

This transcription was completed on April 2, 2023 with the application MacWhisper on macOS. This was done automatically, without human input during the transcription process. The application uses OpenAI's "Whisper" model. This produces the transcription as a plain text file, hence the block of text.

My hope is that by offering this transcription – however accurate it may be done by a machine learning/ AI – will help you, the listener. I'd love to offer full, proper transcription some day, but that is not feasible at this time. Thank you for listening and reading. I hope you enjoy the show and that this document was helpful. Enjoy.

- - -

Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series

Exploring its evolution design and legacy for season 5. We are covering the Resident Evil franchise

My name is max Roberts and I am joined as always by Logan Moore. Hi Logan Oh

Max little fishy come see my hook. Oh

Thank you for being such good bait. Oh my goodness gracious Logan

we're going down south pretty far south some may say very far south further south than

Resident Evil 7 that's for sure we are headed to Antarctica so south that it almost becomes north unless the earth is flat it's true it's quite possible we are going to be talking

about Resident Evil code colon Veronica X or just code Veronica as it's come to be known

as the Dreamcast spinoff title in the Resident Evil franchise. It is the quote. It's not

really a spinoff. This is a very this is a mainline game absolutely and it's also almost

more important than a lot of others in the series. There's some fascinating history there

that I definitely want to touch on, but technically it is a spinoff in the nomenclature of game

titles and wonkies. So this is technically the oldest game we are playing this season.

We played the Resident Evil 1 remake for GameCube and HD, so that was after Code Veronica as

well as Zero, even though Zero was being developed alongside Code Veronica for the N64 at the

time so this is technically the oldest game we are playing this season and uh

Logan I mean to kind of cut to the chase this is got here did you like that I was

okay I was very much wanted to know your impressions this is a phenomenal game

now you see why there has been a cult of people myself included screaming remake this game remake code Veronica remake code Veronica they're like no we're We're gonna do Resident Evil 4."

And it's like, "That game doesn't really need a remake!"

But okay, at the time we're recording this, Resident Evil 4 reviews just dropped and it's like staggeringly impressive, so like we're very very excited to play that game, obviously. And you can hear our thoughts on that at the end of the season.

Yes, yes.

Our thoughts on that will be coming soon enough.

But this is the one that I feel like is very much poised to get a remake.

We'll have a discussion about it in the Legacy part of this episode, but the short of it is it needs to be the next remake.

Yes, and if they do something like remake five, it'd be so bizarre.

It's probably barely a little over ten years, I guess.

We're like fifteen years removed from five now, I guess.

Which is strange.

But anyhow, yeah, let's do the rundown and then I want to obviously get way more into your thoughts on this one.

Because this was the one, I think of all the games in the series this season that I was interested in hearing your thoughts on it was this one because it is so much off the beaten path in

The larger series to some degree but it is of utmost importance at the same time. There's just a lot to break down here

So anyway, this game was once again developed and published by Capcom, but it did have as max has noted here

Some additional development partners from a lot of various companies. It was not developed by Capcom. It was published by the Capcom

but I'm calm had a small part in it, so

So, go ahead, say all the developers.

- The developers include Flagship, NexTech, XAX Entertainment, Capcom Production Studio 4, and then you know that Sega also helped out with this.

Which makes sense because this was a Dreamcast game, as we will mention next, originally.

- Yeah, it was, it basically, Flagship is like an independent Japanese developer that has a lot of funding from Capcom, Nintendo, Sega, so it kind of gets all this funding over there. I think primarily Capcom though, so it's like a little spin-off indie studio, essentially. So they saw like the scenario and game direction, but NexTech handled all the technical stuff, Capcom Productions do afford art direction and character design, and XAX assisted

with the environments, and then Sega helped optimize it for the Dreamcast. So this is very much a lot of cooks in the kitchen making this game, but out of all the games we're playing this season, it's the only one that was not directly developed solely by Capcom, which is interesting to me.

Yeah I think, we'll have to note this on our Resident Evil 4 remake episode, but I'm pretty sure that one started as an externally developed game as well.

I remember hearing something about that.

I don't know if Capcom's ever confirmed as much because the game was not formally announced

when all that conjecture was going around.

But supposedly that one started out at an external studio as well and then they were like "This isn't great!

We're gonna bring it in-house now.

Thanks for your help though."

But we'll talk more about that with RE4 Remake.

As mentioned, originally came to Dreamcast, it later also ended up releasing on Playstation 2, GameCube, and then it has been re-released on PS3 and 360, which are then forward compatible

as well on PS4 via the PS2 version, which is what we played. I played it on, I played the PS4, the PS2 version via PS4 or whatever, the re-release thing.

- The PS3 and 360 versions though are not the same thing.
- They are not?
- The PS4 version is PS2 emulation, which is what we did.
- Yes.

and 360 actually got proper HD remasters with widescreen support and other optimizations.

There was a... Did they remove tank controls? Let's find out. I don't believe so. So, trophies and achievements, sure, which are in the PS2 emulated version. Saves are stored on the hard drive. There are minor graphical changes including high resolution menus and textures.

So it's really just some polish. It doesn't sound like they removed tank controls based off whatever here it's just it is a different version than what we played which is interesting that I didn't really hear about it until final prep for this show it's kind of funky that

it's a digital only on those consoles never brought forward in any manner very much so the game originally released on February 3rd 2000 for Dreamcast the later versions we don't have release dates for those because it doesn't really matter the game was directed by Hiroki Kato, the producer, King himself, Shinji Mikami produced this one, and then the music was done by Takeshi Miura, Hijiri Anze, and Sanai Kasahara.

The Metacritic score on this one was quite impressive on the Dreamcast front when it first released with a 94 out of 100.

The PS2 re-release was an 84 out of 100.

And then you also put the GameCube one here, which scored at a 62 out of 100 aggregate score.

the GameCube version re-released much later than the other versions, I believe, and if you go look through most of the comments

from what people said, they're like, "This hasn't aged well! This isn't good!" because it would have, I think, re-released after

4. Remake came out, RE1 Remake, I believe.

Okay. It would have been part of that, those wave of games that they brought to GameCube when they re-released,

obviously RE1 Remake, and then they also ported over 2 and 3 and this.

So I think just by comparison of like where the series was heading and how it was getting better people were like this sucks now

Yeah, it was shocking to me actually how?

how harsh some of the critics are yeah, it's

Yeah, like g4 TV gave it a 20 and the quote which would have been a one out

It would have been one of the five. Yeah in the end

It's almost physically painful to try and wade through this game, especially if you've already played it in its previous incarnations

It just seems so harsh for something.

Like the mindset critically around this re-release was, if it's not new and updated and fresh, it's old and outdated.

It seems like the community quickly discarded old games.

This explains why RE1 Remake was done within a span of like, what, five years?

Like that game was remade very quickly.

Like nowadays, if somebody would, if, I mean it kinda happened most recently this past year with The Last of Us which got a remake, what, nine years after the original release of the game and people were like, "This is ridiculous!

This is asinine!

Why would Naughty Dog do this?"

And now back then, Capcom was like, "We're remaking the first game!"

And everybody was like, "Yay!

This is a great choice!

Good job, Capcom!"

So it's an interesting look.

I think that review score is not reflective of the game itself.

No, because it doesn't seem like it's a poor port of it on GameCube. It's just the same game. It's the same game. And outlets are just like, "It's the same game!" And it's

not good by comparison of what we've had the past couple years. So, don't play it.

Anyway, so. But yes, the original game itself was a 94 out of 100, which makes this, I think, maybe... Is this the highest game critically in the whole series? I mean, for... I'm bringing this up now and we'll bring this up again on the RE4 remake episode. That game I know is clocking in at a 93 out of 100 right now on Metacritic. What was the original Resident Evil 4 though?

