# NXpress 301 pt.1 Tue 2002

Auto-transcribed by <https://aliceapp.ai> on Wednesday, 14 Sep 2022.
Simultaneous audio and text playback available at: <https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs>.

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| **Words:**  | 6615 |
| **Duration:**  | 00:38:45 |
| **On:**  | 2022-09-14 04:07:57 UTC |
| **At:**  | , ,  |
| **Using:**  | Uploaded to aliceapp.ai |
| **Channels:**  | 2 |
| **Sample\_rate:**  | 48000 |

[[00:00:00]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=0.0)

Speaker A: Hey, I did it.

[[00:00:02]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2.0)

Speaker B: Great. Okay. Three, two, one. Hey, everyone. Welcome back to another episode of Express Nintendo podcast, the official Nintendo podcast of Goombastop.com. I'm your host, Cameron Daxton. Joining us, we have games editor Mark Caloroff.

[[00:00:14]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=14.0)

Speaker C: Six straight hours of splatoon. I finally did a Cameron. I beat Shovel Knight for the first time after buying it on.

[[00:00:22]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=22.0)

Speaker B: Three separate systems. One ultimate victory. That's what it's all about. Also with us we have indie games editor Campbell Gill.

[[00:00:29]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=29.0)

Speaker A: I beat Shovel Night, like, eight years ago.

[[00:00:33]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=33.0)

Speaker B: Wow.

[[00:00:34]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=34.0)

Speaker A: And all the flansions in sequel. So I'm just saying. And it was on one system, too.

[[00:00:40]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=40.0)

Speaker B: Campbell stuntin on us. And joining us, returning podcast superstar marketing manager of Yacht Club Games, Celia Schilling. Thank you so much for coming on the show.

[[00:00:52]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=52.0)

Speaker D: Thank you for having me. And thank you for all playing our games. It's appreciated.

[[00:00:59]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=59.0)

Speaker B: Yeah, I was going to say I guess this is the part where I admit that I've never beaten Shovel Knights.

[[00:01:05]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=65.0)

Speaker D: Dead to me. Okay.

[[00:01:07]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=67.0)

Speaker B: Yeah. Thank you so much for listening, and we'll catch you next time. Thanks, guys.

[[00:01:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=71.0)

Speaker C: Do I get extra favoritism if I bought it on three systems?

[[00:01:15]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=75.0)

Speaker D: Yeah, you're the favorite.

[[00:01:16]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=76.0)

Speaker C: And I was there day one. I bought on the Wii U.

[[00:01:19]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=79.0)

Speaker B: Okay, now you're making us all look.

[[00:01:23]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=83.0)

Speaker C: That just beat the enchantress. And now I finally did it today.

[[00:01:27]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=87.0)

Speaker B: But I was going to say in all serious, smart. Congrats. That is quite a feat. Notoriously difficult. Final boss of Shovel Night. Nicely done. The reason we've got Celia on the show for the curious is because after waiting with our palms together and just waiting for forever and ever, the Shovel Night Dig finally releasing imminently. It is coming down the pipe here. So we thought we'd have Celia on to tell us about the development and the process and the journey of this game. Finally coming out to consoles. And I'm talking fast because I'm excited and I think we're all excited about the latest iteration of the Shovel Knight universe. So Campbell has got a list of questions for us. Mark and myself have also contributed some stuff here without any further ado. Campbell, you wanted us to dive right in or how are we doing this?

[[00:02:24]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=144.0)

Speaker A: Yeah, I am ready to dive right in, or shall I say rather cornely dig right in. The cheapest shot you can possibly take when talking about a Shovel Knight. But you know what? If there's anything I've known for in this show, it's the cheap pun shots. So there we go. Truly digging in for reals this time. Celia, just to start things off for our listeners who might not be aware of Shovel Knight Dig for some reason, can you just describe the game real quick in your own words?

[[00:02:56]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=176.0)

Speaker D: Yeah, of course. So shovel knight dig is a fully created shovel night game. It is canon in the series. I'm so excited for you guys to find out where we developed it with Nitrome. It is a platformer at its core, but it has roguelike elements. So as you delve into the well, you have different level hazards and you'll go through different levels, but they're stitched together, so it's together with handcraftedprescillegenerated levels. So every time you go down, it's a new adventure. There's a colorful cast of characters, a few familiar ones, but I think everyone that plays it, Shovel Night fans or people who are new to the franchise are really going to enjoy this game.

[[00:03:42]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=222.0)

Speaker A: That's amazing. I think we're going to spend the rest of this discussion just unpacking what you just said because there's so much exciting stuff.

[[00:03:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=228.0)

Speaker D: Yeah, it's a lot.

