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- - -

Mike

Yeah, isn't Resident Evil 3 incredible?

You guys ruined me

That's all I could think about it's all I could think about now. It's so good godforsaken series now

I'm so glad you're on my side of this

Yeah, I mean

Resident Evil 3 remake top 3 top 4. Oh, yeah for resident evil. I think

Think it made me buy might be my third favorite. What's your list? I

Think for remakes my favorite. Mmm, and then probably village and

then probably three remake I

respect that

Probably I like to

Not been my least favorite because I'm playing five right now. I

Think I'm at the so

You same fives and out of masterpiece

Five is really good. When I saw zombies riding motorcycles, like great. This is exactly,

and then what's his name is such a goofy ****hole.

Ervin?

Erving, yeah.

Erving.

Yeah. What a goofy guy.

Have you gotten to that boss fight? The Erving boss fight?

Yeah, dude. Okay, yeah. I mean, you guys played co-op. I'm playing by myself.

That probably sucked.

- Yeah, for that boss fight in particular,

I'm sure it probably was pretty fun with two people.

With one person, it was just me, 'cause what's her phase?

You have to command her to go on a turret,

but since he switches sides so frequently,

she can't just stay at the same turret,

but I just had her park at the same turret,

and then she would get off at some points.

She wasted all of her ammo,

and so then she was just standing there

while I finished the boss fight,

and it took probably longer than it had to, I guess.

Also the flying insect one was really annoying

because somebody has to-- - Where you had to get,

you had to flank it. - Somebody has to,

yeah, somebody has to kite it,

and then the other person has to go behind it,

and you can't, she can't kite it, and I can't kite it,

and I can't rely on her to shoot the thing in the back,

so that got really annoying.

- That sounds super not fun. (laughs)

Well, granted, I've been playing all of these,

except for this one,

although I use basically cheat codes

by the end of this one for Village.

I've been playing them all on Easy,

so it made those parts probably better

than if I had played it on Normal,

'cause I think if I played it on Normal,

I probably would've gave up already, but it's fun.

I think the story's really interesting in five actually, I think, but so far.

I'm only, I'm like literally halfway done with it.

I think I've done eight of the chapters out of the, I mean, I guess there's technically six but there's sections.

I think I'm halfway through from all this.

I'm in chapter four, like the right at the beginning.

I guess this can serve as like a precursor to our own discussion and I don't want to say too much.

Max, I've actually been quite pleased with how we're playing this game because I don't

- I feel like we've talked too much as we play

about what we think about it.

- Yeah, I know, we keep our opinions to ourselves.

For the most part.

- I will say the only thing--

- Oh yeah, you guys are still gonna have to record five,

I forgot about that.

- Yeah, we're playing five right now.

We're like, we have like five levels left

and then we're doing the DLC.

- One of the DLCs, we're not doing all of it.

'Cause there's, Logan told me there's DLC

where you play as Chris and Jill

and you go to like Wesker's secret castle.

- Yeah, so is that what the cut scene was?

- And like, okay, I was maybe--

- It's just that, yeah.

- I was maybe going to play that at some point afterwards,

but--

- It supposedly is like one of the best parts of the game.

And I've never played it, so that'll be my first time.

- Yeah, and so he'll be Chris, so I'm Chris,

and he's Sheva, Sheva, Sheva?

- Sheva. - Sheva.

- Sheva. - Yeah.

- He's Sheva, but then for the DLC,

he'll be Chris and I'll be Jill.

- Yeah. - 'Cause Jill's the best.

- But I'm enjoying all of 'em so far.

Like, I haven't hated any of 'em.

- Two scares me the most, so I--

- Yeah.

Did you do both runs or did you just play as Leon?

- I just did Leon's, I'll do the Claire run at some point.

- But it's the same. - It's largely the same.

- Yeah, I know it's like exactly the same.

I thought about maybe just watching it

like on YouTube or something.

- I mean, it is basically the same game until--

- The end, the end end.

- Like the very last 30 minutes are pretty different than what you do.

- Yeah, and there's the orphanage.

- Well, that, yeah.

And then one of them, Mr. X chases you at the end, and then the other, you have to fight the big thing on the top of the train or whatever.