- On PS2, the original Resident Evil 4 is a 96.

- Okay, so Resident Evil 4 still is top dog. And I know--

- For GameCube it's a 96, so yes.

- Okay.

- And then the remake is a 93.

- Okay.

But it is in this upper echelon of course with the Resident Evil series.

I'm surprised that the X re-release for PS2 scored so much lower. It just added more content.

I think again that's probably a sign of "Oh it's old! We've been here, we've done that!"

And it's interesting to see that, you know, some 20...

Resident Evil 2 remake has a 91. Resident Evil 1 remake has a 91. So this is like...

Those are the ones that all eclipse 90, I think, is RE2 remake, RE1 remake, RE4 remake, and then this.

Those are like the top five most critically acclaimed.

And I would agree with the 94 kind of range for this game.

I mean I think that's very high to be honest.

I obviously want to get into you and I want to hear your thoughts on this game.

I would like to briefly state what I do like about this game though and I want to see if you come in with a similar perspective.

The reason I like this game, especially upon replaying it and revisiting it, is I think it hits on all the great notes of what I like about Resident Evil as a whole.

It is schlocky, it is...

All the puzzles from the old school Resident Evil type are very much in play here.

It has all the old school elements of the series, obviously, which are core to the franchise and are still present in some capacity.

But it is schlocky B-movie horror mixed with over-the-top action.

I think of some of the sequences later in the game where Wesker's fighting Alexia and Wesker...

Like, the whole end of this game is Wesker and Chris fighting for a five or ten minute cutscene and then Chris flies away in a jet.

It's just so over-the-top and stupid.

I just, yeah, oh, and then the third element of what I really like about this game is the backstory and the lore and the continued fleshing out of this world and how Umbrella came to be and who are these important characters and what is up with these twins, why are they here, why are they important.

Like this storytelling that is done via text logs in the game and via, I like gathering those details in all of these games and that's become really apparent to me the more we play play these games over the course of the whole season is I think some of the best storytelling in these games are stories that get fleshed out via the documents you find scattered around the world and you piece together like what it actually is going on and why the characters that are presented in certain ways are acting the ways that they do. Like Alfred in this game you never really understand why he has the behaviors that he does until you get a little later in the game you're reading some of the documents that like describe how his father reviewed him and stuff and how he wasn't the perfect of the two twins he was not the perfect one it was Alexia so he was like very protective of his sister and so anyway it just hits on all the notes with b-movie horror over-the-top action and the storytelling I think they're in perfect conjunction with this game and I

think that's what makes it good especially for the old style of Resident games here. This game has the best story that we have played so far. Yeah! It is...

Hold on, I gotta ask this. Do you now like Wesker? Wesker's incredible. God bless them for bringing him back. I get it now, because before he's in Resident Evil 1 and then he's just like "I'm a bad guy" and then "dies" quote-unquote. He just kind of, he reveals himself very late in the game and then you fight Tyrant and it's basically over. So you don't really get to understand it.

But now I get it because they just decide to retcon that and they do that with this Wesker report thing that was like an included bonus DVD for pre-ordering or something, which I've watched and it's hilarious.

They just roughly chop in scenes from the old games and Wesker narrates what he was doing.

He was the one that saved Ada from falling in Resident Evil 2 or something.

He's also the one that made her fall.

So he's like doing all this stuff,

he was in charge of Hunk and all this stuff.

So it's just super silly.

Actually a funny anecdote is it seems that the director, Kato Kato, Hiroki Kato, he in one instance claims that he just wrote that while extremely intoxicated.

So like the Wesker report stuff is just totally made up on the fly it seems.

- That's great, that's what I love.
- It's so goofy.
- Yes.
- But the twins are just god-tier Kojima-style characters.

That's what I love about this.

It's so, he's like, the idea, it's Alfred, right,
is the brother?

- Yes, yeah.

- Alfred, at first I thought,
had multiple personality disorder.

- He kind of does, sort of.

- I think if they remade it,
that's what it would be described as
instead of just a cross-dresser,
which is what is in the game.

That does feel a bit dated.

- I think Claire even says something.

- You cross-dressing freak.

Yeah, that feels extremely outdated today.

- Yeah, not 2023.

- At first I was like, "Oh my gosh, there are no twins.

"It's multiple personality disorder."

Like that's--

- That's why I was being very careful
when we were midway through the game.

I was like, "Have you gotten to this scene with Wesker yet?"

And you're like, "I think so, this happened."

And I'm like, "You've not seen what I'm referring to, so I'm not gonna say anything yet."

And then you get to the midpoint of the game where the disc would switch over and you find
out that Alexia is in like a cryotube.

And at that moment I thought that Alfred was growing like a new version of his sister,
but through those documents you're talking about she injects herself with the T. veronica

virus which is just the stupidest name for a disease ever.

named after their great ancestor of their lineage though, the original Ashford.

Which is so good! So she's been in like a cryo state for 15 years to become like this queen ant monster thing.

You read her own research documents and she's like "Oh I'm gonna inject myself with this but I'll have to go to sleep because it takes a long time to implement so I'll have to be in cryo-sleep for 10 or 15 years so that my powers can develop.

And why does she come to that conclusion? Because they decided to experiment on their dad who is one

of the bosses that you fight. So there's this tragedy.

She's a big man with an axe down in the basement.

But also silliness to it all that is just, it is a perfect marriage of all these things.

And it's a world and a lore that I want to be immersed in.

And then you've got their father who has ties to Umbrella.

You've got their mansion layout which is similar to the play out of the Spencer Mansion itself.

You learn about their father whose name I forget.

It doesn't really matter.

Their father and his relationship with Spencer and he's like "Oh Spencer's an idiot!"

You learn that Spencer is not this important of a character within the larger Resident Evil history as you once thought because the real machinations behind what Umbrella would become

more stemmed from the Ashford family and their own research and things like that.

Spencer kind of co-opted a lot of this for himself.

Yeah, it is wild and so much fun. It kept me engaged from start to finish. And it's a story that the series really hasn't matched up to this point as we've been playing. I get now where a lot of the goofy stuff we see later, I think right now like Village, the fact that Ethan's hand gets chopped off and then can just be reattached. Like that's a very goofy thing that makes sense within the world, I suppose. But I feel like it really truly starts

here. I feel like because the formula of Res--

This is the first game after the Raccoon City incident.

So this is where the scope finally starts to broaden to where it then starts to become like a world travel video game series.

Because then you've got four which is in Eastern Europe, Spain.

You've got five which is in Africa.

You've got six which is all over the world.

This game is obviously in Antarctica.

As soon as they got out of Raccoon City they're like "Cool, we're traveling the globe now and we're going to explain how Umbrella didn't only impact Raccoon City but the whole planet as a result. It's so much fun. It is the most engaging thing. And I think because the formula of Resident Evil is so established by this point, right? It's been going on for five, six years, I think, at this point. That's when they could spread their wings narratively.

And like you said, they've left Raccoon City, so they're spreading their wings there. But they can just start creating these crazy worlds and lores. I feel... and then you have to think of what was out at the time, what was out while this game was in development. Metal Gear Solid was out. Ocarina of Time, not saying that like they're copying Zelda here, but I do see a lot of Metal Gear Solid in this game.

Narratively, structurally, the flow of the game, the characters, the places. I even wrote in my notes a little Castlevania, more the backtracking kind of aspects of it, a little bit of the sound.

There's like a lot of secrets in this game, more so than the others that you could unlock.