[[00:03:50]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=230.0)

Speaker A: So definitely to dig a little bit into that. I said dig again without even intending to make a pun. Nothing's wrong with me. But at any rate, so I got to ask though, the concept for Shovel Knight dig is so interesting. The roguelike elements, the collaboration with Nitro. Where did the idea for Shovel Knight dig first come from? And how did that collaboration with Nitro get started?

[[00:04:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=251.0)

Speaker D: So we were interested in making a new Chevrolet Night game, but we wanted to work with a different studio to create it. Our first choice that came to mind was Nitro because A, nostalgia b were a huge fan of their games. They do really well with Roguelike, and when we were thinking about what Chevel Night did could be, they just always came to mind. So, yeah, we reached out to them and they were ecstatic because they're a fan of our games. We're a fan of them. We high five, did some contract stuff, and we got started on the game. It took like around four years to create. We announced it in 2019 and a few things happened in the world, so it took a little bit. And yeah, I'm so excited to finally announce it's coming out on September 23. So it's great. Nitro is excited too. I've been messaging with their marketing guy, John, like, constantly.

[[00:05:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=309.0)

Speaker B: I can hear the smile in your voice as you're like, oh my gosh, it's finally coming. Oh my gosh. It's exciting. Really. Congrats.

[[00:05:17]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=317.0)

Speaker A: I know you don't have to have us just ask about what I'll show them I get every time you're on the show. So many pluses.

[[00:05:23]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=323.0)

Speaker B: I'm sure she's sick of that question. You mentioned having started campbell, I'm jumping in here. You mentioned having nostalgia and excitement about wanting to work with Nitro. So for some of our younger listeners on the show, there used to be a thing called Flash. Games were made, entire video games were made that you could play in your browser for free. That is still the case, believe it or not, but I don't think it's as prevalent as it once was. Just for curiosity's sake, is there anything that you and anybody else at Yacht Club any particular Nitrome games that you were excited to play or anything that you remember being like, oh my God, I would come up from school and play this all the time. Is there anything that was jumping out at you when you got the chance to work with them?

[[00:06:13]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=373.0)

Speaker D: So the team was luckier than I because I had AOL dial up and so I could only have in browser sometimes games. That's why I was a fan of Neopets because those loaded. So I do not have nogo, but a lot of my team have gone on these amazing I would say nostalgic, they're just gushing about their games. Unfortunately, I wasn't able to experience that. Blame. My parents say lavy.

[[00:06:49]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=409.0)

Speaker B: Oh my God.

[[00:06:51]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=411.0)

Speaker D: I know life is hard, but they've done a lot. I know that someone mentioned Rolly Polly a long time ago. I know someone's mentioned sky or spacehopper. There's a ton. More recently they've made Bomb Chicken and that's really cool. But that's not a nostalgia thing. That's just me being excited about the games.

[[00:07:15]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=435.0)

Speaker B: You're also allowed to be excited for things that are contemporary as well. I will allow it in this situation. Yes. Sorry, Campbell. Go right ahead.

[[00:07:22]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=442.0)

Speaker A: No, that's all good. And I mean, I just got to say, I grew up playing Nitro games, so unfortunately I actually did have a computer that allowed me to play Nitro and stuff.

[[00:07:31]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=451.0)

Speaker D: So that was exciting.

[[00:07:32]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=452.0)

Speaker A: Yeah, I know, right? But that's definitely been one of the things that just has been making me the most excited for Shovel Knight Dig. It's like, I love Shovel Night and Nitrome was my childhood, so it's just this incredible marriage of such amazing things. So I did have a question about anything from Nitro that inspired Shovel Knight Dig at all. Like really pulley you were mentioning or any other games. Are there any titles from Nitrome that played a role in the development of shoveling?

[[00:08:00]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=480.0)

Speaker D: I dick if you can say I don't know about inspirations. I can ask John about that, but I know that they're pretty skilled at roguelike that's been like a bread and butter for a little while. So I feel like they took that wealth of knowledge and incorporated when creating a brand new game with us.

[[00:08:18]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=498.0)

Speaker B: Speaking of, you said the magic words as the residents roguelike, liker, on this podcast. It looks even just in the trailer in the brief clips of gameplay that we got to see. And we'll get to the trailer soon because we got to talk about that. It looks like Chevy and I dig is having a lot of the hallmarks of the roguelike in here. What do you think makes this stand out? Like, as someone who just adores I was playing Binding of Isaac like two days ago. I don't know. What do you think makes this game stand out among there's so many roguelikes, but what makes this one the Shovel knightiest of them all?

[[00:09:01]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=541.0)

Speaker D: Oh, man, there's so much and I'm like, how do I not spoil the.

[[00:09:05]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=545.0)

Speaker B: Game, maybe in a broad sense. I don't know.