- So yeah, when I finished it, there was like the, it showed like the train opening, and there was a bunch of like, flesh tentacles like coming out or whatever.

- Basically all that happens is like, There's one big giant fight at the end and it lasts 90 seconds.

- Yeah, nice. - And then that's it.

- Great. (laughs)

- Well then maybe I won't.

Maybe I'll just watch it or something.

- Yeah, you can skip that run.

It's fine.

- And then Sherry asks Leon and Claire to adopt her or something.

- Yeah.

Well I heard that, I listened to your guys' podcast thing for it, so I know what happens because you guys already talked about it

and I have listened to it or whatever, so.

- You're gonna play Code Veronica though?

- I might.

- Did you listen to our episode about that one?

- I did.

- Where I just laughed the whole time

about how dumb that game is?

- Or I might have not finished it yet.

I might have like started it.

- That game is, I love that game.

- Yeah.

- I think about it.

- Seems pretty goofy.

So. - Yeah.

It's a good time.

It's a good time.

I'm excited to wrap up five and play six 'cause.

- Yeah, that said no one ever, I think.

- I'm really excited to do it.

I think it's gonna be so goofy.

- Man, that Chris campaign, though, is so good.

- I like, I'm so pumped.

- We'll have to talk about what order we wanna do 'em in, Max.

- Oh my gosh, is it like Birth by Sleep

where you play this campaign from a bunch of perspectives

and you basically replay the game a bunch of times?

- No, they're all different.

They're all drastically different.

So they're like four campaigns.

intermingle at all?

Not really.

Aw bummer.

Well, I know that like you see some of the characters that are playable in certain cutscenes

so I assume they would at some point but at least from what we played from the Chris campaign

and then from what we started in Leon's campaign it didn't seem like it crossed paths that much at all.

There are like four different story routes completely for the most part.

I keep getting this YouTube video recommendation of like Chris and Leon meeting in RE6 and

it shows a shot from I assume a cutscene and they're like both pointing guns at each other

and I'm just like I want to play that game.

We've showed it in the chat before like a while back a long time ago and there's the

part with Ada on the roof or whatever.

I don't know man.

What happens?

I think Ada dies or N-Ada dies or something

and she falls off the roof or somebody gets pushed off

a roof or something.

It is so funny.

I have to see if I can find a thing again.

Oh my God, that campaign was, what a blast.

- I'm so pumped.

I really am.

I think 'cause I'm not coming into this

a jaded fan probably at the time.

When did Six come out?

like 12 yeah 2012 so that was three years after five mm-hmm that's so awesome but yeah I'm loving it I'm loving these games they're great up up up I'm glad very great I'm good I I kind of hope if they end up remaking any of them like another remake I hope it's the first one I've heard that a little bit lately I think that would not cut before one again I think I think the one the first one would sell more oh yeah for sure he did it you know and I also think it'd be cool with that I mean granted I mean Code Veronica is that same like different camera angle perspective right mm-hmm yeah tank controls the whole thing yeah so I guess either one of those would probably be it's a zero or do both or just do both yeah it's those three that are left with the predetermined camera angles they got three there you go you had three more games they can make and then they'll get to five and six yeah and then they'll get to five and six it'll be great please don't remake five and six they I would play a remake of 5 at this point. It's so funny dude.

Eventually, if this trend continues like that's just naturally where they'll get eventually.

I don't actually know how they would... I don't think the trend will continue forever. That was the thing.

I don't know how 4... Capcom always puts out their games and remakes them, especially Resident Evil. Eventually they get there.

I don't know how 4 the original plays but 4 the remake was interesting and how it was like I

Don't know. I guess I don't want to say anything. I don't want to Logan hasn't even started yet. Yeah, I don't

Like trying to beat five with max and then I don't want to say anything then we got a

Six and I'm kind of like not wanting to start

Four because I'm afraid I'm about to get this

Star Wars video game. Oh, yeah, that'll be soon

That's cool. So and then I'm also I mean honestly, I'm playing a lot of MLB the show this year

I just really got its hooks in me. Have you written your review for that yet? Mm-hmm. Okay

I thought I figured you did but obviously yeah, I went out last week, but I've still been playing it today

Yeah, like really enjoying like the missions and stuff this year. It's really good from what I played

I like it a lot. What are you the only problem I asked Mike?