Like if you never take the, like I think about the first guy that Claire comes across who lets her out of the jail cell, like if you never take him the lighter, then I don't,

or if you never take him the medicine, then I don't think you can get the lock pick, and

I'm pretty sure you can just continue on through the game without ever getting that stuff.

you give him the medicine to stop the bleeding, he'll give you the lockpick and then he later

gives the lighter back to Chris which allows him to get the submachine gun. Like there's a lot of things like that that you would just never unlock unless you kind of knew what you were doing or you

took the time to backtrack I guess I should say. Yeah it is it's a game that clearly was the series was in a super mature state at this point in this original incarnation of Resident Evil and we see that I think extremely polished and masterfully done here. And then it also makes sense that this was the last new game, so to speak. I mean, I get there was the remakes and rereleases, but the last new game before Resident Evil 4, which was in development at this time as well. And Resident Evil 4, obviously, as we talked about, went through so many different design iterations before what it landed on originally. So yeah, it is its peak.

We've been talking a lot about this story, so I just want to kind of wrap this up. But there's There's a lot of things I want to dig into.

First off, to take it back to Wesker, we talked a lot about, like, we didn't talk much about Claire and Chris's role in this game because I really don't think they have much...

I don't think they have roles, really.

They're just kind of the conduits for you to go through this story in some ways.

Like Claire's introduction into why she is here is actually kind of strange.

She's just like, "I'm in an Umbrella facility and now I'm in jail and I'm in Antarctica and I'm just going to unravel this whole mystery of what's happening around me."

And so there's not as much compelling thrust behind,

I would say Claire specifically,

Chris kind of plays the role that she plays

in Resident Evil 2, which is, "I'm fighting my sister.

I need to look for my sister."

I do like though, early on in the game,

she's like, "I need to send a message out.

I'll ask Leon for help."

I'm like, "Oh, they're all in contact still."

Like, I forgot about that actually.

- Yeah, where she sends the email.

And that's how Leon gets in touch with Chris,

which is what sends Chris to the base.

So they're like all homies now.

It's great.

But yeah, I don't feel like there's too much to say about Claire and Chris specifically.

But I did want to go back and touch on Wesker because I love that Wesker's involvement in this story is he just shows up and they're like, "Wesker, what are you doing here?"

And he's like, "I work for a new organization now."

It's like, "Well, who?"

And it's like, he never says anything.

He's just like, "I work for another organization and I'm here to get the virus from..."

The Team Veronica virus.

"I need this virus so I can leave and blah blah blah." It's like, okay?

So he was working for Umbrella, now he's working for another unnamed organization and then he ends up getting like Ada to work for him in the future and it's

It doesn't make any sense

like they just throw Wesker back in for the heck of it and then they never really explain like

Like he has goals and things but there it's like his true motivations are never really known other than he's just like I want the virus

And that's it

And that's kind of, I kind of like how generic that is. Like, it works very well, actually.

Yeah.

That he just, a very one-note character, like, "Give me virus for my, for my benefactor that has hired me."

So here's my thing about Wesker, particularly just in this game. I like everything that

they're doing with him. It's great. My question, though, is why is he on the box/start menu?

Because he doesn't show up until like halfway through the game.

Yeah like a third of the way through the game I feel like he appears the first time.

I wish he wasn't on the promotional material and it was a true surprise.

Yeah.

Because I think that would have been great. Because I wrote in my notes I'm like where is Wesker?

He's on the screen but I'm about 50% in this game and he's not here.

And then he shows up about that midway point the base is about to explode,

Claire's got to leave type thing.

and he has superpowers and red eyes which are not explained in the game at all. It's just like,

"Whoa, Wesker now is like a cat man!" It's just so crazy. He's got superpowers, baby!

I like that every scene he shows up into, or I feel like he mentions this like two or three different times in the game. I know he does in the first scene where he runs into Claire,

He's like, "Your brother, Chris.

I hate Chris."

He just keeps mentioning over and over how much he hates Chris the whole game.

And then that results in their big final battle at the end which is so over the top and so good.

And I texted you this after we both finished.

I was like, "Max, we made the right call with how we ordered the season because this

This sets up Resident Evil 5 so well because Resident Evil 5 is absolutely just the Chris vs. Wesker game.

I'm so pumped now.

It's very vital that you play this one beforehand because Wesker's hands, everything that happens

in this game as Fallout, it goes directly into 5.

So the sequel to this game is 5 pretty much.

And didn't you say, you told me before, 5 has DLC with Chris and Jill reuniting.

Yep, and they go after Wesker.

Oh my god, that's gonna be so good.

That gets me amped for these games, man, because it's that goofy, just engaging rivalry Japanese

storytelling that we're getting here with this American action flair, and it's so fun.

And that's why we're playing this, because it's fun.

But then there's the, I think the best part of the game by far and the best moment in the entire story and the thing I was looking forward to seeing is the moment where obviously Wesker is aligned with Chris and Claire to some degree because he wants the Team Veronica virus which means he has to go up against Alexia who Chris and Claire are also going up against.

So the best scene in the whole game is where all of the characters merge in the one centerpiece

of the mansion, which is just an all-out brawl starts.

Well, all-out brawl, it's more like Chris is hiding.

Chris is hiding and Alexia and Wesker go at it and Chris is just kind of staring in a corner watching this unfold and it's great.

It's so fun.

It's one of the greatest fight sequences choreographed in old school video games.

And then Wesker just leaves, he's like, "You can handle the rest, goodbye."

Yeah, he just runs away.

Do you think this is a good spot to mention one thing about the visuals in the game?

I know this isn't our graphics particular discussion, but there are two types of cutscenes in this game.

There are the in-game cutscenes and then there are the CGI cutscenes that were pre-rendered.

And in the year of Our Lord 2023, the in-game cutscenes hold up way better than the CGI cutscenes.

And I know CGI was so cool back in the early 2000s and that's why it was exciting to have all this stuff, you know, Claire running through a secret base in Paris or London, whichever one she was at, I forget, but you know, that fight in the helicopter.

Getting dumped at Antarctica. Yeah, so there's some silly CGI cutscenes that just have not aged well visually, but I really do like the in-game cutscenes and I kind of wish those had stuck, like those were more prominent in the game. Obviously if this game is remade, that won't be an issue, everything will be the same level of asset and visual fidelity across the game.

But that was something I noticed there because that scene is so great and I think if it was a CGI cut scene, it would diminish the awesomeness of that particular moment.

I even think there is a little CGI cut scene,

correct me if I'm wrong,

with Alexia walking down the stairs

and she catches on fire and turns into--

- I think it's when she first reveals her true form

or whatever, yeah. - Right, but that is

a CGI cut scene where all her clothes are burning off, right?

- Yep, yep, I think so. - Yeah.

See, that didn't age as well,

But then her walking down the stairs in game before the fight holds up still to this day.

So an interesting thing 20 years later.

What did you think?

I just got to know what did you think in that moment when that happened and you realized that that fight was going to break out between those two?

I was just like, what's happening?

Like it's just kind of soaking it up.

She's on fire all of a sudden.

It was just...

Yeah, because it's where she reveals her true powers.

Like she's not just a lady who controls a big tentacle that blasts out of the ground nonstop.

Because that's all she'd really been up until that point.

She reveals her true form and her true powers and then Wesker's like, "Okay, now I will fight you with my fist and glowy eyes."

It's pretty cool.

It's a great moment of this game.

It's one of my favorites.

As far as I—we talked about a lot of the story character stuff here.

I don't know how much—do you have anything else you wanted to say about Chris or Claire specifically too much in this?

Those two?

It's nice to finally have them come together, I guess I will say, following the events of 2.

