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On April 8th, 2024 Nintendo shut down the estore for the Nintendo 3DS family of systems. For much of 2023 I played as many of the games on the 3DS platform as I could. First I'd like to go over what Pokémon I beat in 2023.

Omega Ruby, X version, Black 2 version, Pokémon Sun, Pokémon Ultra Moon, and hopefully I didn't miss any. One can play generations 1 through 7 on the 3DS platform and I had already done *Platinum* some years prior, I had already done *Y* way back when I first got my 3DS; I had done *Black* some years prior.

The games I beat in 2024 are as follows:

Pokémon Blue version as a Mew glitch run, *Pokémon Alpha Sapphire*, *Pokémon Black* version, and *Pokémon Crystal*.

Suikoden II, *Parasite Eve*, and *Final Fantasy II: Dawn of Souls* were the other games I finished.

On May 4th, 2024 I played a bit of my mostly completed *Final Fantasy VII* and made a video of it: [FF VII Journey to the Center of the Planet \(Original FF 7\)](#).

On May 25th, 2024 [I played](#) *Pokémon Outlaws* and made a video. This is a ROMhack of Gen III which has obscene language and very explicit content of drugs and violence. A lewdly adult framing of this beloved children's franchise. Unfortunately my game box perished, and I am hoping I still have the save on the USB drive to be able to play more of it. As yet in 2025, I have been too busy with *Sword* to bother.

Until April, I chipped away at some other Pokémon games. I was wrapping up my Mew glitch run. I played through *Alpha Sapphire* with a team of 'mons I transferred in. I've been playing *Black* version with the cheating device off and on throughout the year and am post-game in that—catching shinies and the first 'mon of every trainer (including N's legendary itself). I perfected my technique in order to get one of each of N's seasonal weather Pokémon at the end of *Black* 2 early this year. I meticulously caught about 4 of each of the seasonal types—a Ninetales, Abomasnow, Politoed, and Hippowdon.

Pokémon Crystal was my most involved project at the early parts of 2024. I remember that I had tried to make a Bitch to be used to catch the “legendary dogs” (aren't dogs, but whatever). I over-leveled it, forgetting that it has to be level 39 or less otherwise the “dog” won't appear. Somehow, I was able to catch each of those legendaries in *Crystal*. I had to train another Legendary Dog Bitch to do it, but it was done.

Through my *Gold* version last year I had caught most of the Unowns. But looking into it a bit more, I realized it would have been easier if I had released the Unowns slowly, one at a time. I then developed a strategy to use my *Crystal* version and release ones like those that represent X, Y, and Z which made them a lot more common and easier to catch. This was the first time I had ever fully completed the Unowns in Generation II. It was a really special part of playing this generation again, as it does hold a special place of nostalgia in my heart; though, playing it a lot now that I am older, I realize it is a very flawed game indeed.

I remember feverishly transferring everything from Bank on the 3DS up to *HOME* on my Nintendo Switch. The feeling of satisfaction to have steamrolled through all these games. I don't really remember going through *Alpha Sapphire*. It's a really fun version but it's still a remake and the original Gen III is still the best. *Emerald* still stands as one of the most memorable games in the series to me.

I'm still working on getting through my digital copy of *Gold* on the 3DS. I'm at the victory road tediously grinding my team. Currently working on a Graveller that I won't be able to trade evolve into Golem in the game. It's level 42. Then I need to work on GENONEFUCK, my Pigeotto that's only level 36. I'll be facing the elite whore soon enough...