Yeah, I was playing on game pass you the only problem I have with it this year

I don't do the diamond dynasty stuff much or no a little bit, but I didn't like how it started how they started it

I feel like it was way different because I thought

Because they kind of just gave you a team right like they like they always do they always give you like I thought you had

A choice to like choose a team or maybe I'm getting mixed up with other games that are like it

But I thought you choose like your favorite team

And then they give you cards kind of like within that team and this time they kind of just gave you a bunch of

It's usually random players. Okay?

it's just interesting yeah I think you might be thinking of 2k probably 2k is

actually probably um but yeah Diamond Dynasty is weird this year cuz like they

changed it to where there's like a seasonal format to the game now and like

if you do ranked play online you can only use certain cards at certain points

the season. It's kind of hard to explain but there are different sets of cards. If you

have a core card, it is one of the main cards in the game and you can use it over the course

of the entire time this game will be live. Those are the cards people are wanting to

pursue. Then there are set cards. Set cards can only be used during the specific season.

Right now, season one is going on. Set one cards can be used as part of season one. As

but as soon as it rolls over to season two,

set one cards will be retired

and you can't use them anymore as part of your active team,

at least not online.

Think you might be able to still use them
as part of the single player components and stuff,
but it's basically forcing you to rebuild your team
every two to three months.

That way you can't just get all the best cards right
at the start of the year and then you're like,
"I'm done, I finished my team."

- As long as they don't make it so hard
to get those cards per season.

But that's the problem at the same time right now, I think, is that everybody has Diamond
players everywhere.

And previously, if you had a Diamond card, it was like, "Holy crap, I pulled a Mike
Trout in a booster pack.

This is awesome."

And it's like the anchor point of your team.

And then you build your entire team around the few Diamond tier players you have.

Now my entire roster is Diamond tier players because you're getting them more easily.

I mean, if you go online to face people, they've all got them.

So you're facing off against squads of people that are like, uh, like have like rosters
of 95 overall players, every position.

It's like, well, this is just like, I, I mean, I could kind of give them a chance to like,

I don't know how crazy like ranked play is for like MLB and stuff like that, like competitively,
but it gives them a chance to like change meta, I guess, for the game.

Like yeah, like every season.

I think that's why they're doing it because in the past there's been cards that are like totally
unstoppable and like

yeah, any team who wants to be truly competitive has like

Certain cards in their deck that are just way too good. Yeah, I mean it makes sense that I mean

They're just taking something that like something like magic the gathering does on the competitive scene

Like they they do that where you can only use I think the last three sets in like standard

like competitive play but then once the next

Set comes out though like

Oldest one gets pushed out and then the next three are kind of the next one, but then they have different

Obviously they have like I guess different game types

It just loses its luster if there's too many like high tier cards that you can get it's like okay

Well like I feel like less compelled to build out my team

I don't know

I I will say like I've enjoyed getting now like stacked roster together and then doing like the single-player

component stuff though because there's always like the

different game modes within that

That you can do and I think those are pretty fun

I know max has like literally no idea what we're talking about

So I can I was mostly huh? I can understand the concepts of what you're talking about

I was mostly just playing Road to the show and it's

Generally the same exact thing. Yeah, I'm like the same so but I enjoy it

It's just so wrote to the show March the octave in March to October

October I don't think changed like at all and I think with franchise they like

changed they like treat tweaked how scouting works and that's like the

biggest change they made to that otherwise all their changes were did you

have you done the Negro League stuff because that's actually really fun I did

a couple of the challenges but I'm just like the first player I forgot what his

name was a page I think yeah I did I did like the first couple of challenges for

that those are cool I think yeah it's like a really cool element of the game
yeah I like the presentation of it and like how they have like the video stuff
in the beginning it reminds me of the 2k stuff like the 2k showcase stuff for a
WWE stuff so yep I think that's really cool that they're bringing it to like I
interviewed that man too he was nice man nice

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'm joined as always by Logan Moore. Hi Logan. It's time for
werewolves and vampires. Mmm it's time for magically putting your hand back on
after it's been cut off. It's time for tall vampire ladies and scary dolls
because we're talking about Resident Evil Village or 8. It's interesting this
game doesn't have the number in it at all which is the first game well it's
visually there but the game is the game is just called Resident Evil Village at
least seven was called Resident Evil 7 biohazard this one drops the number all
together hmm which makes me wonder what they're gonna do with nine more than
anything well we have to find a word that they can draw the Roman I in an X
What's a word with an I and an X in it? Beatrix? I don't know.