And I feel like it's nice to finally have Chris get thrust into the spotlight a little bit more, especially because everybody feels like RE1 is...

A lot of people think RE1 is Jill's game more than it is Chris's.

I feel like if you asked Resident Evil fans that, most would say Jill's is the more iconic of the two runs in the original Resident Evil.

So I feel like Chris finally gets some time in the spotlight here and it's good.

Like I said, it sets up five well.

It sets up his presence in the larger series because he's really like the main character of the series to some degree.

Well he's one of the lead cast for sure.

He's in one, he's mentioned a lot in two obviously, and then he's in this, Code Veronica, and then he's in five, he's in six, he's in seven, he's in eight.

Is he in seven...

He shows up at the very very end, remember?

He's like "I'm Redfield."

And then there's the DLC with him.

And then obviously he is in Village for sure, that is.

Yeah, that's a big part.

So he's in more of these games than anybody else.

We need to talk about one character in particular.

Yes we do.

This is why I asked if you wanted to say anything else about Claire or Chris before we bring up the one other character that we have not touched on yet.

Steve is the lone bad element of this, well he's the sore thumb of this game. He's very very very bad.

And he definitely sticks out like a sore thumb.

He's the worst character in the Resident Evil series that I think we have encountered so far.

Oh, Barna.

There are some bad ones in 6 too, so prepare yourself for that.

But yes, Steve is absolutely the worst character I think we've seen in the series.

He has like a total brat vibe early in the game.

Like a, "Ha ha ha, give me a cooler gun

"and then I'll share these Lugers with you."

He he he he, chase me pretty lady.

But really, quite frankly, Steve's creepy.

Steve-- - Yeah, Steve's got

like rapey vibes.

- He's totally cool raping Claire.

Totally tries to do it on the plane.

He, I'm gonna read this-- - Here's the weird thing.

Claire then acts like she loves him

at the end of the game when he dies or doesn't die, I don't know, whatever.

Wesker steals his body. It's so weird. It's weird. This is what I wrote.

This is verbatim Logan. Steve releases toxic gas because he is checking out dat ass.

Like, he's the worst! He literally

puts them in danger because he can't stop checking Claire out.

It's... he's...

it's a really bad, really dated writing. I honestly feel like it would be pretty

cringe back in 2000. He is... a lot of the reading I wrote is he was designed

visually after Leonardo DiCaprio which I guess he's like got DiCaprio vibes visually.

The influence of Titanic!

Yeah so I guess he also his hair changed between Code

Veronica and Code Veronica X probably more to adapt to that it's just Steve is

rough really rough well there's no like character his whole character is I want

to make out with Claire and then they and then randomly I don't know where

they tried to give him like some depth of some sort when he was losing his dad

yeah annihilates his dad who is by the way right next to Claire it's a mere who

- Who is, by the way, on top of Claire,

and then he unloads full cliffs of,

two submachine guns into him.

(imitates machine gun firing)

- It's really goofy there.

- But that's also kind of why I love these games.

It's like, I see that, I'm like,

"What's going on here?"

- And then his death, you know,

the transformation into a big, green monster,

and his, quote-unquote, "death" before Wesker,

I guess somehow kidnaps, takes his body away.

I feel like he's like, "I love you, Claire."

Which, by the way, there's no time for love

to develop in all of this.

All he was like, what he really was saying was,

"Claire, you're hot."

- I think Claire is like boo-hooing her eyes out,

is like, "Oh, Steve, Steve!"

It's like, okay.

- It's, whatever.

- If they were, I'll say this.

- Steve would need to be majorly reworked

- In a remake. - In a remake.

- Yeah, I was gonna say that the way

that I would compare this is, again,

we have not played RE4 Remake just yet,

but I do know in that game, is it Luis, Luis?

- Yeah. - He has been added

to the game more prominently,

and that's just based on all the trailers

and stuff we've seen.

He's in sections of that game

that he is not in in the base game.

So they have given him a larger role.

And with this game, I think they should give Steve less of a role if they were to go back and remake this one.

I think they should do the opposite.

Because he just, he's...

Yeah, he's atrocious. Like, I don't...

Want him...

Like, every scene he's in is annoying.

He's just...

Yeah, I just don't understand what, like, sort of purpose he serves.

And what sucks is so much of his...

So much of Claire's time in this game and her sections...

center around him. Like once you get to playing as Chris about two-thirds of the way through the game or so, like, Steve's kinda out of the picture for the most part, which is nice.

Thank goodness. And then Chris's whole task ends up being,

you know, getting Claire and saving her and stuff. But a lot of Claire's section hinges

on Steve, and it's not good at all. It's harsh, and I think, but, I do have to

say the fact that we love this game so much despite the blight that Steve really is on

everything speaks to the quality of everything surrounding him that he can't even bring it down

that far you know he kind of gives me a little bit of johnny vibes from metal gear solid

four where it's like i'm pooping in the in my outfit kind of yeah time to marry with mariel

yeah time to marry her last character i did want to bring up quickly is alfred because i feel like

I feel like we've talked about Alexia

a little bit more than Alfred.

Alfred, I think, is very over the top and very,

like conversely, like I would say both Steve and Alfred
in this game are over the top and just kind of like
the characters that stick out is like,
what is going on here?

But Alfred works. - I think Alfred's
better than else.

- Yes, Alfred works because Alfred comes across
as a crazy person, but at the same time,
He's been holed up in this Antarctic castle base
for the past 10 years alone,
protecting the cryosleep tank of his sister.

So like him being a little psychotic and a little,
(laughs)

like he is the whole game, I think plays and makes sense.

I like Alfred and I liked that he,
I liked through a lot of the supporting documentation
and stuff, you can tell that he's kind of,

- Correct. - Kind of, yeah,
he kind of struggles playing second fiddle to his sister,
but he also submits to her,
'cause he knows that she's the superior twin.

- I wrote early on, "Creepy twins give me Lannister vibes."

- Yes. - Like,
it's almost a creepy love for your sibling type angle here,
which probably could be fleshed out in a remake as well,
more to that type of thing.

It's... he's really good. He's a really good character here.

And I like it a lot.

He's a good character for the first half of the game. He would not hold it up throughout the whole game, which is why his sister becoming the primary antagonist.

Which is a good switch.

Yep. I agree.

It's all very good. A great moment.

When we saw the Resident Evil movie in theaters, there was a point in that movie where they teased the twins, and I was like, "Ah! The twins!" And you're like, "I don't get it."

And I'm like, "You're a code veronica!"

I'm like talking about it.

Like now you know why.

- Yeah, I get it.

I would be very excited to see them show up in future things as well.

- Because they were like, weren't they, doesn't it explain in the game that they weren't born of, like they didn't have a mom, they were like, yeah, they were like--

- They're test tube babies.

- They're test tube children made by their father.

- Yeah, which is even more creepy, funky layers.

There's so much cool narrative depth here, just silly, crazy ideas that are put out.

- Last story moment I wanna ask you, and then I wanna kinda start breaking down the world and gameplay and stuff like that.

How do you feel about Chris's introduction in this game?

Just scaling up the side of a cliff.

(laughing)

- I got some beef.

I got some, again, I don't know when this movie would have come out.

But, Chris, why was the bag not cross-strapped?

You know, that's what I wanna say.

Why was the bag not cross-strapped?

- What bag?

- He has a bag while climbing,
assuming carrying all his gear,
and then he drops it all into the ocean,
which explains why Chris has a nothing
when you get up to the top.

- That's right, I forgot about that.

- He's a Stars member, should've been cross-strapped,
all I'm gonna say.

I got very big Mission Impossible Tom Cruise vibes from this.