[[00:09:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=549.0)

Speaker D: So with this game, we took a lot of platforming aspects to it in addition to it being a roguelike. So that meaning we designed some level hazards to be similar to what you'd experienced with the original Shovel Night campaign. And when I say that there will be a wealth of surprises and enemies that are returning, that you'll have to use a similar combat style to get through. It has a lot of, like, Shovel Night charm to it and story elements. The team wrote the story for this game. There's a bunch of colorful characters, somewhat of which the Nitrom created. So it's really fun to be like, be introduced to characters that I actually had no idea existed. I think what makes this game different, besides the charming mechanics, is really like the heart and soul of Nitro and Yacht Club games that created it. I know that sounds like very general, but so much humor got put into this game and so much effort and so much of our wealth of abilities that I think fans and the roguelike community will really enjoy this game in particular. Also, the challenge is amazing. You get to keep your gems when you go up the top so you can buy from the Hoofman. He's like a shopkeeper. You'll get to know him, you'll love him, you get to buy different things from him in the armor, and you go down again and you feel like a shovel god. It's great.

[[00:10:33]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=633.0)

Speaker B: Shovel god. I am always saying I would like to feel like a shovel god. So, yes, this is good news for you.

[[00:10:39]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=639.0)

Speaker D: So on September 23, it'll be your day.

[[00:10:42]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=642.0)

Speaker B: That's the day ten days from now.

[[00:10:43]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=643.0)

Speaker A: Oh, my God. Shovel heaven. The top of the shovel pantheon. So I kind of wanted there was such an impulse to say, I want to dig into that a bit further. So do it. So let's unearth that a little bit more. Excavate your thoughts on this. Yeah, there you go. But yeah, I do want to press a bit more on that progression model that you were talking about because it's really interesting how Shovel Knight dig is, like, you were saying, a roguelike, but it's also mixed with those handcrafted levels as well. So it sounds like a blend of roguelike and intentionally designed gameplay. So how does that progression model work in practice? And how much would you say, like, changes each time you're playing through the game?

[[00:11:30]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=690.0)

Speaker D: Yeah, that's a great question. Okay, so the stages in themselves follow a pattern. So, like, level one, the mushroom minds, you go through three stages and then you reach the excavator on sporty. So that follows a similar pattern for basically every level. It's three stages and one boss. The thing is, though, what you encounter as you go down is a whole fun mystery. So we're able to seamlessly craft design levels with procedurally generated so there's a lot of really randomized elements to it. So sometimes you'll open a room and it'll be like, full of gems and amazing, and then another time you'll go in the room and it's like, oh, wow, there's spikes. But we went through the randomized parts of it and we've definitely crafted some really fun mysteries for you guys to uncover. So it's going to be adventure every time. There are thousands of rooms to delve into, so every time you play, it's a brand new adventure, which is really awesome as a player. Horrible, whatever, recording content. Because I'll be like, wow, that was a really fun moment. And I'll be like, oh, can I go back? No, I can't. But it's really fun. And just the pacing of the game in general, as it being a roguelike and being fast paced, it almost has a rhythm to it. So when people watch you play, it looks like you're choreographing content when really you're just playing and it's the level leading you. It's really fun.

[[00:13:05]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=785.0)

Speaker B: What a unique way to describe I've never heard a game described like that before. That's incredible. That sounds really good.

[[00:13:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=791.0)

Speaker A: Absolutely. And I just got asked, given thousands of rooms and everything, roughly how long would you say it takes to complete a run of shuffle night dig?

[[00:13:21]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=801.0)

Speaker D: It depends how fast you can go, honestly. But also keep in mind as you go down the well, there's going to be different pathways that you can choose. So the replayability of this game is pretty long. And also there's some certain plot points of things that you need to accomplish to get the ending that you want. The usual fun stuff that I want to spoil for you. Make sure to talk to everyone.

[[00:13:51]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=831.0)

Speaker B: Nicely. Swerved. That was an excellent swerve. Very good.

[[00:13:54]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=834.0)

Speaker A: I'll take the head.

[[00:13:56]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=836.0)

Speaker D: Yeah, that's my pro tip. And I don't know if you guys, since you haven't gotten a chance to play the game yet, you should definitely say hello to Altias Shield Nights pet owl. I think there's a reason why he's hanging out there. Okay.

[[00:14:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=851.0)

Speaker A: I mean, I always want to talk to a pet owl anyway.

[[00:14:15]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=855.0)

Speaker C: Can you pet the owl?

[[00:14:17]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=857.0)

Speaker D: You can pet the owl.

[[00:14:18]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=858.0)

Speaker A: Oh, my God.

[[00:14:19]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=859.0)

Speaker C: Ten out of ten already.

[[00:14:20]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=860.0)

Speaker A: Wow.

[[00:14:20]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=860.0)

Speaker D: Yeah. Game of the year done right now.

[[00:14:23]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=863.0)

Speaker B: Yeah, did it.

[[00:14:27]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=867.0)

Speaker C: Nicely done.