I bought games, many of them on good sales, before the estore for the 3DS shut down. The games I

got include *Phoenix Wright Ace Attorney Trilogy*, *Shin Megami Tensei: Devil Survivor 2 (Record Breaker)*, *Crimson Shroud*, *Etrian Odyssey: Nexus*, *Persona Q: Shadow of the Labyrinth*, *Resident Evil: Mercenaries 3D*, *Megaman Legacy Collection*, *The Legend of Dark Witch*, *Steam World Dig: A Fistful of Dirt*, *Steeldiver: Subwars*, *Pokémon Rumble World*, *Mini Mario & Friends: Amiibo Challenge*, *Swapdoodle*, *Pokémon Shuffle*, *Culdcept Revolt*, *Attack of the Friday Monsters!*, *Pokémon Silver Version*, *Quell: Reflect*, *Pokémon Battle Trozei*, *The Keep*, and *Phoenix Wright: Ace Attorney Dual Destinies*. I didn't seem to remember the sheer amount of games I got and many of them at a discounted price. I had forgotten that I bought Silver version and was kind of sad I wasn't going to get to play it. Another Pokémon game to finish before the functionality is fully shut down—for the time being, there is still Bank functionality and Pokémon can still be moved up to *HOME* on the Switch.

I love the *Phoenix Wright* games and would say Capcom is my favorite video game developer company. I had one of the games on my 3DS that I had bought some time ago, prior to the e-store closure; so, I knew I would quite enjoy these games. I like that they are one half investigation, other half trial. It's a good balance. Looking forward to these games sometime. *Dual Destinies* was a last-minute buy, but it was pretty cheap and the story sounded really good.

Shin Megami Tensei: Devil Survivor 2: Record Breaker is a turn-based strategy and tactics game like *Final Fantasy Tactics*. The 2nd title in the *Devil Survivor* series. In fact, there are numerous titles like this earlier on in the series, known by the title *Majin Tensei*. Unfortunately, so much of *MegaTen* has never been localized to North America. Many people have said this 2nd *Devil Survivor* game is even better than the first title in the series, and that it is really something worth playing. I still have *SMT IV* and *Apocalypse* as well as *Strange Journey* to play. So excited about all of these titles.

Crimson Shroud is a table-top style RPG with a game board. As with some of the games I chose to get at the last minute on the 3DS, this one was digital-only. The only other way to play this title would be through illegal means—hacking the 3DS or emulation. I played a bit of it once I got it, enough to know I think it is a decent piece of work for sure.

Resident Evil: Mercenaries 3D is an action-style game modeled after some of the mercenary missions that are side aspects to some mainline *RE* titles. I'm pretty sure there's a lot less that can be done with it since there's no online functionality, but it was cheap enough as a game and is a series I love enough that I'll check it out eventually.

Etrian Odyssey: Nexus is another Atlus game (one of my most favorite gaming producers), and this is an old-school style dungeon crawler. This is the 6th mainline installment in this long-running series. I remember vaguely playing a bit of it, but I don't have much else to report. I figured one of the main strengths of the 3DS was its RPGs and I certainly wanted a good sampling of that.

Persona Q: Shadow of the Labyrinth is another dungeon-style game, this one *Persona*-based. Other than that I haven't played much of it. It was between this game and one that was more based on movies. I know I love dungeon crawling as one of my favorites.

Megaman Legacy Collection was on a really good sale. I looked it up. It was only \$3 at the time, as well as that *RE* title. What more is there to say? I loved the idea of having so much Megaman at my fingertips on the go and love this series quite a bit. I've never played all the old games, mostly I have played the *X* series.

The Legend of Dark Witch is a Megaman-style game with some differing shoot 'em up elements, and I

was interested in a witch-themed game of this variety. It had pretty decent reviews. It was only \$2 before the e-store met its unfortunate demise.

Steam World Dig: A Fistful of Dirt had incredible reviews. It is described as a *Dig Dug* steampunk Western-style Metroidvania. They had me quite interested with that pronouncement alone.

Steeldiver: Subwars is a first-person sub simulation game. It was a free-to-play online game, and has a one-player mode with only 2 levels. I got this one mostly for the novelty and to just say I tried it a bit, even if it was just the 2 levels.

Pokémon Rumble World is an action game for Nintendo 3DS featuring toy versions of 719 Pokémons. Mostly for the novelty again. A free game of this franchise? Might as well have gotten it while it was still good to get.