Now, Mission Impossible 2 would've come out
actually later that year, May 24th of 2000.

So it's not a direct influence. - Maybe Tom Cruise showed
Capcom a secret screening of the film.

Yeah, yeah.

- There's big Tom Cruise energy.

It's goofy. - I just like that that's how,

I just like that that's the transition.

It cuts from them being in the snowmobile

but getting blasted by the tentacle
and then the next thing you see is Chris
climbing the side of a mountain.

- I like that Chris misses them by moments.

Like, they, he shows up right after the base is blown up
and Claire and Steve have just left. So it's just this total mismatch, miss of everything.
That's another great thing about this game. I mentioned that like in the same way that
like in every Bioshock game there's a lighthouse or whatever, there's always a lighthouse.
In Resident Evil there's always a self-destruct sequence and in this game there's two of them.
It's good. It's very good. There was one thing I wanted to say about Claire that just came
back to me. Her design in this game, I think again the product of the times, they just
for whatever reason gave her a crop top. They're like, "I got a belly button in Antarctica."
I'm like, that feels pretty dated because her design-

Well she was in Paris, come on.

I guess.

Or wherever she was.

But that feels pretty dated, especially I think her design in Resident Evil 2, even the original,
is just more iconic with the full jacket and you know just the look so I would be excited to see
a more her cooler design quite frankly come back in a remake as well she did feel a bit dated in
this game visually speaking how did you um this can kind of get into more the structure of the
game and we'll talk about the world and stuff like that but to kick off that discussion I did want
to

ask you, of these older games, this is one of the ones outside of 3 that doesn't have
dual playthroughs. But it still kind of sticks close to that model by putting dual protagonists
in the center and they still traverse the same avenues and stuff like that. And not
only that, but there's stuff in this game like if you don't pick up certain items as
Claire when you're running through, you can pick them up later as Chris and things like

that. Like there's a lot with this game structure and how it's designed that I think is cool.

is a natural evolution of the dual character runs that you can play from the earliest Resident Evil games. How did you feel about that this time around, especially because I know we have not been playing the alternate campaigns, or at least in just Resident Evil 1. I know we did it in 2 Remake. But yeah, how did you feel about that sort of decision here? Because it's clear that that

decision with this game stems from what they did in the previous entries. Yes, this is exactly what

what Ricky alluded to us in our Resident Evil 2 episode. They fix the problems that I have with these dual protagonist runs that are separate and not having the world feel lived in. The same, occupying the same space. This is the same space for both characters and it's actually super cool that when Chris comes to the first island, it's in the destroyed state. So you're familiar with where to go, but avenues and paths are blocked off because of the destruction. And if you do leave items behind as Claire, Chris can get to some of them. If you kill the worm as Claire, my understanding is you don't have to fight it as Chris later. That may not be true because the other guy still, well no, he would just die I think.

I think what I read was he just dies of his wound or something. So it's interesting that the world is lived in and feels like the same space for both characters.

It's also important the items that you drop in the item box, I screwed this up actually, but the items that you drop in the item box before you go fight the zombified version of their dad or whatever with the sniper, like if you happen to be carrying the grenade launcher, because that was the thing that screwed me up, I had the grenade launcher on Claire in my run, and so then as Chris's run I was picking up all these, all the grenades and acid rounds and stuff and I'm like,

"I can't even use it 'cause this is all on Claire

"at the moment."

- It's super cool and super smart.

I will say, I played with a guide.

I just was like, "It's old."

- I did too.

- I just wanna breeze through this.

So the guide gave me that heads up and whatnot.

- I did as well, yeah, because it was one of those ones where we've been playing these games.

We've been playing these games on a bit of a time crunch too or not a crunch for time necessarily, but I wanna make sure that I'm moving through them at a good pace.

So that's kind of why I've been consulting a guide while I play through.

- It's, I really love that part of the world design and reusing spaces and having destruction be a part of it. It truly feels alive.

It's probably the most alive place in these old games that truly feels connected.

- Yeah, I think the, all these games have always done really phenomenal jobs of their locations. their locations I think are what set these games all apart.

- Actually, I'm looking at my notes.

Here's a great example of this, I think, is when you're Chris, you have to go get the army proofs that Claire uses to get the jet. You have to get them to unlock the secret lab or whatever. And so it forces, you know where you have to go, so you have to navigate back through the world

but solve some puzzles a different way

because things have changed.

- There's a big hole in the ground now.

- Yeah, it's strategic.

And makes old spaces feel new.

And I really loved that.

And the objective was clear.

And just, it's so good.

Great design, great, great design.

- I remember there are things,

like I said before about the items and stuff like that,

like I remember seeing certain items,

I'm like, I don't know how I can get that.

Like how do I reach that?

How do I get there?

And then like I go back through later

and like the environment's slightly different.

Like I think of one of the briefcases that's trapped behind the cage in the Antarctic base near the end.

I was trying to get that as clear.

I'm like, "I don't know how to get this.

Maybe later I'll try to come back."

And then as I go through with Chris, it's destroyed.

It's like, "Oh, well there we go.

Now I can get it."

So stuff like that.

It's a good design.

Good world design for sure.

How do you feel about all the different locations in this game?

we've got the opening jail/military base which kind of then leads to the Twins Palace and then we've got the house and the final Antarctic base where everything takes place there at the end. How do you feel about the different environments in this game and kind of how they play off of, especially the final locale, how it plays off the Spencer Mansion and stuff as well which I know we've already talked about to some degree?

military base is an interesting start I think I thought I thought the palace was gonna be where we spent most of our time and you do spend time there but really you bouncing around places quite often there's even a submarine for some reason that connects to like an underwater base but did you like that the military base is established as like the main military base where all the umbrella people train including hunk it's it we're fine yeah did you find

- In that document?

- I found a document from Hunk, I believe, yes.

- And I think he mentions the military base and how he used to train there or something like that.

- Okay, that's super cool.

See, cool world building.

So that's cool, I like that palace

'cause it immediately gives you that Resident Evil vibe, but it's not creepy.

And then the house on the hill is creepy.

But I think we don't spend enough time there.

- In the house on the hill?

- Yeah, it's go upstairs, do secret puzzles in the bedroom, come downstairs.

- Yeah, and then you go upstairs and there's the,
like the carousel or whatever up there too.

And that's about it.

- Yeah, it just, I feel like there's potential
in that house that wasn't tapped into.

And then,

Secret Antarctic Base, like with Spencer Mansion
slightly recreated in it.

It's cool and goofy.

Cool, literally, 'cause it's Antarctica.

So I'm, I'm fond of it.

All these places feel good.

They're contained, not too expansive,
easy to remember where you need to go.

The map is actually like sorta useful-ish, kinda.

Probably the first--

- Especially for one of the older ones, yes.

- An actual useful map, so appreciate that.

I like it, it's a good world that feels properly fleshed out
without being too cumbersome.

- I like the final Antarctic base,
like it hasn't been blown up yet,

So the reason they explain how things are different when you get there with Chris is
just kind of like that Alexia has taken control of everything and has done some remodeling
to some degree.

And that's how things are a little bit shaken up over there.

Yeah, I think, I will say I don't think there are as many specific iconic locations in this

game compared to some of the other ones we've played.

There is no equivalent of the police station.

There is no Spencer Mansion.

There's a lot more interconnected than I think some of the other Resident Evil games we have played are.

And you are backtracking more often and you are traversing the whole world in this game a bit more than a lot of the others.

And so in a lot of ways that makes it much more unique and you feel like you are covering a...

Like when I just say where this game takes place I just think of Antarctica kind of broadly.

Like I don't think.

I don't have one specific spot in mind.

But I think that's different to the game's benefit.

