**Ongoing Theme:** Video Games **Topic For The Episode:** Genshin Impact

Nato’s Corner Episode 1 Script

(Upbeat music starts)

Robert: Hello one and all and welcome to the first episode of Nato’s Corner! We are getting closer to Christmas, and everyone is getting festive, and I hope you will all have a wonderful Christmas!

Robert: For todays episode I have decided to talk about a topic that can be controversial depending on your outlook of it, Genshin Impact. I have played this game for a full year now, as I started playing on the 11th of December and I have a good amount to share with you all about my overall experience with the game over this time.

Robert: Genshin Impact has come a long way from the time it had just released with many bug fixes, new characters, and features. I had known about the game when it had first launched but had no way to play it at the time until I was able to install it on the PlayStation 4, and I have had a wonderful time playing it so far!

Robert: As of late the one and Oni, Arataki itto has just officially dropped and I do not think anybody is disappointed with such a goofy character. I believe this is what everybody needs after the constant surges of no endgame content. Once you reach the “endgame content”, the game can begin to feel like a chore and once you’ve cleared about pretty much everything like I have, it’s like you’re in a desert. Once you get that new slice of content, it’s like you have found drinkable water in the middle of that desert, and then it fades away and the cycle continues. It has felt like this for quite a long time since I have been playing for a long time, content will constantly stop and then people wait until more content arrives. I enjoyed exploring Inazuma, however, after a few months I’ve already cleared everything in the land of eternity. The player appreciation and rewards are another story entirely and I will save that for the next episode. This episode has been quite short, but this is the about the average length I’d like to make these episodes. Some may be longer; some may be the same amount of time. I do not plan to make an episode only one minute.

Robert: I hope you guys enjoyed your time tuning in and I wish you all the best for Christmas! Enjoy the rest of your day.

(Music proceeds to end)