[[00:14:28]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=868.0)

Speaker B: Wow. Listen, unlike the other gentleman on this podcast, I have not been following the Developments game as closely, so it feels as though every new sentence I'm like, oh, my God, this sounds like something I not only want to play, but like need to play.

[[00:14:45]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=885.0)

Speaker D: Yes. Let's do it.

[[00:14:46]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=886.0)

Speaker B: Yeah. Okay. All right.

[[00:14:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=888.0)

Speaker A: Would love to very soon. Again in ten days from the point of recording, so it's exciting. But going back to the comment from earlier, talking about how there's a lot of new characters, new content, just new ideas in the game alongside a lot of returning figures and mechanics and just concepts from Shovel Night games past.

[[00:15:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=911.0)

Speaker B: Roughly what would you say is, like.

[[00:15:12]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=912.0)

Speaker A: The balance of new and old in Shovel Night, Dig? Is it like staying in line with the previous games in the series or kind of pushing out in a new direction with more new stuff, new characters?

[[00:15:24]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=924.0)

Speaker D: I would say it's a little bit of column a little bit of column B. There's a lot of enemies that you've encountered previously, but there's definitely a bunch of other cool stuff that's new as well. Like, you'll encounter Blurbs again and you'll get to see Propeller rats and, oh, gosh, they're so cute. And they're carrying new hazards. You'll also get to discover, I guess, encounter two excavators, Mole Night and Tinker Night and Scrap Night that you might remember from Pocket Dungeon on your adventure. So there's that. But there's also new characters like Drill Night and Spore Night and a ton of other characters like Whisker, who's an MPC who helps you on your adventure and is definitely not a cat.

[[00:16:16]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=976.0)

Speaker B: Of course not me with a tab open. That's just a list of cat.

[[00:16:23]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=983.0)

Speaker A: Memes.

[[00:16:23]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=983.0)

Speaker B: Like, don't worry about it, it's fine.

[[00:16:25]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=985.0)

Speaker D: Yeah, no, Whisker thinks cats are cool, but he's definitely not one of them. He's just a regular human. Okay.

[[00:16:30]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=990.0)

Speaker A: Of course I believe it. So on the topic of characters in the game, though, I got to ask, are there going to be any cameos from either other Yacht Club properties or Nitro properties in the game?

[[00:16:41]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1001.0)

Speaker D: So as of right now, I have not discovered all of the characters. So I want to say no cameos, only Shovel Night characters, new characters, but knowing Nitro, there might be a few little mysteries in there.

[[00:16:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1017.0)

Speaker B: Awesome. Got you.

[[00:16:59]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1019.0)

Speaker A: Sounds like we'll just have to play through 100% hardcore platinum it and then see if maybe there's something else hidden in there.

[[00:17:06]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1026.0)

Speaker D: Yeah, me too. I have to figure that out.

[[00:17:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1029.0)

Speaker A: All right, you got your work cut out for you. So then moving a little bit further on to, again, the visual style, I think, for Shovel and I dig is one of the most striking aspects of the game because it is a bit similar to other games that Nitro has worked on. And in the context of the Shovel Knight series, it's really a really notable departure moving away from the eight bit aesthetic of previous games towards really a lush, I would say 16 bit, but even more detail than that. So why take this approach for this iteration of the game, for moving towards this lush, high definition, pixelated style? And what was it like moving these characters from these compact graphics into a new, more detailed graphical style?

[[00:17:56]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1076.0)

Speaker D: So, first off, it looks dope. That's why we did it. No kidding. So we always joke that Chevrolet is, like, how it would be, like, considered, quote unquote, eight bit. It's how you remember the NES. So, yeah, you're kind of right with the 16 bit kind of, I guess, inspirations because that's how I remember Super Nintendo. And also, if you're looking into your club games, fashion Mina is how you remember Game Boy. It's not exactly how you remember it, but if you just picture in your head, that's what it looks like. So I guess we're just going through the decades. Maybe in like 20 years we'll have like, Xbox 360 graphics in a game. But as for working with Nitrome on this project, we really just let them do their thing. Like, this is the style that they felt most confident with for Chevel Night Dig. And it looks gorgeous. And it's just been an absolute blast seeing how they've reinvented our characters in this brand new world.

[[00:18:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1137.0)

Speaker A: For sure.

[[00:18:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1137.0)

Speaker B: Yeah.

[[00:18:58]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1138.0)

Speaker A: Again, it's just such a great looking game. And I remember I wrote a blog post for Goomba Stomp right when the game was announced, and it was just basically just me freaking out about Shovel.

[[00:19:08]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1148.0)

Speaker D: Night and 16 Bit.