You don't need a one-off location in every Resident Evil game if that makes any sense.

In a way, kind of similar to RE3, where RE3 really is just Raccoon City and then a hospital underground base.

Like two separate locations.

These games were being built and made at the same time so there could be some crossover there.

I think this is a better world in an exploratory sense.

Resident Evil 3 is very much beeline straight through not really exploring spaces. But this is a very good just explorable world in that scope without being too big.

Coming off of like the world design, I wanted to also ask you about the gameplay in this one which is old school Resident Evil for the most part but what I specifically I guess wanted to ask you is if you can clearly see how Resident Evil 4 came after this. Because this game, more than any of the others, lets you do combat pretty regularly and I don't feel like you're ever strapped for ammo as much as you are in some of the other games.

I didn't know if that's how it was in your own experience. But I do know I got to the end of this game and I knew I was heading into the final boss fight and I looked what I had in my item box before I went to go fight the final boss, and it was a whole lot of ammo that I was sitting on for all my weapons.

And I was not using my weapons throughout the game, too.

I was pretty heavily firing away at zombies and other enemies whenever I saw them.

So it wasn't a situation where I was trying to be conservative.

But this game, and this is a progressive change that we see in all these games, too.

I know we didn't play the original Resident Evil 3.

But that game had a larger focus on combat as well rather than being more survival based and you still have to be careful with how you allocate your resources.

But yeah, I guess broadly when it comes to shooting and killing zombies and stuff in this game, did you find that it also, it very much pushes you to use your weapons, go nuts, we're going to give you ammo pretty regularly in this.

Yeah, absolutely.

I wrote down this is definitely the most actiony old school Resident Evil game and it makes sense that four is the next step from this, embracing that, but giving us that over the shoulder camera angle while maintaining the tank controls. So it's a logical next step up. It definitely is. I see that and felt that, experienced it quite a bit. I will say though, I thought the weapon variety was not great. I think we're, I'm starting to get bored of the tried and trues in Resident Evil. I think the bow gun was pretty cool, very fast, it can hold infinite number of ammo so they're never reloading. Oh yeah and you can stack it all. Yeah. So you can have like 400 rounds at a single time and you don't have to. Yeah. The bow gun is cool. I think the grenade launcher in this game sucks. I think the arc of the shots, like they botched the grenade launcher. I think the shotgun is fine.

- The grenades work well,

but I don't think the flame rounds

or the acid rounds work very well.

Or there's gas rounds too, I think.

- Yeah, I just, I wasn't feeling the weaponry
this time around.

Also, some guns have a percentage of ammo instead of--

- Yes.

- That was odd, and I found myself not wanting to use them

'cause I was worried I'd run out,

and then I get to the end

and I almost have 100% in all of them.

So that was an interesting mindset.

- But with those guns,

you can shoot two different zombies at the same time,

which is really cool with those,

which is awesome. - A very cool

dual-wielding type energy, very dope.

I like that, but I guess because I was scared to use them

as a limited percentage item,

I didn't really get to experience that a lot.

But replaying the game you would know that you could do that, I guess.

Sure, this is true.

Because you're never gonna be...

Like that's what I was saying, this game is...

'Cause it took me a bit to realize that while playing this game is like, "Oh, I'm not running
out of ammo, like I'm not even pressed for it, so I'm just gonna start using it pretty

freely here, 'cause I think I'll be fine, and I'm nearing the final phases of this game."

I did notice there aren't a lot of bosses in this game.

There's not a lot of boss fights.

And some of the ones that are presented are optional as well.

The spider was optional?

The spider is one you can avoid.

I think of the, uh, when you go down into the dungeon basement area where the plaque is in the water and then that, uh...

Oh that electric...

Yeah!

Cause I just ran in there and grabbed the plaque after I couldn't hit the darn thing.

And then you can just turn around and run back out.

Yep, you don't have to fight that either.

I don't know how I feel about it.

There are cool bosses in this game.

I'd argue the dad zombie, I wrote the name down here, the Nor-nos-fer-o-tu?

- And Nosferatu.

- Nosferatu, I think is actually a really iconic

Resinual villain.

The design of it with all bandaged up and tentacles and a big axe type energy.

Cool boss design there.

Tyrant of course shows up.

I, feels like just for the sake of Tyrant.

- Little recycled.

Yeah, I think this is the last appearance that Tyrant makes.

- And then of course, Alexia and her.

- You've got the stretchy arm dudes.

That show up. - Oh, the Bandersnatches.

- Yes, which are very annoying.

- Annoying, but unique.

I appreciated a little bit new variety there.

- And they can jump up on different levels
and that happens at multiple points in time.

- That's pretty scary in that sense.

So cool, neat, but not a lot of boss fights.

Of course you run away from Monster Steve, which is--

- Which is horrible, by the way.

- It's a bad segment.

- Because you basically have to go into that section
with health or else you will die.

- You have to have two health items or get extremely lucky.

There's no I don't know how you can outrun it to be honest because I tried it and I died like twice

Yes, I just have to burn through my health here. So that section sucks. It does suck. It's and then obviously

Alexia and which is a fun fight and she gets all

No, I like I don't think the final fight is fun I well I'll say this

I like blowing her up with the bazooka energy gun thing who does because it the second you it happens

it immediately cuts to CGI.

- Yes.

But that second, the second phase of that fight

where the little bugs are just hounding you is obnoxious.

- I will say I did not have much trouble with that

because I had-- - Done about seven times
in a row.

- I had, oh, I did not die at all on her.

I had full magnum ready to go primed.

- Yeah, I shot her with the magnum.

But those bugs, I ran, I would run it,

I had like six shots of Magnum, run out of that,

and then switched to the AK or the whatever machine gun

I had after that. - Oh, I had my grip.

I had like 12 grenade launcher rounds,

so I was just like poof, poof, poof, poof.

- But those bugs kept killing me, man.

I actually looked up a video and they were like,
you just gotta shoot her, don't worry about the bugs.

- Yep.

- And I tried two strategies of ignoring the bugs

and shooting the bugs, and both were failing

up to that point, but then I was like,

all right, I'm just gonna shoot her forever.

And I stuck with the strategy I saw in the video

it seemed to work well it did work because then I ended up winning. Man those bugs suck and that

fight needs to be reimaged as well I would think. That didn't give me a problem fortunately I did

kill her the first time. Just dawned on me was Claire poisoned in your run? Yes by the stupid

mall this which I hate. But no no oh the moths suck no no no was she poisoned by

MOSFARATU? No. I was reading about this apparently if you get too close to him in

the fight he poisons you yes and then Chris has to go get an antidote which is

referenced in pickups and collectibles. Yes it is and it is in the basement section and I was actually looking for that because I knew about that I was like why can I not find this?

And then when I went and saved Claire, it was just like, oh, she's fine.

So yeah. - Yeah.

- Yeah, that's another optional section of the game.

- I think that's a really cool touch and it directly impacts narrative and performance of the game.

Again, connecting the world.

- And it makes you wanna ensure that you do a better job

- As Claire. - in that boss fight on top of the helipad or whatever you're fighting on there.

A bit too foggy up there.

Bit too foggy.

- Little bit.

You can definitely see the Metal Gear Solid influence in that fight for sure.

With the sniper rifle and yeah.

That's the Metal Gear Solid 1 vibes, absolutely.

But yeah, there's not a lot of bosses in this game like you were saying, which I think is kind of interesting because it is so action heavy.

So it is different in that regard.

I gotta say, I hated the moths and the spiders in this game.

- Moths are atrocious, they are obnoxious.

- 'Cause you can't aim at them.

They're like, they hover in an area that's like
between shooting at mid-range and shooting upwards.