Mini Mario & Friends: Amiibo Challenge was a free-to-play title in a sense. The “Amiibo” were little figurines of noted Nintendo characters which could be “linked” with the Wii and 3DS consoles to unlock various different features. This is a side scrolling game where new characters could then be unlocked with the right Amiibos. Mostly got it just for the novelty and something to mess around with on the 3DS. Why not?

Swapdoodle was a free sketching “ap,” if you will for the 3DS. As someone who is very creative and loved *Mario Paint*, for example, I find this very interesting to eventually check out.

Pokémon Shuffle is a free-to-play puzzle game in the vein of *Tetris Attack*, one of my all-time favorite puzzle games.

Culdecept Revolt is a turn-based strategy game that's about “number-crunching, dice-rolling and card collecting “I love Magic: The Gathering, Yu-Gi-Oh, and the like. I figured I had to give this one a try. Haven't played it yet.

Attack of the Friday Monsters! is a pretty niche title that's digital only from the 3DS e-store. This is a story about a little boy and a town where monsters come out every Friday. I played a bit of it but don't remember it too much. This is a title that's played for the atmosphere and story, and it has it in spades.

Quell: Reflect is a logical puzzle game and relaxation game. I thought this would be a great combination and have yet to check it out.

Pokémon Battle Trozei is a full-fledged *Tetris Attack*-style puzzle game and it cannot be played anywhere else so I had to have it.

The Keep is an old-school style dungeon crawler with 10 levels and is a real-time action brawler. I played a decent amount of this one and found it engrossing and very enjoyable.

Typically on the weekend I'd spend maybe an hour or so organizing these Pokémons now in my *HOME* from Bank. It's still a work in progress, but all the legendaries are organized into full display. I organized in a fun way. “Nostalgic ‘mons” are Pokémons that I remember having in my team and being distinct—forming a bond with that Pokémon and some memories. These are Pokémons that can't really be trained to be any better but may also be good for battle. With “Pokémon to Train,” I found Pokémons that I am looking to throw into a team of subsequent adventures in the Pokémon generations.

For example, I have a level 1 Regigas named Gigantes (the Greek for “Giant”) that I had to go out of my way to obtain legitimately from Gen 4 *Platinum* (thanks Velo). Here's [an early video](#) of me doing a *HOME* retrospective.

I played *Suikoden II* early on in the year and found this to be a really great game. It was pretty short but the story was pretty great. It's a game I would definitely play again. The recruitment system in it was pretty insane, something akin to *Chrono Cross* in the sheer number of characters. Will be fun to replay and use different characters and have different things happen. I can see why many consider it a classic, and while it was months ago that I played it and I don't feel I'm giving the best down low on it—I most remember how much I loved the world building of the castle. Eventually you become the lord of your own castle and every time you recruit characters they can then be found in your castle doing various activities. One character is a cook in your castle and then you can take part in cooking challenges as a cook from a foreign kingdom comes to the test.

Around the time of being a bit into *Suikoden II*, I got my tax return for the year and invested in a capture card and a new laptop. I started recording with *Suikoden II*, and was then able to begin to keep a video log of sorts (with mic commentary) of my video gaming throughout the year. It was fun yet challenging and at times frustrating but ultimately endlessly rewarding to get everything set up. Now I have a really nice set up with a USB extension cord that reaches from my laptop on the desk to the entertainment console with all the video games. I became even more disabled in 2024 so it's been a lifeline to be able to record my art as well as video gaming through this not just convenience but necessary accommodation as a disabled individual. OBS, the free software I use to make my videos, in particular is not easy to use nor user friendly by any prospect. *Suikoden II* [I did finish](#) to see the ending and it was a very satisfying ending as well.

