

## Not Your Mother's Library Transcript

### Mini-Episode 4: Uncharted

(Brief intro music)

Rachel: Hello, and welcome to Not Your Mother's Library, a readers' advisory podcast from the Oak Creek Public Library. I'm Rachel, one of your hosts. Leah, our other host, is recording a different episode so that we can both partake in social distancing to help stop the spread of Coronavirus. 2020 is chalking up to be a surreal year, am I right? At time of recording, the library building is closed. Plus, our programs have been canceled through to at least the end of the month. To help you combat loneliness and boredom, Leah and I are planning to publish a handful of mini-episodes of the podcast in between our regularly scheduled programming. We're just talkin' 'bout books, TV shows, movies, and more. These are my go-to comfort media, so if you haven't heard of any of the things I talk about in these mini-sodes, maybe give 'em a try. If nothing else it'll give you something to do. My pick for today is the "Uncharted" video game franchise. Now, I'm not great at video games, especially platformers and shooters. Give me a point-and-click, or a walking simulator, even a farming sim—those are more my speed. Blame it on not having a PC or any sort of game console growing up. However, my husband is very much the opposite. He has every console under the sun, a few arcade cabinets, and a Steam library full to bursting. The dude's got the reflexes of a cat and could 360 no-scope anything. So, thanks, sweetie, for broadening my horizons. I mean, bought a Nintendo Switch because of this man. Anyway, I like adventures, and "Uncharted" presents a good mix of puzzle-solving and all that other stuff I mentioned. I'm still not good at games in any sense, but they're fun, so who cares? I just finished playing though the fourth title in the series, "A Thief's End," and not only does it look amazing, it has smooth mechanics, an intriguing story, and, surprisingly, a compelling villain. Trust me: those are rare. Let's rewind, though. "Uncharted" was originally developed by Naughty Dog and published by Sony for PlayStation. The first title, "Drake's Fortune," came out back in 2007. It follows treasure hunter Nathan Drake as he searches for El Dorado. The sequel, "Among Thieves," centers around Marco Polo's lost fleet. "Uncharted 3: Drake's Deception," delves into our hero's past. And finally, "A Thief's End" sees an older Drake searching for a pirate's lost treasure near Madagascar. It makes heavy use of flashback, which I think is always fun. There's also a spinoff game called "The Lost Legacy" featuring characters seen in previous games. Oh, and there's one called the "Golden Abyss" that came out on the PS Vita. I haven't played but, judging by the others, it's probably good, you know? The last couple of games in the franchise came out a few years ago on the PlayStation 4. They are suitably gorgeous, and that's actually a big part of this series. They take place in exotic locals, and atmosphere does a lot for the story. So, yeah, visually, they're masterpieces. The creators used mo-cap technology, which looks impressive and makes everything feel more like a movie. The voice actors are excellent, too, so props to the whole team. Naughty Dog made "The Last of Us" which, if you know anything about video games, it's top-tier stuff. They are certainly dedicated to their craft. But yeah, the premise of each game is steeped in treasure hunting and thieving and taking down bad guys. If you're like me and aren't good at the shooty-shoots, change the gameplay to Explorer mode. There's still shooty-shootness, but it's nerfed for casuals. In regular language, that means it's easy for people who don't play with any actual skill. Like me! And, really, it's not that bad. I played "A Thief's End" on regular and only died about fifty times. Keeps you humble. I saw recently that they're turning this series into a movie which...I don't know how I feel about it. The games themselves are like

standalone films, especially the latter two since, again, gorgeousness. The cutscenes are so highly rendered that they almost look like real life. Plus, it kind of undercuts all of the work that went into making the games when some execs think that it could be more profitable if they just cast just Hollywood heartthrobs as the lead characters and slap together a plot. It's going to be a prequel, too, which...ugh. Prequels. I sound jaded, but we've all seen what happens with video game movies. I'm going to say some names, and you try not to cringe, okay? "Prince of Persia." "Hitman." "Max Payne." "Assassin's Creed." (shudders) The "Uncharted" movie is supposedly going to star Tom Holland and Mark Wahlberg. That seems like strange casting choice, and I reckon anyone who's played the games will agree. But I...don't know. Don't think I'll watch it, but maybe it will be decent. No matter what, go to the source material and enjoy that, because it deserves the attention. The series is available on the PlayStation store, or you could order the discs online. I do not recommend purchasing games at a physical store given the circumstances, so go digital or go home. For play-alikes, try the rebooted "Tomb Raider" games, a trilogy mostly available cross platform. Protagonist Lara Croft is similar to Nathan Drake, going out on expeditions and searching through lost civilizations. Her adventures are a bit more supernatural in flavor, though. Another game series is "Syberia." That's s-y-b-e-r-i-a-. It's point-and-click and, because of that, it is story-centric because the gameplay is kind of wonky, but there are some good puzzles. Movies similar to "Uncharted" include the "Indiana Jones" franchise. Indy's pretty much the progenitor of this whole category. You might also enjoy "The Mummy" franchise from the late '90s, to early 2000s, or "National Treasure." We definitely have copies of those movies in our DVD collection here at Oak Creek Public Library, and I'm sure many other Milwaukee County libraries have them, as well. I'm not as familiar with action-adventure books, but you could go for anything written by Clive Cussler. The author passed away recently, but he wrote a lot about treasure hunting featuring cryptic history and action-based plot. His works are available through your local library, and you can find digital copies on OverDrive—link in the show notes. Do you like exploring cryptic history? What about your own? The library has a couple of databases for exploring your own genealogy, including Heritage Quest Online as well as Ancestry.com Library Edition. In fact, we received word this morning that Ancestry is actually allowing Oak Creek Public Library patrons remote access to their library edition of the database. This is actually a big deal because you can usually only use that specific database within the building itself. But now you can use it from home so long as you have a library card! I will put a link in the show notes. That's the end of the episode. Hope you enjoyed it, everyone. Keep an ear out for upcoming episodes. Check the show notes for everything I just talked about, and be sure to subscribe and rate the podcast if you like what you hear. You can reach us through the library's website or Facebook page—be sure to use the #notyourmotherslibrary. Thanks for listening and, until next time, happy reading and/or playing video games. Bye!

(Brief outro music)