

Games Played/ Beat 2025

Pokemon Violet
Final Fantasy Tactics
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In *Pokemon Violet*, I started a new game on a secondary profile via the Switch. I found a linear guide to the game (because it is open-ended and there is no level procession unless you go out of your way to chase it into the game!) and began my journey through what I am sure is my least favorite generation of Pokemon I'd ever played.

I started out wondering how much I would come to like the game. I got quite far in it. I just loaded up my side Chemama account and discerned that I have collected 16 out of 18 badges. My Pokemon are about level 50 and they're all a team of 'mons I traded in from HOME and past games.

So much has been going on that it is hard to recall exactly how I ended up feeling about it. I know that while I found the game better in a linear progression, it's also far from my favorite generation. I'd rather play Generation 2 than Generation 9. That's still my general conclusion.

Aside of the new game, I worked at unlocking larger star raids in the game. I experienced a bit more of the story that I hadn't gone through, which I found to be pretty awesome. But again, it is nothing amazing to state that the endgame and postgame and expansion were better than the rest of the game.

I did ample amounts of various different raids in *Violet*, many of them were quite challenging and I was barely able to get the special Pokemon in the limited amount of time. But I'm glad to say that I got most of them.

With *Final Fantasy Tactics* on digital copy via the PS3, I made more progress in the maps. I had played this one the year before too and hope to pick it up again sometime. Still have never beat this game and I find it very funny and challenging, [made it to Map 27](#) last year and am as far as Map 32 this year.

I played a little bit of *Diablo II* on the Switch around September as is my tradition. I find it to be a really good early fall, early spooky season game. This is my friend Velo's favorite game ever and it is somewhere in my top 5. I am hoping to eventually master all the different classes and be able to have a lot of fun with my best friend playing hardcore. I [lost a huge amount of gold to Duriel](#), and made it a bit further in the game with my sorceress, FlammaGelinda.

I started a new secondary profile save game in *Pokemon Sword* last year. Velo played it for the first time and I fell in love with this generation all over again. I learned a lot about the game and figured out how to utilize multiple profiles. I made what I think is probably one of my best videos that shows how to move Pokemon around through multiple accounts. I also tested how quickly the player can run off to the expansion of *Sword* [early in the game and work at catching all the Legendaries](#) available in the expansion Dynamax Raids.

I got every TM in the game, and most notably got [a fully completed Galar Pokedex](#) in my main game!!!! I worked at [finding all the Diglett](#)s in the expansion!! I [caught Zygarde](#) in the Dynamax lair SOLO!!!! (I had totally forgotten I had done it, this year's been so much). I worked on [the Ditto "SlutBox."](#) as I am calling it—a collection of Dittos of each nature, which can then easily be used to give other Pokemon certain natures in breeding. I [created a side profile on my Switch called PackMule](#), a place to store my excess 'mons instead of get rid of them