I made a lot of progress in *World of Final Fantasy*, which continues to be the best Final Fantasy title in the contemporary that is respectful to the old school RPGer's sensibilities. I have many hours of footage of me playing. I'm now more than halfway through this Pokemon-as-Final-Fantasy style title. I cannot recommend it enough and it sucks that the story and foundation of *World of Final Fantasy 2* is already on the books but it just doesn't have enough support as a title to muster the sequel. I [did a video](#) attempting to draw more FF fans in, hoping that *WoFF 2* could become a reality. There are many other *WoFF* videos [in my channel](#).

The first video game I ever played and recorded was in my [test video](#), and it was *Scott Pilgrim vs the World*. Based on the movie of the same name, it's a side-scrolling beat 'em up with that old school arcade sensibility. Totally worth it.

May 12th, 2024 I [did a video](#) of *Gold 97*. This is a fan-made rendition of the '97 early demo of the game. This got 1.5 k views as of the day I am writing. It's a very interesting ROM hack that recreates some of the prototypes of Pokémon that were never used in the later game. I mean to play all the way through it but I kept losing my save of it due to the death of my game box.

I [was also playing](#) *SMT: Digital Devil Saga* around this time too. I'd have to move my set up from in my game room to out into the living room, and I have the fat PS2 out there. I figured what better game to make some progress with because of the fat one the second station of play....Such an amazing game because it has all of the strengths of Nocturne but in its own sense of style—that being a full-fledged story-driven RPG more akin to a Final Fantasy where no demon catching or monster catching mechanic is going on. I didn't beat *DDS* until 2025.

I was doing a little bit of *Shin Megami Tensei: If* as well. I had a reproduction cart of it I had ordered in for the SNES, since still to this day Atlus hasn't bothered to localized more than half of the *MegaTen* series. It turned out the cart doesn't save for whatever reason, so unfortunately whatever progress I made in it had to be scrapped. I moved to playing it on my gamebox, but then that crapped out on me.

As the Summer set in, in fact, I had more and more problems being able to even use my laptop for its intended purpose. I ended up having to really limit what I'd record each day, and on a good day I'd get maybe an hour. I later found out the heat was the primary contributing factor and invested in a laptop cooling fan. Hopefully this allows me to do more stuff in the warm summer. If anything I am hoping to get a new laptop some time next year but am fortunate—for the price—that this one has continued to persist.

On July 4th [I did a video](#) of the SNES title *Liberty or Death*, which is a turn-based strategy game something like *Risk* but based at the time of the Revolutionary war. I thought this was a decent game, and was really fun to do for the occasion.

It's hard to much remember what I did with the Summer for gaming. I know I did more *Black* version on the 3DS since that can't be recorded any way. With all the trauma and struggles and further complexes, it's hard to state for sure without first looking at my journal.

I feel like *Diablo II Resurrected* on the Switch is a good September or later-into the autumn season game. I remember doing a bit of that. On October 25th [I started Act II](#) for my fire/ice sorceress, FlammaGelida.

On September 15th, 2024, I did a [Let's Play Alundra](#) video. This was my first time checking this game out. It's a Zelda-styled game but is about dreams and so it factors into the season and is a game I may play around this time some other year to completion. I was impressed by the game, honestly.

For October, [I started](#) *Silent Hill 4: The Room*, but ran into the same roadblocks from the heat. We got some new charging equipment for my laptop and eventually I had that better going; but it took a decent amount of time to get there.

I found a disc only copy of the game for the PS2 last year sometime, for about 40 bucks and had to have it. I have memories of my old friend Austin Fay in Bismarck, ND playing it in his parent's basement. So far it's been a very interesting entry in the series and hasn't disappointed, but because of having to shift my set up around all the time to play it—and it being a more stable set up here in my beloved game room—I've kind of put it down for the interim.

I [did a video of](#) *The Last Guy*, which is a top-down style game with graphics something like *GTA 2* where you're a caped hero off to save hoards in morbid panic. Survival horror as a puzzle game. To me it's a great Halloween pastime, but to the gaggles of gregarious fear it's me being the difference between zombie brain dinner and helicopter-rescued idiot. A game that has to be seen or played to be really understood.