Sure, Resident Evil Beatrix. Yeah, it's all about the Harry Potter lady.

Hey man, they had a game called Code Colon Veronica X. I think they can call it a game
whatever they want. Wait, the Harry Potter lady is not Beatrix,
is it? Yeah, no, Bellatrix.

Bellatrix, close enough. It's close, it's whatever. Yeah, maybe we
we finally, we can just fuse the Wizarding World of Harry Potter with Resident Evil just
like they've always wanted to do.

Just cast Helena Bonham Carter in a Resident Evil video game. That'll do the trick.

That actually would be kind of cool. That would be kind of cool. Oh my goodness gracious.

For this episode we do have a guest with us once again.

Yes we do.

Our good buddy Michael Ruiz will be joining us in just a few minutes. Until then let's

Let's do the rundown real fast for all things Resident Evil Village.

Once again, Resident Evil Village was developed and published by Capcom.

It came out on PS5, PS4, PSVR2, which you've noted here, which launched earlier this year.

Xbox One, Xbox Series X and S, Nintendo Switch, which I forgot about, PC, and then Mac.

They released an optimized version of this game for Mac.

This thing is on all platforms.

It's crazy.

The only thing they missed was Stadia.

And in fact, there might've been a Stadia version of this.

- It was on Stadia actually.

It was on Stadia, it's just,

you can't play that version anymore.

So I did fail to mention Stadia in the notes here,

but it was on Stadia.

It might, it could be on Amazon Luna.

I don't know, I didn't even look at that.

- I think it might be actually.

You can look that up.

It released on May 7th, 2021.

The game director was Morimasa Sato.

The producers were Tsuyoshi Kanda, Peter Fabiano, and Masachika Kawata, and the music for this

one was done by Shusaka Uchiyama.

The Metacritic score for Resident Evil Village was an 84/100 on the PlayStation 5 version

of the game, which, Max I'm just gonna go ahead and say it, I think is pretty low for this game, personally.

I don't know how you're gonna feel about this one soon enough, but I like me some of this video game here. It's a pretty good game. Is it on Amazon Luna? I found Resident Evil 2, I found Resident Evil 3, I am not seeing 7 or 8. Oh, Bezos has got to fork over the money. This game is no longer available on Luna for Resident Evil 7, so I'm feeling like If it was on it, it's not anymore.

I'm not seeing any listing, so.

- Ethan Winters is just too much for

- Amazon to handle. - Loomis technology.

- Jeff can't handle it.

- He can't.

- He cannot. - Too many non-facial polygons to render.

- One more thing, actually, another thing I forgot to pull up and look, the Resident Evil Village VR Metacritic score.

82, 82, but that is with 11 critic reviews, so you know, a little bit different.

- It seems low based on how everybody's been talking about that game.

- I would also agree with that.

I'm actually shocked that this game has been reviewed.

So I feel like if we reviewed it,

if critics reviewed it today,

I think it actually would be higher.

This game kills. - What's strange is,

it was up for a lot of Game of the Year honors,

I feel like, at the end of 2021.

And in fairness, 2021, I wanna say,

was a pretty weak year overall.

It was the first year following the next gen consoles releasing, which is always a pretty weak year on paper.

But this one was up for a lot of accolades by the end of the year, which is a bit bizarre to see it only reviewed, again, 84 on the PS5 version, but then the other versions of the game range between 81, 82, and 83, it seems like for the most part.

So yeah, I feel like this is, I don't know, especially looking back at it now, I feel

there's more positive word of mouth around this game than what the aggregate scores say at the

time. But let's bring in our guest Michael Ruiz to see what he feels about this game. Michael, welcome to the show. Welcome back to the show, I should say.

Yes. Is this my third time here? No? I think so. You're on the Nuts and Bolts one with us.

Nuts and Bolts. Tokyo Drift.