And so you never know exactly how to shoot them
and then they can just latch onto your back
and it's very annoying in that regard.

- And one time I killed all of them,
but had one of their little babies implanted on my back.

And so I waited in the room for it to hatch.

- So it doesn't hatch until you walk into the next room.

And then when you go back in, the moths are back.

- So it's just a really bad section there.

- It's frustrating.

Yeah, that was that section I didn't--

- The moths suck.

- I did not like that section, for sure.

I don't think there's anything else to say gameplay-wise,
though, I mean, did any puzzles stand out
in this game to you?

I mean I gotta ask about it. This is your true tank control game. What are your thoughts?

At first I was like this is atrocious get me out of here

This is gonna be the worst game we play because it's just tank controls

They have not aged well. It's so now training. They're bad, but cuz you mentioned it with
Resident Evil 4

You're like this is so bad. I'm like max you don't

Yo, yo understand

- I think it's-- - It's like not that big

a deal by comparison.

- I think it's worse in Resident Evil 4

in the sense that-- - Really?

- Resident Evil 4 feels like it should be

a third person shooter where you can walk and shoot.

So tank controls don't feel natural in that setting.

But the more top down approach here

at least made it a little easier on my brain

of just up is go forward and then figuring out

left and right based off the orientation of the target.

- And they give you the 180 spin which is nice.

very helpful. So it's fine and I got used to it, but please no more. Please no more

tank controls. It took me about 45 minutes to an hour to get kind of used to it and then

I didn't have any problems after that. Early on in the game when you have to like run away

from the dogs I was like this is not good, this is a bad time, I can't. Yes. Cause when

you panic your brain goes into that fight or flight and then my brain's not thinking

here's how we use. I definitely use the D-pad. I try, naturally I was reaching for the analog

stick at first and that makes it even worse because you don't have any true feel.

Oh I played the whole game with an analog stick.

Oh I know, could not do that. I was d-pad all the way. I need to know up is up and left

and right or left and right. I can't have the, you know, drifting nature of a thumbstick.

Interesting.

But I got better at it and I'm glad I experienced it. I have some historical context for it

now but I don't want it anymore.

I was afraid when we were going to come in to record this episode, you were going to

say, "This game's horrible!

I hate Code Veronica!

Tank Control's bad!"

Like, I thought that this was going to be like your turning point on the series over...

Not turning point, like, you hate it, but like, I figured you were not going to adapt well.

Especially for how this one is slotted in the season, kind of like, right in the middle.

And we've played a lot of remakes, and we've played a lot of newer games, and we've played a lot of older games that are newer than this one, I thought you might struggle here. So I'm glad you were able to enjoy this in spite of this being the oldest entry we have played. For sure. Did you, again, anything about the puzzles, inventory system, there's nothing really to write home about this time around.

I like the inventory is expandable, which I think is a first for an older game. So very exciting, very cool. The puzzles I feel are more point-and-clicky inspired. They're more obtuse options. There's tricks and, you know, things that wouldn't necessarily make sense at first glance. So it feels more point-and-clicky in that nature. Like a pirate ship is a key. Like a pirate ship wheel is a key. Or you have to go get a painting. You have to first zoom in on a skeleton painting to get numbers to unlock a door and then take the painting into another room. So it feels very monkey island-ish in that way of, you know, try odd items until they work. So that's, that was one, or get all the necklace crystals to, you know, open things later. So, definitely feels more like that.

Let's uh, let's touch on the horror factor of this game, which is an element of all of these games.

As the series has started to become more action heavy with this one, it's definitely lost the creepiness element for sure, especially coming off of Resident Evil 2 and 3, which are games that have people chasing you the whole time, which is not really present in this game.

I think honestly what makes this game less creepy than the others though is just the fact that the main antagonists are all human, or humanoid for the most part.

Like you've got obviously zombies and mutated animals and insects like normal in the Resident Evil series, but Alexia, Alfred, and Wesker, which you don't really directly fight Wesker outside of cutscenes, but they're all humans in nature to some degree.

So that makes it less scary.

You don't have a big hulking tank with a rocket launcher chasing you around.

And I think that alone kind of lowers the horror factor in this one considerably.

It's...

I wasn't scared by anything.

I was never like...

Unsure to enter a new space.

I think they tried some horror stuff.

I think narratively there's creepy stuff- Opening the doors more slowly with the heartbeat with your heartbeat ramping up as your controller shakes in tandem with it.

I think of the doctor that was performing and had the secret lab underground, you know, to use the eyeball.

He was like, "No one will get to my precious subjects."

And obviously like the stuff that they do to their dad, who is the boss, like that is narratively scary.

But in-game, not scary.

It's like body horror stuff more than it is like jump scare or not.

like I'm not scared to play the game necessarily. It's gruesome and it's gross but it's not really

like I could I never felt like I was like I gotta take a break this game is stressing me out.

Whereas like the other day I was I'm gonna so it's kind of time things a little bit I've been playing

through Village recently and I reached the dollhouse section of Village the other day and

it was like 11 30 at night and I was like you know I think I'm just gonna stop here for the night

actually. Yeah, this is definitely not scary and I would be curious to see how horror could be

like reimagined into the game if it was remade. Because I think you gotta have some scary stuff

in the game. Like I've, there's so many possibilities of what they could do in a remake.

But yeah, it's not as scary, which is a bummer, but I do think it compensates it in the action to just over the top nature of everything. So it does feel balanced, just not... it's definitely the furthest we've come from horror.

Yeah, to some degree. I mean, I think the series from here does become more action-heavy for certain.

Oh, absolutely.

Four, five, six, obviously. Like, it's just... things only get crazier from here. Horror is an aspect of Resident Evil and it always will be, but I do think this is where it started shaking loose from trying to intentionally scare the player, whereas the older games kind of tried to do that more frequently. Let's talk about the music. I think there's actually more to say about this soundtrack than a lot of others. There is ever-present music in this game compared to just sound effects and stuff like that. A lot of these other games opt to be a little quiet to build a tense atmosphere and make you trepidatious of where you're exploring. But no, there is pretty constant music in every single area of this game. It's playing in the background constantly. There's different themes for different sections of the game. And I think the full soundtrack in this game is one of the strongest ones we've seen so far out of all of these. Absolutely. This game has such a good soundtrack. It's got this jazzy detective thriller flair to it and some of its sound effects. The theme for the twins/Ashford family is iconic. Immediately, I knew I heard this. I was like, this is a certifiable banger right here. This is the song from the game. It's so, so good. It's eerie, it's creepy, it's romantic. It's a great song. A great song. Are you talking about the song that plays on the music box? Yeah, like the piano theme that you hear all the time whenever they're around.

It's great. I wrote there's good music in the private estate, the manor on the hill there, the credits music. I wrote as bumpin' you know because I've got a great musical vocabulary here.

They've got the choir boss battle music coming back. It is just a really full and experimental

soundtrack that I appreciate but that jazzy detective nature of it, I'm like "oh more of this please let's yeah give some character and texture to Resident Evil sound like make it fun yeah i i think them trying to um like we said before not focus so heavily on um trying to scare you because i think when music is playing in the background it does kind of break that tension a little bit and it does kind of make you feel a bit more at ease even if things on screen are chaotic and you're getting swarmed by zombies just the fact that there is music there is a constant that you can kind of latch onto with audio wise. But yeah, the music in the game is great at the same time so I'm glad to see them implement it a bit more heavily than some of the others that we have been playing, especially some of the others from this era of the late 90s early 2000s. Or I guess just early 2000s because we never played any of the actual games from the 90s. We deferred to some of the remakes instead. But yeah, the soundtrack in this game I absolutely think is one of the strongest in the whole series that we've experienced so far. Apparently there was a vinyl release of this and the cover art is Alexia in her like queen bug form. That's a choice for the cover. Very interesting, I'll send it to you.