I did *The Darkness* for the PS3 [on Halloween](#). This is a fun, comic book-inspired romp into the slaughtering of pigs as some uproarious “gentleman” who has a symbiotic bond with the evil stepchild of Venom and Carnage. It takes some precision aiming that had me remembering the challenge of *Max Payne 3* on hard.

Coming here to add to this finally and it is 6/18/2025, what a challenging year yet better than last for sure. Picking this up again the best I can. I remember playing *Resident Evil: Revelations* at the laundromat. I got this game when I got my 3DS way back when. I was stuck on this one female boss where you go to the captain's quarters only to be ambushed by her. She climbs around up in the vents and was really challenging to face. I was able to beat her in October, which I thought was such an awesome memory to make.

I played further in *Fear Effect* on October 5th. At first the game doesn't necessarily seem like it's a survival horror title, and has more thriller elements at times. But as I am on the second disc, this has changed a lot to say the least without any spoilers. So there was at least a nice sense of making some progress in some of these October games. I fully intended to complete *SH4*, but was unable to, for example. There is a nudity scene in the game I [did a video of](#) as well, thinking that sex would sell. I guess not so much? :p

Also on October 5th, 2024 I got [a mystery gift Sylveon](#) in *Pokémon Violet* version.

On October 14th, 2024 I started playing *Pokémon Vega* again. I loved being able to show this one via the GameCube's GameBoy Player. This is definitively the most difficult puzzle I've ever done in a *Pokémon* game that I [finally got past](#), after long being stumped by it. There are plenty of other great *Pokémon Vega* videos in my channel, because I kept playing for some time. I reached a point where I could not go any further because I needed to level up my team more to face the Elite Four. For the uninitiated this is a ROMhack that is its own distinctive region with "Fakémon," Fan-created Pokemon which populate the area. It is a super hard version of Pokemon and the most challenging game of the sort I have ever played. At one point, there was a meteorite that was needed to progress and I had thought I had lost it forever. But Velo was able to figure it out. Not being an official game, it is very cryptic and tough to navigate at times; and it doesn't have the best strategy guide selection—as you'd imagine. There are some [really intense and fun battle videos](#) in my channel, so check it out!

Layers of Fear: Legacy is a good game that messes with the sense of perspective and is an artist's gallery and an artist's decent into madness. Of the different odd horror titles I've played on the Switch, this is likely my favorite. I did two videos, one was [the first time I ever played it](#).

Mizzurna Falls is a PlayStation game that only came out in Japan, inspired by *Twin Peaks*. I was able to play it a few times over the Fall season and [did a video of it](#), though the sound didn't work in it unfortunately. This is one of the obscure horror games on my list that I am interested to play more of. Notably, I did make it as far as I ever have in the game. It's honestly quite cryptic and pretty open world, and can become a, "What the f\$#% am I supposed to do?" kind of game.

With *Resident Evil 2* on my PS3, I invested a lot of time getting better at knife-only. Funnily enough, this lead me to the great idea of doing videos that were knife only at the Kendo Gun Shop there in Raccoon City. [It took me 6 attempts](#), and I still would like to accomplish the feat without doing it in an easier way. If the player positions their character at the right proximity, the downward strike of the knife can cause the zombie to tackle at the player. The zombie's head is then hit off in a one-hit KO. That's how I was able to defeat the zombies in the Kendo Gun Shop. Most hilariously, the last zombie left I had to take care of ended up going behind the counter of the Kendo Gun shop. This created a divide between my character and them. The zombie however turns back around and ends up coming back towards me on the other side of the counter. This is probably my most funny video moment of my first year of video game logging.

The knife has a mid strike as well as an upper strike for the closest proximity, aside of the downstrike. The best method is to start with the downward strike from enough distance. Once that is hitting, get more of a sense of where the mid-strike begins. Once their head is pretty close to the character's, then the upward strike needs to be used. It strikes the head in particular. Sometimes the zombies don't fall over completely when they usually would given the amount of knife hits. The mid-strike is often the best bet here and can often have them then falling to the floor. The cash counter and the other counters create a great choke point to take concentrated hits at all the remaining zombies once they've all been weakened.