God of Wars you were on Tokyo Drift. Yeah, it's true and now village

and then Ricky then I Ricky was super and

then furious 7

And Resident Evil 2. Okay, so you guys are like our two most frequent guests, which is not a surprise

I'm gonna echo what Ricky said on his episode and say that you guys need to do a yakuza one

So then you can have us on there for every single episode

How about you guys do the Yakuza season and we'll give you placement on our feed.

Yeah, we'll be the guests on that one.

We'll lend the feed to you.

I'm not opposed to that idea actually.

It's such a long series.

It's the time commitment.

That one's one we'd have to chip at over the years and just record as we played and then just put it out.

The hardest part I think about that one would be is that dude, RGG Studio does not stop.

There are, they announced three new Yakuza games last year and one of them released earlier this year.

It was really good.

It is.

But now we're going to get the one that's like a bridge between six and eight I think in the back half of this year and then early next year will be eight.

Two in one year?

Yeah, there's another one coming out this year.

Holy cow.

That is...

And they're good.

They really just keep cranking it out.

That's the thing.

That's the other thing is that they are all good.

Like this is not shovelware that they're getting out.

They're all of a very high quality.

All I'm saying is if we do the Yakuza season, we have to play the zombie shooter on the PS3 and 360.

You also have to play Judgment as well?

Does that count?

I feel like we should, yes.

Judgment.

Man, that's a lot of game.

That's a lot of video game.

Two judgments, what, seven mainline, no eight mainline games.

Then Eshin, eight is coming up.

You could probably skip the spinoff stuff because Eshin isn't anything with the Ocizook games.

Eshin's good though.

Eshin's really good.

That's the thing, Eshin's one of the best ones I've played.

It is very good, yeah.

I agree.

So yeah, if you count zero, there's nine mainline games that go hard.

You have to count zero.

And that's what I'm saying.

That is a mainline game.

Yes.

Anyway, we're talking more about Yakuza.

Michael, let's talk about another Japanese video game series, Resident Evil.

You played Village Forest on this one, and I guess...

So this is interesting at the time we're recording this.

I guess we can just kind of peel the curtain away here.

Michael, you've been getting really into Resident Evil as we've been in the midst of recording this season, which has kind of been fascinating.

So you are also a listener of this podcast, so thank you for that.

But I guess I was not aware that you were not like...

I don't know, you and I have played like Resident Evil 6 together and I just always assumed you liked these games enough and you had played enough of them, but I guess I totally forgot that you were not too intimately familiar with this season until... or with this series

until recently.

So why did you want to play Village with us and then I guess what did you think going back to it this time around. So Village, I believe it's, oh yeah, we played Village before we played Resident Evil 6, correct? Am I right in stage? No. We played 6 first? We played 6 during

COVID. That was when we did that. Oh, that's right! We played 6 during COVID alongside, I want to say,

maybe the Halo games was the other thing we did, but we may have done that before COVID actually.

that might have been before it and then maybe it went in during it.

Yeah I'm pretty sure you like weren't working at the time when we're like you're like I have nothing to do I guess I'll just play video games all day and I was like we could play Resident Evil 6 because sure why not. But yeah Resident Evil's uh Village is technically the first Resident Evil game I finished unless you want to count that campaign that we finished in Resident Evil 6. So uh yeah that is the first one that I have played and complete beforehand I had

played I've played like pieces of the Resident Evil 1 remake pieces of you know I played Resident Evil 2 I didn't finish it even though that game is so short but I had played some of that remake I had played like the older games before but I had never completed one but I've always had that like appreciation for it I the reason why I like Resident Evil what it connects to me with is more the films if anything which is a weird thing yeah that's even more weird I

I guess I have never connected that you've not played games, but you preach the gospel of the movies to us.

I love the movies.

They're not good.

I'm not going to say that they're good, but they are fun to watch.

I watch them every year.

They're great.

I love that.

So that's kind of my connection with it, with the series in general.

But yeah, in 2021, I played Village and it was my favorite game of the year.

So I guess before Max or I jump in, what did you think broadly about it this time around?

Did you still hold up?

Do you like it a lot?

I mean, and I guess, how does it compare to the other ones

that you've now played following wrapping Village Up?

- It's funny 'cause, you know, I played this

and then I was like, you know what,

I'll listen to your guys' podcast.