[I made a stall team](#) that opens up with a Scolipede with Speed Boost for the ability. It gets +1 speed turn 1 and each other turn with few exceptions. It can use Protect off the bat in order to stall one turn and gain +1 without taking any damage. It can use Toxic. It can use Iron Defense and Baton Pass. I made a Ferroseed named Ross Ferro who is really the lead staller of the [team](#)., Scolipede is meant to boost Ross Ferro's stats if they can, and Baton Pass over that even better defense and especially speed boost. Ross Ferro knows Leech Seed, Toxic, Spikes, and Stealth Rock. Ross Ferro holds Leftovers. This way, a significant lifeline of HP is given to Ross. This is meant to keep him alive so that he can lay down all the Stealth Rocks and Spikes. Once Toxic and Leech Seed sap the opponent of their health, the next Pokemon that's sent out will ideally take a lot of damage and potentially the same combo starts all over again except with a different Pokemon. The team also contains a Mandibuzz with Overcoat (protects it from weather damage effects) called Scvngrosrrw (Scavenger of Sorrow, nicknamed after a Death song). Scvngrosrrw knows Fly, Attract, Payback, and Toxic. It's meant to Attract, then Toxic, then Fly and Payback if it holds an edge. Made to be fast and hopefully go first. There's an Arcanine on the stall team named Arca9tales which is a Mew Glitch Arcanine with its hidden ability, Justified. This allows that Ara9tales gets boosted attack stat when hit with dark type moves. It knows Roar and is the main purpose for its inclusion in the team. When Ross Ferro dies the Baton Pass chain usually ends but Arca9tales can Roar the opponent in and out of the battlefield each turn. With enough Stealth Rock this can take away about half of an opponent Pokemon's health. It knows Burn Up which I thought was a fascinating inclusion. This will "burn up" and get rid of its fire type, so all weaknesses or STAB bonuses disappear. It does tremendous damage as well. It knows Reversal and is pretty fast in the hopes that it could take some damage but keep going. Play Rough is a fairy type move that gives them a bit more coverage. Draculat is an old standby from the Gen 4 era. Way back in the day I made it the best that I could. Draculat is a Crobat that knows Fly, Roost, Toxic, and Confuse Ray. Draculat is made to be as fast as possible so that they hopefully go first. Roost allows a way for Draculat to hang in there as the poison gets more & more powerful. My friend Velo despised battling Draculat back in the day. Swampert (referencing Neil Pert, the unfortunately deceased drummer from Rush) is a Swampert that has the Torrent ability. This powers up water-type moves when the HP is low. It knows Whirlpool, Stealth Rock, Dive, and Earth Power. Dive and Whirlpool can work pretty well in conjunction, if Ross Ferro didn't get enough Stealth Rocks down then Swampert serves as back up. Earth Power can hit

pretty hard if there's any weakness. This was just an early version of the team and I may have changed it later. I am not 100% sure on that.

I just loaded up my copy of *Sword* and opened my account and most of the team was there other than I had to move aside a Torchic. The team is pretty much the same—even the same moves—other than the fact that Venipede had to have its moveset changed when I used it in a more forward capacity in the game. Vaguely stated, because I am not sure exactly why I let its moves be changed like I did. I think that I was working on figuring out what would take Venipede's place or that I could easily re-remember the changed moves. In any event, the only change is that I traded at SwamPert for aeri the Aerodactyl who has Roar, Fly, Iron Head, and Rock Slide. The ability is Unnerve, the best ability for them and it just makes it so the enemy can't eat berries (kind of lame). I think that I was working on getting some other Pokemon together for the team. I had a level 1 Torchic in my team and I just verified that it can learn Roar. So I was thinking of making a Blaziken another spinner. I took also Draculat out of the earlier team I was working on. It will be fun to go back to this sometime and maybe come up with an even better team and I'm glad I was able to gain a lot of data on how well the team would fare. I decided to make a video going over my team and posted it on YouTube.

I found [a later video](#) where I was finishing up a later version of the team! I have a Driftblim named Drifcl1t that knows Baton Pass, Stockpile, Minimize, and Phantom Force. Venipede opens, then passes to Driftblim if it seems right. Then Drifcl1t can Baton Pass to Ross Ferro later potentially and give a huge amount of stat bonus. It's especially advantageous when the enemy repeatedly misses Ross Ferro.

I played *Heroes of the Storm* with Velo & co. last year and I had a [very memorable moment](#) where I got a triple kill. I forget and don't want to look up the character's name, but I used this twin dragon arrow attack that just devastated them! Such a fun game I'd love to play more of!

I started a new game in *Life Is Strange* on my PS3, with the intention of making different choices than I did the first time. This game is incredibly nostalgic for me. You play as Max, who is an up-and-coming photographer going to school in Oregon in a made-up bay, Arcadia Bay. Max has the power to reverse time and change what she chose to do at any point in the game, but once the choice is made and the player moves on there's no turning back what has been chosen thus far. I moved to Oregon about 5 years ago and the game has a distinctive Oregonian sense to it that is genuine and notable. I remember finding odd things scribbled on cements or on tables, and moved here to find that it was true to the character of the Home of the Ducks. I [made it through Chapter 1](#) but it was hard to remember what I chose the first playthrough because that was years & years ago!