One of the most fun things I did with my video gaming during the October season. I felt like I learned a lot about how to better dodge zombies as well as utilize the knife against them. *RE2* has my favorite knife system of any title because there is a lot of nuance and complexity to it which beckoned me to seek to gain skill at it.

I did [one video](#) of *Alone in the Dark* on the PlayStation. This is a survival horror title where one can play one of two characters. My friend Velo did one, and I did the other. We had recently made a joint channel where we would do things together on YouTube. I found the game decent enough, but that I really wasn't sure what to do in the game and was stumped.

Heavy Rain on the PS3 is from the same people who made *Indigo Prophecy* on the PS2. Seeing as it's about a serial killer I figured it fit for the season. This story is told through a cinematic action with prompt touch keys that need to be touched adroitly. In the days of the PS3 Sony was less censorship-based. In the PS3 version of the game there is a shower scene with nudity. I [did a video](#) of this one to preserve it from the neo-Victorians.

Dante's Inferno on the PS3 is a *God of War*-styled action game with some RPG elements that's a retelling of the literary *Dante's Inferno*. One of the cantos is that of lust and contains nudity which once again, now will be found absent of the present day Sony and its platforms. I [did a video of this](#) and started a new game + of the game. I had beaten it on hard mode some time ago but had to lower the difficulty level to defeat the final boss. He was such a royal pain and it was ridiculous the amount of precision that fight demands to beat on hard.

Rampage on the PS2 was one of those, "let's try a game," videos. Check out the video I did [here](#). This brings a more 2.5d element to the game where one can move their chosen gigantic monster to move up or down into other areas, not just side-scrolling left or right. I'd say it is worth a re-look and definitely captures that same fun of the series but in a new light that wasn't overriding of the main formula.

Jurassic Park: Project Genesis is a top-down management-style game where the player is building their own attraction or theme park of the *Jurassic Park* variety. I played this one a long time ago as a kid of maybe 8 or so. If you love dinosaurs and loved a game like *Theme Park* or *Theme Hospital* then this one is for you, and somewhat of a hidden gem. I did [a video of it](#), and had to play it again for a moment after all these years.

On November 10th, 2024 I [played](#) *Yu-Gi-Oh Seven Trials of Glory* on the GBA with my GameBoy Player on the GameCube. It was just some re-familiarization with the game and a realization that I have a lot of re-working of my deck and grinding to get better cards to do before I can go on in it. I really would love to get more consistently into this game again at some point, it's very enjoyable.

On November 11th, 2024 (Veteran's Day) I [played](#) *Duke Nuke Em 3D* on my PS4 and envisaged I was

kicking Neo-Nazi ass while chewing bubblegum.

Also November 11th, 2024, [I played](#) *Legacy of Goku II* on the GameBoy Advance. I apparently decided I needed to celebrate all the dead Japanese veterans also, in all due fairness. This is a graphic novel of the Cell Saga and maybe some others (not sure, never have played too far into it). Otherwise it's an action based title was some vague RPG elements. Surprisingly, this video did really well with about 178 views. Given the success, and that is a pretty good game, I wouldn't mind revisiting it.

On November 21st, 2024 I posted [a video idea](#) that I thought was one of the better ones. This is a video about how to move Pokémons from multiple Switch profiles. It's a bit tricky process at first. The video is very succinct and to the point and has 368 views so I'm pretty happy with it as a very early experiment. With figuring out how to do this last year, I was able to make a "Pack Mule" account which is just for excess Pokémons I cannot fit into *HOME*.