So I just started with the first episode.

I think that was seven, right?

And then it went to-- - That was our second episode.

- That was the second episode?

Okay, oh yeah, then one was the first one, right?

So I think I listened to those two,

and I was like, you know what,

I should start playing these games

'cause I think the next one might have been two

or something like that.

So then I started playing two, or I played it and finished it, and then I listened to your podcast, and then I started playing three, and then I listened to your podcast for it, now I'm playing five now, and I haven't listened to that one yet, but I did listen to Code Veronica 1.

But right now, I would say that this kind of, Resident Evil Village kind of cemented it as like, still like one of my favorite games of all time, I love that game.

I think it's an incredible game.

I think the design choices they have.

I've written down here that I think it's kind of a weird celebration of the Resident Evil franchise as a whole because of how each section of the game plays out.

I feel like it is some sort of different era of each era of Resident Evil.

I just think it's a great game.

I guess broadly, I mean we could go into deeper things later but yeah, I still love that game.

I think it's great.

- Max, what about yourself?

I know this was one of your first exposure.

Like Mike, this was one of your first exposures to the series as well.

- Yeah, yeah, yeah, yeah.

Like I said before, my first Resident Evil game was actually seven and bought it for PSVR back when that launched and then dabbled in two.

And then Village was coming out and I was cool on it.

It was just more first person Resident Evil.

And the only reason I snagged it around launch was I had like 20 bucks at Best Buy that was going to expire.

And so I asked Abby if she wanted to watch me play

'cause we like spooky things,

we watch scary stuff and whatnot.

And it sounded like fun with the werewolves

and vampires are very different type of horror
for Resident Evil.

So we snagged it around launch with that Best Buy credit.

And that's actually how I realized.

I played it on casual back then too.

I've never played this game on anything higher than easy.

So, and I did that 'cause she was watching it
and didn't want a hard time.

I just wanted to kind of have a fun horror experience.

But she dropped off and I kept playing.

And so I did beat it.

But it's funny, coming back,

'cause at that time I hadn't beaten seven.

So coming back to it now with, I don't know,

sick, well, about seven games of Resident Evil Knowledge now. I was picking up stuff
that just flew completely over my head last time. Really enhanced my enjoyment this time
around. But it was just, it was a cool, fun, snappy game, right? Nothing, nothing too imposing
again I was playing on easy, which I totally had forgotten at the time. And I just really
Kinda had a fun time with it.

And so coming back to it, I once again played on Easy.

There's some other stuff there.

I dabbled with VR for PSVR 2 now.

And so it was overall,

this game has just got a solid pace to it.

And I really enjoy the experimentation.

And it makes me very curious
what they'll do in the future here.

But this is definitely one of the more diverse

Resident Evil games for more reasons than one. Yeah, this is one of my favorites. I think you think I played this I

It's it's hard. They're all

They're all my favorites in

Different ways like this is one of my favorite game series ever if not my favorite, but there's a lot about this one that I really really love I I think the

Horror elements being so different with the focus on gothic style horror works out really well well. Like I remember when the leaks and rumors about for this game first started and I was like werewolves and vampires like what are we doing here Capcom this sounds like way over the top and then it just it works. I don't know it's it probably shouldn't work

but I guess at its core we've talked about this over the course of the season Resident Evil is inherently campy and goofy so them diving in headfirst into werewolves and things is like very much on brand for this series even though it doesn't...

We're pretty far gone from the days of the T-Virus and there's zombies and Raccoon City like everything's...

But are we? Are we far from it?

Yeah, well...

There's a whole lot of there's a whole lot of mold in this game a lot of mold

There is a whole lot of mold and I'm sure you're alluding to some of the stuff at the end.

Mega...

Mega Me-site or something like I mean this game goes...