[[00:19:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1149.0)

Speaker A: This is amazing. And just seeing more footage of the game since then, it's definitely looking great. But kind of following up on the process of working with Nitro, I did want to ask because I was doing some research on Shovel NYDIG, doing my journalistic thing, but I was reading other discussions about how you all worked with Nitro earlier on when the game was announced, about checking in with the game with Nitro, letting them do their thing. But in the years that passed since then, and how you've successfully released several collaborations with other developers now at Yacht Club between Cybershadow and Shovel Knight Pocket Dungeon, what has been the approach of working with Nitro on Shovel Night Dig? Is it more letting them do their thing? Is yacht club game involved? What's it like working with them now?

[[00:19:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1197.0)

Speaker D: So in true Yacht Club games fashion, we're always involved. So for this, it's been a lot of, like, room review, giving feedback. We wrote the script for Shovel Night day. We designed, like, all the excavators, we designed them and then Nitro created in their world. So it's definitely been a very collaborative process. But same thing with levels. We came up with the concepts of what we wanted and then Nitro came back with how they reinvented it in their own style. So it's just been very back and forth of collaboration. It's been pretty nice. And I feel like when we were working with vine as well, we kind of, I guess, got more experience with working with developer far away. So I feel like with Dig, we've definitely grown as a studio with collaborations like this because we're able to, I guess, communicate as best as possible and work together on something really awesome.

[[00:21:01]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1261.0)

Speaker A: For sure. No, that's exciting. Absolutely. So then moving on from that there, I've been jumping around my questions here. Mark, check this out.

[[00:21:14]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1274.0)

Speaker C: Would you like me to ask the next question? Cecilia? Yeah, we noticed something in Cheval night Digs press release. Yeah, we'd like for you to comment on it. So in the Shovel Knight Dig press release, it says, quote, the first collaboration between Yacht Club Games and Nitrome Pixel Masters and quote, is this the first collaboration? Can you comment on that? Is there more to come?

[[00:21:41]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1301.0)

Speaker D: Man, that would be so cool. The thing is, like Yacht Club, we don't like half step anything. So let's say that Dig does awesome. We really like Nitro, want a high five and be best buds forever. Okay, cool. It's kind of like the same way we continued support with Pocket Dungeon. It's kind of one of those things where we'd love to see Chevel Night Dig two. Three for the spin off series of the spin off. The TV show. The movie. The liveaction yeah. The Flamethrower. The whacka Mole. Chuck E. Cheese edition arcade console. The Nintendo Switch skin for chevel night. The theme park. The fast food chain.

[[00:22:25]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1345.0)

Speaker B: Satellite space station.

[[00:22:28]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1348.0)

Speaker D: And the toys are brought back in store corner. So, yeah, I think that confirms something. I don't know what, though. I'm just making up stuff.

[[00:22:40]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1360.0)

Speaker A: One of those items will be future Yacht Club merch, I'm sure.

[[00:22:43]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1363.0)

Speaker B: Yeah, honestly, it's bound to be at this point. Yacht Club.

[[00:22:46]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1366.0)

Speaker A: Toys are us.

[[00:22:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1368.0)

Speaker B: That actually leads perfectly into the next thing, as Mark just said. As you just mentioned, Celia. So obviously Pocket Dungeon has been out and about for a minute and just within the last couple of weeks, I should say, over the summer, we had the DLC or whatever you want to call it, the DLC stuff or Pocket Dungeon come out. Do you think there's going to be I mean, in a perfect world, you could say yes to this, but is there any plans for anything later down the line for Chevrolet Dig?

[[00:23:20]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1400.0)

Speaker D: That would be so cool. The thing is, though, is it's kind of like one of those things where the team lets me know, hey, we're going to do this. Then I can talk about it. I haven't heard any whispers or anything, but I personally love that because I'm personally addicted to Dig now and Pocket Dungeons, and now I'm just like juggling. So it'd be cool to do that forever and ever.

[[00:23:42]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1422.0)

Speaker B: There you go. Well, listen, if Dead sells as any indication, people love roguelike that have updates that never end. So I guess just keep that going, right?

[[00:23:56]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1436.0)

Speaker D: Sounds good.

[[00:23:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1437.0)

Speaker A: And like, popping off with that, I kind of noticing that Shovel and I Dig is for now, it's releasing just on Switch as its console platform. Previously, Yacht Club Games has done great with adding things like amibo support on Games. Is there any chance of that coming into Shovel Night Dig?

[[00:24:16]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1456.0)

Speaker D: We're planning for amiibo support. I don't think it's going to be available at launch, but eventually you will be able to use your Amiibos. I'll make a lot of noise about it once you can because I have so many amoebas.

[[00:24:30]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1470.0)

Speaker C: Speaking of physical merch, Celia, back when Trouble My Pocket Dungeon came out, you told us that the games released may not be able to warrant a physical edition due to the size and just the audience in general. Do you think that it's possible for Shovel Knight Dig to get a physical release or could it get a two pack with pocket dungeon?

