edited by Jay who's a colossal let down by not coming to record and having his podcast reviewing material reviewed in time. He's also not going to Disney World. And is transcribed by Amanda who kind of hasn't transcribed and I'm kind of mad at, but we're not going to let her know that. I really hope she doesn't listen to this because I'm not really mad at you...

J: We're not mad at you...

[Amanda Edit: Fuck you guys. I hope you both enjoy sleeping outside tonight.]