I think it's all still pretty much in the same vein. It's just a type of infection

Well, and then they try to connect all the dots between they have mother to be like an old associate of Spencer

It's it's really it's really funny. Well. We'll talk about that stuff

when we get more into the

Story and lore and stuff that they that they pump in but yeah overall this game really is kind of like what you were saying

Mike it hits all the same

It's kind of a Resident Evil greatest hits. I think it's got the through line

Gameplay that it's very similar to for as well as kind of the structure of four

but then it's got the spooky castle that's like Resident Evil 1 and it's got the

The horror elements they kind of pack all into one single area with the dolls and stuff and the puzzle solving they throw a lot

Of that into a single area the fish section. I don't really know. It's just kind of there

I thought of that as like the puzzle II section cuz I do a lot of more puzzle stuff

I feel like in that section more. Yeah a little bit. I mean I guess that I guess the core element of

Resident evil that's seen there is a large

animals the

large large animal monsters because as we've seen playing all of these games like max and I have even been playing and we'll talk

About this in our other episode

But we've been playing five and there's a couple instances in that game where it's like big animals show up and I'm like

Oh, there we go. Gotta get the large mutated animals in the picture here

So that's kind of what I guess the fish guy is and yeah, like it's just it's it's so over the top. It

Yeah, I don't know. I think for myself

The one thing I should mention is that we all played this game in very different ways this time Michael played it from you

You did the third person perspective that you get after the Winter's expansion came

out, right?

I did, yes.

Okay.

Max, you mentioned you played in VR and in third person.

I did.

I wanted to play completely in VR, but I realized that was not tenable with a six-month-old child.

When she wakes up in the morning or needs something, it's just more cumbersome to pause and like take the whole thing off and then tend to her when I could just hit pause.

So I did pivot and the saves aren't compatible, you can't just play a game in VR and then restart the save in a different...

Which sucks so bad because do this.

It's the dumbest thing because also trophies don't...

Seven was not like that at all.

No, seven, completely interchangeable.

There's no trophy support in VR mode either so you can't earn trophies.

So it was just very, very strange.

That really sucks, especially for some of those multi-run trophies that you obviously have to get, like beat the game with only using three health items or something like that, you know?

But I did play a few hours in VR and then I switched to the third person.

We can talk, I'll talk about the VR stuff specifically because I think it is transformative to the game overall, but I did primarily play in third person this time and then obviously the first time around first person.

I played on the hardest difficulty possible.

I played in first person mode because I wanted to have a,

I wanted to have,

there are only two first person games in this series

and I knew we were going to,

I feel like it would,

I knew you guys were gonna play in third person

predominantly because they had released that

post-launch as DLC,

so I wanted to still play in first person

just because I feel like that's

core to what this game is to some degree.

and I felt like it would behoove our discussion

if I played in that manner.

The other thing that I did though was I played

on the hardest difficulty,

but I also had an unlimited ammo assault rifle,

and by the end of the game I had unlimited ammo magnum

and stuff like that, so it was just poof, poof, poof, poof,

like firing away at everything.

So it was not really,

I was not really beating my head against the wall that much.

It was pretty easy, but it was fun.

- I think we all,

Did we all buy the Unlock Everything pass?

'Cause it was on sale while we were playing this game.

- Yeah, it was like \$3, I think.

So I was just like, okay.

- That might be the first Unlock Everything

microtransaction I've ever purchased.

- I think it might be for me as well.

- And it was absolutely worth it.

- It was amazing.

- Lightsabers, unlimited ammo,

it just was an absolute blast.

I completely agree.

- Yep.

- Totally worth every penny they got me.

They finally got me.

The system works.

- I think I only used the,

I was playing on New Game Plus,

so I had my stuff carry over from my last save,

but so I didn't really get into many issues.

I played on normal difficulty, I believe, the entire time,

but I had bought that pack during the Heisenberg section,

which is when I started losing ammo and stuff.

I'm like, "I'm gonna turn on the unlimited ammo thing."

And then that section became very easy and fast.

So that part of the game can be stressful for sure.

Yeah.

And you not.

Because I remember playing through that the first time.

Anyway, yeah, all of our playthroughs are a little bit warped to some degree because of how we chose to play.

But I mean, we can obviously still speak to it.

Let's let's start with the...

We'll talk about the world with this game.

and I feel like that's kind of the thing we've naturally done.

The title of this game is Village.

I feel like the village is the main character because I will say Ethan's definitely more front and center in this game, which I like, and we'll talk about Ethan too.

How do you guys feel about just how this game is laid out, the different areas?

Max, you mentioned that there's a good flow and pace to it, and I agree.

This is a really, like, replay, this is a very brisk game.