[[00:24:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1488.0)

Speaker D: That would be so cool. If everyone ever bought our game, then we could have released a physical version and we could also release a two pack. It literally just depends on demand. Honestly, the physical climate like right now for distribution is just kind of a wild, wild west. So there has to be a demand for it. But personally, I like having physical cartridges or physical games. So I want it so everyone buy our game so we can have it. So I personally can have a physical version of our game. Thanks.

[[00:25:27]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1527.0)

Speaker C: Following up that, I hate to hit you with this, but I have to. According to Yacht Club Games Show, my pocket dungeon initially did not meet expectations in terms of sales, and the game did launch with stellar reviews. We gave it an essential rating, which is our highest rating that we give a game. But how do you plan to confront this launch for Shovel Night Dig compared to how you handle pocket dungeon?

[[00:25:52]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1552.0)

Speaker D: We can put a going out of business sign on our office, dress in rags, have a camp. No, I'm kidding. So the thing is though, is that you're quoting us now. So for pocket Dungeon, we knew that it's a very niche, like puzzle games. People are like, ten out of ten love this game. This game saved my marriage. But we're not buying it. So thanks anyway. So it's kind of one of those things where we knew that going in. But we love puzzles and we believe in that game and we're leasing Slates DLC and we believe eventually people are going to fall in love with it too. And those who have played it are obsessed. Like, for example, at PAX, everyone would be like, oh, puzzles, I'm not sure. And then they'd play it and then keep on coming back. And at the end of the day, they would check their leaderboard score. But the thing is that at the end of the day, I would also play and then like slam dunk everyone's leaderboard score. They would just look sad. I posted on Twitter it was funny. Anyways, rewinding how I'm going to do this with Dig. So I feel like Dig is a completely different beast since it is a roguelike platformer rather than a roguelike puzzler for it. We're just going to give it all, put our hearts into it, and hope for the best. And that's just kind of how we do our marketing. We put a lot of effort into our campaign and crafting. We have a ton of things planned to help explain the game and launch post launch support. So there's going to be a whole lot of fun for this game. And we hope everyone welcomes Shovel Night dig into their heart like our original campaign and the people that play Pocket Dungeon.

[[00:27:38]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1658.0)

Speaker C: So over the years when you've been on this show, every single time we talked about Shovel Knight dig, we've always talked about how it's not a direct sequel to Shovel Night. But has your perception of that changed at all? Or you're still on the fence or you're still on the side that it's.

[[00:27:54]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1674.0)

Speaker D: Not it is not a direct sequel. I've played through the game. I know what happens at the end. But it is not a direct sequel. But you're going to be really happy. When does this episode come out, out of curiosity?

[[00:28:10]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1690.0)

Speaker C: Probably like tomorrow or Friday.

[[00:28:13]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1693.0)

Speaker D: Yeah. When you play the game, you will definitely be really excited because it's going to explain a lot of things. Interesting. I don't know if you're a huge fan, a Chevrolet fan.

[[00:28:28]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1708.0)

Speaker B: I was going to say Mark's definitely like the Lore head on the podcast. I would say so. He always wants to know about what's going on with the story. Apparently construction is still going on at the apartment next to mine. I'm going to mute myself here. I apologize for that. You guys can keep talking.

[[00:28:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1728.0)

Speaker C: I thought you had a question.

[[00:28:51]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1731.0)

Speaker B: So he's ready to go? No, listen, I got that. I was just commenting on how Mark loves to know if things are canon. That's it.

[[00:28:56]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1736.0)

Speaker D: That's all I was going to say. This game is 100% canon. Okay, cool. It falls into place with a lot of things and it'll answer a lot of questions. And you'll get also a brand new story out of it. I don't know if we went over what the story behind Shovel Knight digging, but the game starts off with Shovel Knight minding his own business as per usual at his campsite and someone bothers him. This time it's Drill Knight. And basically Drill Knight is obsessed with having the most perfect heist. So he recruits a bunch of members, some new, some familiar that you might recognize from other games. But the thing is that the Chevrolet and Shield. Knight, like soon discover as they're tunneling after him, is that like the heist is a bit more heinous than initially it seemed. So I hope that hints something to you.

[[00:29:51]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1791.0)

Speaker C: Incredible.

[[00:29:52]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1792.0)

Speaker A: It hints things to me, for sure.

[[00:29:54]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1794.0)

Speaker D: Super heinous. The hexavaders are up to no good. But yeah, Shield. Nights in the game too. It's really cool.

[[00:30:02]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1802.0)

Speaker B: Now.

[[00:30:02]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1802.0)

Speaker C: Can you play Shield? Night?

[[00:30:03]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1803.0)

Speaker D: No, Shield. Night is too cool for all of us. Okay. Maybe in the fourth totally canon spin off game. Obese. I will Knight's epic adventure.