I purchased the *Megaman Battle Network Collection* that year on my Switch. I am excited to go back to this one eventually. I was very eager to try these games, as a pretty big fan of the series overall. This game has an engrossing story and an interesting battle mechanic that is action RPG and all about timing and quick thinking. It gives the sense of playing a traditional side-scrolling Megaman title but gives it a distinct new, interesting twist. I have not played these games enough to yet give a final review but I remember I especially enjoyed the story at one point. As a warning this may be considered a spoiler to some in the next paragraph.

[As shown in the video](#), it's a bunch of kids who have computers at their desks that “educate” them, but in the story they've hacked these computers and have used that to control the children.

It's become a tradition for me that around the time of May the 4th and especially on it I will play

Knights of the Old Republic on my Switch. [This year was no different](#). Someday I hope to play all the way through this game.

Urban Champion is (in my opinion) some garbage, trash title on the NES. [This is a brawler](#) but in the most crappy way I could define it. I didn't feel like I was brawling, so much as I was endlessly button mashing. I wouldn't recommend even giving this game a try, and if you own a copy I'd send it to that Angry Video Game Nerd so that he could run it over live on YouTube.

Nobunaga's Ambition is a title on the Switch Virtual Console. It's a turn-based strategy RPG that is historically accurate when it comes to the Warring States period in Japan. I don't much remember it at the moment, but it is a cool game and I love a good turn-based strategy RPG. I [just watched the video](#) a bit because I didn't remember this game at all; I realized I named my character "PussyEater" in it and am over here laughing in the corner feeling like I need a feast!

Hades on the Switch is a fun Diablo-style roguelike. I haven't played it too incredibly much but it's very fun as a game to randomly pick up sometimes. That's what I did last year, but I didn't make it too far. This game has such a great sense of style with such attitude, it really makes you feel like Greek mythology is alive.

Command & Conquer for the N64 was a game Velo got me some years ago. I thought this was a really cool addition to my collection, as I already have *StarCraft64* on it and I love the idea of real-time strategy but on the console, it's usually been such a PC thing. I recall it took me a bit to get the game down, but once I did I was having some good fun with it. [I made it all the way through Mission 5!](#)

For MAR10 I had [a lackluster but fun romp](#) through Mario 3.

I celebrated the 29th anniversary of Pokemon [by messing around with the Mew Glitch](#) via *Pokemon Stadium* in *Pokemon Blue*.

Sin and Punishment was pretty rare to be able to have played back in the day for the 64, [so I gave it a try](#). I wouldn't be against picking it up again sometime. It's a rail shooter but takes it in a unique spin.

Probably the biggest game for me personally [to have beat last year](#) was *Shin Megami Tensei: Digital Devil Saga 1*, and I haven't played the next game in the series yet. I beat it on hard, it was so extremely challenging, it's as good as *Nocturne* but I think not fair to say it's better. If you like Final Fantasy-ish stuff in the sense of a set of characters you play through a whole RPG then this is the game for you. There's no demon-catching in this one, but there is a really involved and engrossing story that references Hinduism. A mysterious Demon Virus is turning humans and other creatures into Demons who have to eat off of each other to survive. If you want to escape this world and make it to paradise then you have to eat and fight your way there. This game is remarkable and I will definitely play it again someday. It's everything an amazing MegaTen game stands for and I find it to be a masterpiece of a different sort than *Nocturne*, but just a surely a maserpiece in the character-driven storypiece it is!

Our friend DragonSage played *Resident Evil* with Velo and I last year for spooky season. I had [some remarkable moments](#) in this one where I was amazed with how well things had gone for me. Still such a classic and I really enjoyed the three-person calls we'd rarely do and [the rare videos we have up](#) of us all three together experiencing what I feel better called in Japan as *Biohazard*. I did a lot of practice

with knife only, especially with the dogs, and got as better as that I could. If you don't recall, a year before I'd done what I call "Knife Only at the Kendo Gun Shop," trying to take out all those zombies at the start of *RE2* who swarm you in the gun shop.

I have the *Devil May Cry Collection* that has the first three games in the series on it digitally on my PS3. I've decided that I am going to chip away at these games every spooky season. Velo and I played this one a bit kind of together, each posting our videos of our playthrough on [our channel](#). Capcom is my favorite studio and these games have the quality I presume to exist in pretty much any Capcom title. Click [here](#) to check out the first 2 levels I went through.