Pretty cool. All right, Max, we've kind of touched on it a handful of times, but let's talk about the legacy of this game and what it means for the larger series and how it's looked back upon.

You can start this one off.

It...

Man, what a game. What a game. There's a lot of different things, like little tidbits, I think, that make this up.

it's the first big major Resident Evil game that is developed not by Capcom. I think that's really important here. There's, because this game is awesome and it proves that Capcom's not the only one that like has cracked the Resident Evil formula. I get that Capcom had a hand in making

this game, but it wasn't just them. And so - - And Shinchu Minkami's still a producer, so anything these people are coming up with he's having to like-

- I was reading- - Approve to some degree.

- In my history book, The Itchy Tasty, he was just kind of approving things on the site.

He was, 'cause at the time you've gotta think, he was in on two, three, four, like a lot was going on. He's just the producer on everything.

- Yeah, he didn't direct some of those games, but he was still, he was kind of the, he was overseeing all of this. - Yeah.

- What was going on. - This game brings back Wesker, which is so vital to the future of the Resident Evil series, and is a legendary character within video games so I think that's really important. The twins, the Ashfords also, with my understanding, are fairly prominent in the series going forward.

I'm gonna show you after this ends, I don't know if you looked it up, but the scene from that movie I was talking about.

I haven't gone back, no.

They directly, the film reel that you find of them and he's like tearing off the bug wings or whatever, that's directly in the movie.

Oh my gosh, okay, see that sounds so cool now.

But in the end, I think this is like the true culmination of traditional Resident Evil.

It is the peak of that design.

And as we've talked about through the course of this season, Resident Evil can really be kind of chunked into three different eras.

The old school tank control traditional era, the middle action-y era, Resident Evil 4 through 6, and then the rebirth of it all with 7, RE Engine, and this season of remakes with 2, 3, and now 4.

And this is the peak, this is the end of that first era and it hits and it's great.

And I definitely am with the people that think this game needs to be the next one to be remade. For sure.

This is, I can't believe it's not talked about more as one of the greats.

Well we had to go back and play a version of it that is over 20 years old.

Like there's a reason this one is the oldest game we've played this year and that's why

I think people want this remade the most is because of all the other games like we've

We've talked about how when Capcom holds these Resident Evil sales, the whole Resident Evil saga 1-6, 0, 7-8 even, is readily available across Playstation, Xbox, Switch, and PC.

This is the only one that is gridlocked to certain platforms that you have to kind of not necessarily go out of your way to play.

To be fair, it is accessible on PS4 and Xbox, and does go on sale with those games.

It does, it does.

an emulated version of the PS2. Yes. Actually on Xbox I wonder what it is emulating, because it's not the HD version, so it might be the Dreamcast version? Yes, I mean that's what I'm saying, you're playing a PS2 version of the game that is forward compatible on PS4, which is then also backward compatible on PS5. They did remake it on PS3 and 360, or remastered it, so they did try going forward the next generation to keep it forward, but But really they just haven't done anything with it since the PS4 generation, which was ten years ago when that generation started.

And so it's interesting that Capcom isn't...

I don't want to say isn't as proud of it, but it's definitely not as accessible as the rest of them.

Well, it's just it is a weird

it's weird because

to me this game's legacy is that

It's it's very it's so important like this game is so vital to the larger series

Like I was saying it directly sets up what happens in five

This is the first game that broadens the scope outside of Raccoon City. This deepens the lore this

showcases what the it gives us a first taste of kind of what this series would become with its

Globetrotting nature of going around to different countries and different

Locales and meaning different characters and figuring out the extent to which Umbrella has impacted the world

I think this game is pivotal in what the series would become and in a lot of ways this is

Like it's strange that re4 is a mainline game because that game is pretty self-contained and doesn't tie in with a lot else that happens within the larger series.

Like that, I mean that's not really true because there are ties with five and stuff, but

Resident Evil 4 is like pretty self-contained to the point that that could be a spin-off of its own, just this adventure of Leon and-

Leon saves the president's daughter.

Yeah, Leon saving the president's daughter in Spain. Like that's, it's very different compared to Code Veronica which is directly following up the events of the Raccoon City games. They're trying to still hunt down Umbrella. They're going to these different Umbrella bases around the world.

They're finding out more about the roots of the company and how it's again how it's reach it started to extend to other parts of the world. How the virus was born, what it came from.

So yeah, this game is very much like, this is kind of Resident Evil 4 in a lot of ways.

So it's weird that retroactively, and I know this because I've been a fan of the series for so long, and I told you this coming into it, and I think anybody else who's been familiar with this series for so long knows this as well, but when they finished remaking 3, a lot of people were like, "Cool, for next." And anybody like me or others was like, "No, code Veronica next."

It's what needs to happen. That is the next logical game they should look to do because it's just

sequential. So it's a spinoff that is more important than some of the mainline games, strangely. This is the only non-numbered game I think we're playing in this season, correct?

>> MATT: Yes.

- Yes.

- But now that you've played it, would you agree that it's hugely more pivotal than even three and four?

Like, this game is--

- I'm so glad that you said we're playing Code Veronica.

- Yes!

- When we were building out this season's list of just games to play, not even the flow necessarily, this was vital.

And then it also was vital in our flow discussion.

I like where we've put this--

- Yeah, I do too.

- In the season, near--

- I told you we had to play this before five,

I knew. It sets up everything. It comes after us playing 3, which wraps up the code Veronica, or I'm sorry, the Raccoon City story. And this is the logical next step and leap for that coming out of RE2 and Resident Evil 3. So this game is vital. When I go forward

and I tell people to play Resident Evil games, this makes the cut. This is a game to play and experience. It's awesome. It's fun. And it doesn't sound like it would. Like the game, we didn't haven't talked about this, but like the name of the game is so weird. Like, oh, you got to play Resident Evil Code Veronica. It's like, what? That sounds like Veronica X.

It sounds like a game that would have released on like Game Boy Color and like no one would have

ever thought twice about 25 years ago. But it's like, no, this is like one of the like of the games in the series that are the most important to the overall Resident Evil universe and lore is like this is like very very high on the list. So yeah, and I think that's the game's legacy in my mind is that this is a linchpin in the larger series. So much of what Resident Evil would later become is kind of a turning point here not only in terms of mechanics like we mentioned how it's more action oriented but also the story sets the stage for where things go following Raccoon City. Like, this game is hugely important

and that's kind of its legacy to me, is that it is the one of the most important games in the series that is not numbered at all, which is just funny.

Alright, I think that does it for Resident Evil Code Veronica X. Thank you all so much for listening. If you'd like, you can check out the rest of our seasons over at ChapterSelect.com.

got stuff like The Fast and the Furious or God of War, The Last of Us, you know that show just ended as we're recording this so plenty of shows to explore and seasons there.

If you'd like to follow Logan you can do so over at Mormand12 on Twitter and his work over at comicbook.com. If you'd like to follow me you can go to maxfrequency.net all my writing

is there and my other podcast the Max Frequency podcast so go check that out. Thank you all So much for listening and until next time, adios.

Alright, I gotta go pick up my kid.

Chapter Select is a Max Frequency production.

This episode was researched, produced, and edited by me, Max Roberts.

Season 5 is hosted by Logan Moore and myself.

Season 5 is all about Resident Evil.

For more on this season go to chapterselect.com/season5.

the show at Chapter Select and check out previous seasons at chapterselect.com.