[[00:30:14]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1814.0)

Speaker C: Now you say fourth canon spin off game. What about direct sequel to Shovel Night because it has been eight years.

[[00:30:20]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1820.0)

Speaker D: Well, that'd be really cool. That's definitely not the. Pipeline.

[[00:30:26]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1826.0)

Speaker B: You got to ask, though. You got to ask.

[[00:30:28]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1828.0)

Speaker C: I just want to see it go. Three D. I really want to see a shovel. Knight platformer in three D. Oh, man.

[[00:30:33]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1833.0)

Speaker D: Good luck to us.

[[00:30:36]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1836.0)

Speaker B: It's a lot of work, right? Campbell, you mind if I jump in with a question here?

[[00:30:43]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1843.0)

Speaker A: Do it.

[[00:30:44]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1844.0)

Speaker D: Yes, sir.

[[00:30:47]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1847.0)

Speaker B: We all love the launch day reveal trailer featuring former guests of the show. Our buddy drew our completionist as well as, of course, Aaron was there as well. One of the life of trailer. Very 90s vibes.

[[00:31:02]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1862.0)

Speaker A: Thank you.

[[00:31:03]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1863.0)

Speaker B: Freaking loved it. Can you talk a little bit about the creation of that trailer?

[[00:31:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1869.0)

Speaker D: Yes, I can.

[[00:31:10]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1870.0)

Speaker B: Please do. I would love to.

[[00:31:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1871.0)

Speaker D: I am behind this trailer, so I'm so happy you asked.

[[00:31:14]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1874.0)

Speaker B: Listen, I knew that's why I asked it. Anyway.

[[00:31:16]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1876.0)

Speaker D: Oh, my gosh. Send you your $20 in the mail. Okay. So basically we were trying to figure out like a launching point for announcing their lease date, and we were trying to think of what would be the most impactful. Obviously, in retrospect, there is no, like, Nintendo Direct or there is no, like, summer games fest since it was in August. So it was like, what should we do to make a big splash? And so I had the idea of having a live action shovel Knight trailer of hip shovel Knight just busting out of there like a Koolaid man, bringing Erin on an adventure. Initially, instead of Erin digging a hole, I wanted Aaron to dress up as Shield. Night and then they would adventure like a Shovel Knight dig. But we didn't have time. So before I pitched it to the team, I pitched it to Gerard and Erin because I needed them on board. So when the team heard, I was like and I have Aaron and Gerard already on board, so go for it. Yeah, Gerard. Love the idea. I asked him for Michael Barrett, who is on his team, to help write it and co direct it because he's a genius and he's amazing. And George said yes to that, too. So I was excited to have him work with me on the Bardie freaking rules.

[[00:32:35]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1955.0)

Speaker B: Actually, just hang out with him this past weekend. Shout out to Barty, also former guests of the show. I imagine we'll have him on sooner rather than later to talk about Indie Land, which is coming up soon. But anyway, can heavy seal.

[[00:32:45]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=1965.0)

Speaker D: I apologize. Michael is the best. I was like, Gerard, I want Michael to work with me on this. He's way funnier than I am. Please have him work with us if he's able to or if he has availability. And so, yeah, he's able to connect that and the team. I pitched the concept said that people were on board and they said go for it. So I had meetings with Michael to help plan out how production was going to go. Michael did a couple of rewrites. The script, and it was absolutely hilarious. We just bounced ideas off each other and he made it funny and it was great. So it was really fun working with it. My friend Michael, also named Michael, he has the cameo appearance at the end of the trailer. That was his house. He let me use his backyard, and for the longest time he was like, yeah, you could just dig a real hole. And I'm like, I'm not digging a real hole in your backyard.

[[00:33:42]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2022.0)

Speaker B: Not going to ruin your landscaping for this.

[[00:33:44]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2024.0)

Speaker D: Yeah, but he's such a good friend that he was so willing to do it, and I'm like, oh, my gosh, he's great. That's homey for life. But yeah. So basically, we put it on. Gerard and Erin were fantastic. It was 100, and, like, I think it's 105 in the valley, so we were all Schwitzen, but we got it done. And the final result was just hilarious. It was everything that I could have imagined and more, and I'm really thankful that everyone involved was amazing. Also, shout out to Fraser for helping me make the giant dirt pile. That was eleven bags of dirt that I fit into my Honda Civic. And he like, spread it out to make it look like an actual mound, which, by the way, is £187. I figured that out really quickly.

[[00:34:35]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2075.0)

Speaker B: Damn quickly.

[[00:34:37]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2077.0)

Speaker D: Really quickly. Like, super fast.

[[00:34:39]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2079.0)

Speaker C: I'm getting them gains, I have to ask you, Celia. So this was a while back, I can't even remember how long, but Gerard was wearing the shovel night costume when he was recompading the game. Is this a costume he owns that you guys just asked him? Okay, got you.