On November 22nd, 2024 I [started a new game](#) in *Pokémon Violet*. It honestly might be my least favorite Pokémons game of them all. I got it when it came out in 2022. This is the most open-world sandbox kind of game in the series as of yet, and I ended up facing gym leaders who were either way too over-leveled or too low level to present a challenge (which was more often the case). My playing style is so much about enjoyment of the strategies and tactics of battling that it really detracted from the experience. The game also runs pretty badly, more badly in some areas than others. The best thing I could say about the game is it has a lot of new 'mons and new evolutions, such as one for Girafarig for example.

The idea with this new game was that I would linearly play the game and see how my experience varied. This has meant every gym leader is of about equal level and has made the battles way more enjoyable, but so much of the rest of the game is still so bland and trite. I'm an old school gamer in my sensibilities, so I thought maybe I'd appreciate the game more from this prospect. While it has been a bit more enjoyable, I just haven't really been feeling the open world aspects and end up missing a more old school title.

Another strength of *Violet* is its postgame. It is my favorite point of the story, quite frankly, and the end area is one of the most fun to explore in the game. I have not yet gotten the expansion, but I can tell it builds on this final area in a way that is going to be really good. It's not that great of a thing to say the best part of a game is its end content and its costly expansion content.

I have played quite far into the game and am almost about to face the Elite Four and I can say with conviction that the game is so utterly forgettable and if it were not branded as the world's most popular franchise, I wouldn't have bothered. I enjoyed *Shin Megami Tensei V* far, far more than this one, and it is also an open world entry of the *MegaTen* franchise.

I played *Parasite Eve* around Christmas and especially Christmas and Christmas Eve. I did videos on YouTube, one of my favorite being the one [for the sperm bank](#). While I don't celebrate Mass for Christ, I do celebrate Mass of Eve. The game takes place around Xmas Eve and I had never played it during that time before. It is a sci-fi horror game with action RPG elements and some turn-based elements. Based off of the book by the same name, the book itself being extremely rare. I had the privilege of reading it though from the Eugene library.

This was a new game + walkthrough, in fact my third time doing it. I realized that once you've beaten the Chrysler Building in one play-through then it's never up for grabs again. That was kind of a

bummer, although if I wanted to I could go face the end boss. I still had the keys to the topmost floors of the building in my inventory from the last game. I remember struggling with the very end of the game a bit once again, and having to grab out my handy Official *Parasite Eve* Guide. The Ultimate Being chases Aya Brea at the very end of the game, and some quick pathfinding has to be engaged otherwise the game ends. I'm considering doing a second play-through of *Parasite Eve II* for the encroaching Halloween season.

On December 14th, 2024 [I beat](#) *Final Fantasy II: Dawn of Souls* on the GBA Player for my GameCube. This was actually much better of a game than I had originally thought. I played it way back when I was like 16 years old or something and found it very difficult to get into. This time it wasn't so bad. So long as grinding is something that the player finds enjoyable, it's a pretty damn good and fun game. Not by any means the best FF ever, but much better than I first considered.

To clarify, not all the games on the beginning list were beaten. Most of the years I have reviewed, it has been about the games I have beaten. This year, it was moreso a smorgasbord of video experimentation and YouTube video ideas that were implemented.

Overall it was a very special year in video gaming for me because it was the first year I finally got an up-and-running streaming/ recording set-up and a headset with a mic. It sucked because I ran into problems with this cheap laptop I had bought overheating. And that I had to spend a decent amount to get a better charging cord for it. I didn't beat as many games as I had years prior but I was able to make some novel, interesting videos which I hoped to attract people to my channel with. I will definitely remember the year for a long time to come, most especially because of this document. Learning how to use the capture card and my set up took a lot of time and fine-tuning so it's with an especial feeling of accomplishment for having learned something new that I write this.

Lastly I came up with the idea of writing an N poem. He is one of my favorite characters of them all in the Pokémon franchise. I remember writing a bit of a poem but I have yet to be able to figure out where it is. If anything, the idea is to do more video game-based poetry. I figured out how to record the audio of a video I am playing on my computer while I am making a video and playing a game. So then I can have a poem going in the background related to the game I am playing as an artistic showpiece.