[[00:34:57]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2097.0)

Speaker D: Oh, my God. So many YouTube comments were like, I hope you let Gerard keep the costume. And I'm like, it's his. It was BYOB he wore it to, like, a wedding a while ago because it's like a cosplay wedding. He wears it I don't know. On Tuesdays. I don't know.

[[00:35:14]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2114.0)

Speaker B: It's true. Every Tuesday.

[[00:35:15]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2115.0)

Speaker D: Yeah, every Tuesday.

[[00:35:17]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2117.0)

Speaker B: Tuesdays are shovel night days. On Tuesdays we wear shovel night costumes.

[[00:35:22]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2122.0)

Speaker D: Yeah. You can't sit with us. If you don't live, you can't sit with us.

[[00:35:27]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2127.0)

Speaker B: Christ, now you've just got me thinking about that. Sorry, Campbell, I know we sort of jumped in here and we messed up all your nice questions.

[[00:35:37]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2137.0)

Speaker A: I've gone to all of my nice questions.

[[00:35:39]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2139.0)

Speaker B: Oh, lovely.

[[00:35:40]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2140.0)

Speaker A: Yeah.

[[00:35:42]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2142.0)

Speaker B: Well, listen, Celia, you're always so good about giving us a little bit of the development history on top of some fun tidbits and anecdotes. Is there anything else you'd like to shout out about this game again? It's coming out in just a week and a half. So soon. Anything else? Anything that you would love to tell us or our listeners about this game coming out? Anything that you keep an eye out for? Anything else you want to share with.

[[00:36:07]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2167.0)

Speaker D: Us in regards to Chevrolet Dig?

[[00:36:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2169.0)

Speaker B: In regards to Chevrolet Dig.

[[00:36:11]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2171.0)

Speaker D: Yes. It's only ten days away. It releases on Apple Arcade too, but it also releases on Nintendo Switch and Steam. You're going to have a blast when you're playing the game, make sure to take your time because, well, not too much time, but enough time just to be aware of the environment since it is roguelike. But as you go keep on going down the well, you'll get more powerful and you'll be able to own your skills with the shovel blade. So I hope everyone has a blast and they delve in on the 23rd.

[[00:36:45]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2205.0)

Speaker B: Lovely. Excellent. Okay, so we're going to take a quick break here because the other big thing that happened on today at the time of recording was there was a Nintendo Direct. So we're going to take a quick break here. We're going to say thank you so much, Celia Schilling, director, marketing manager, I should say, for Yacht Club games, for telling us so much wonderful stuff about Chevrolet Dig. We're going to come right back. We're going to rant and rave about this Nintendo Direct. So stay tuned and we shall return. Mark, maybe edit in here. This is depending on whether or not yes.

[[00:37:19]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2239.0)

Speaker C: We decided to put into two parts.

[[00:37:21]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2241.0)

Speaker B: I was going to say if we're going to split into the two parts here, so maybe we should have I mean, I don't know, maybe we should have Celia sign off. I don't know how we do it.

[[00:37:29]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2249.0)

Speaker C: Well, if Celia wants to stay, then.

[[00:37:31]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2251.0)

Speaker B: That'S up to you. So I guess we should decide right now. You want to stick around or do you want to sign off here?

[[00:37:37]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2257.0)

Speaker D: Okay, two things. Can I rerecord how I described Dig in the beginning? I feel like I just described so many things, unless it sounds.

[[00:37:47]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2267.0)

Speaker B: Tired.

[[00:37:48]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2268.0)

Speaker D: Second of all, I'm happy to stay, but actually, maybe I shouldn't stay because I need to. Oh, I just got engaged. Fun fact. Hi, I need to go resize my ring and is like at Chase Bank across the street. It is like, oh, my boyfriend's. Like, not my boyfriend, my fiancee is.

[[00:38:09]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2289.0)

Speaker B: Like, oh, my fiancee.

[[00:38:10]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2290.0)

Speaker D: I know I'm not used to saying that, so maybe I can't say, so let's just sign off and let me reintroduce the game again.

[[00:38:17]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2297.0)

Speaker C: So in that case, Cameron, we'll make this just one whole episode and then we could record like a second.

[[00:38:22]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2302.0)

Speaker B: Love it. Yeah, that sounds good to me. Okay, great. So we'll do a little editing magic. Then at the end, and instead of saying, I'll take a break and come right back, I'll say like, oh, thank you so much.

[[00:38:32]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2312.0)

Speaker A: We'll close it out there. I'll get a new recording going for the new answer about what Shelving Nightdick is about, and then for the sign off too, so we can just splice it all together. Does that work?

[[00:38:45]](https://aliceapp.ai/recordings/3mIz_thDaBX4uMSJUl2eP5FdQYKqHpAs?seek=2325.0)

Speaker D: Yeah, sounds good. Awesome.