I feel like I beat this in like four and a half or five hours this time through compared to like the eight to nine

That was my first playthrough. I don't even know how I lasted eight to nine the first time to be honest

I guess I was just taking everything in but yeah, you can really fly through this and it feels quite condensed but in a

Not like it's not like everything's tiny or necessarily

I don't know

There's just there's a good scale to this game that I really appreciate and enjoy and you become intimately familiar with

with all the different avenues of this village

and all the different three or four main areas

that are within it.

What did you guys think about kind of the central hub

and its varying locations?

- So I remember the pre-release discussion

around this game being, is this open environment?

Is this open world?

Can I go to these bosses in any order?

And I remember at the time being a little disappointed that that wasn't the case, because

this game actually is quite linear in its, you go to this boss and then this boss and

so on and so forth.

But coming back to it this time around I'm totally content with it being straightforward.

I do, and I also remember, at least myself and I think other people as well, thinking

that like Lady D took was a bit more of a consistent presence throughout the game. These

are more, bite size feels too small, but these were like, you know, appetizer kind of courses

for each type of horror and environment that we explore here. And so, you know, when you

go through the castle, and then she's gone, it felt kind of like too, almost too quick.

But I think they don't overstay their welcome
and it works overall quite well.

I certainly didn't want to spend any more time
in that dollhouse, that's absolutely for sure.

So I think each, you know, they work
and some ideas fall flat.

I think the swamp is overall, I could,
I don't need the swamp, at least the way
that they executed it, I feel pretty meh
about the whole thing.

The factory I think is probably,
While it is scary, I do think there is a couple of moments
where it's like, alright, you're just kicking me all the way
back to the beginning.

There's that part actually at the very end
where Heisenberg, you get to the top
and then Heisenberg throws you down to the bottom.
And I forgot that you would run into Chris down there,
but I was like, oh my gosh, they're gonna make me climb
this whole thing again.

So I was a little bit more down on the factory.

But I do think the castle and the dollhouse
are the strongest of the sections or environments.

- There's one more area that's,

I'm going to bring up, there's one area as well
that's not really a fully fleshed area, which is like--

- The village?

- Oh, I was gonna say like, Werewolf Central,
which is the kind of like one offshoot area you go to
before the factory where you just fight a horde of werewolves
for 20 minutes. - Oh, the caves, yeah.

- Yeah, the other fortress. - I forgot about that, yeah.

You just breeze through Werewolf City, yeah.

But it's kind of fun, I don't know.

- It's a cool world.

I just, I guess I wish there wasn't a swamp, necessarily,
at least the way it's done.

But I like the way it's laid out overall.

I do think it would be cool

if the next game did have open environment
and you could choose the order, a la Mega Man.

Not that you're getting power-ups
to defeat the other bosses,
but choosing the order I think would be interesting,
balance-wise, but it works not having it here.

- Sounds like Max wants to play Resident Evil 6,
choosing the order of where you go and when.

- I mean, we will get there,
so maybe I'm wrong about this whole desire.

- Max, or sorry, Michael, what about yourself?

- Well, I mean, I guess I kinda said it before,
I feel like, I guess this goes into with the setting itself,
but I feel like this game is like a celebration
of Resident Evil and really just modern horror video games.

And I think a lot of that is these settings that you're in.

You know, like the village itself,

having played the Resident Evil 4 remake right now,

I mean, it's basically the demo that's out

if you had played it too.

They basically start out almost exactly the same.

Like I felt like almost exactly the same.

- There's a lot of Resident Evil 4 in this game.

- And one has the Las Plagas people
or whatever they're called.

I think that's what I don't know, but.

Yeah, oh, ganado.

Yeah, you can just call them zombies.

It's OK. The zombies, the zombies.

Technical terms.

But they start that whole section like start out exactly the same.

But then going into the castle, that's more traditional, like Resident Evil
one, Resident Evil two kind of feeling thing there.

The dollhouse is the one that I feel like is very much modern horror.

Like if you play something like Amnesia

or if you play something like,

I played, I like that game Observer quite a bit.

I feel like it feels more like that kind

of modern horror video game.

- I got PT vibes big time.

- Yeah, yeah, it's exactly kind of like that,
kind of feeling.

Swamp again, that one's the weird one, the weird outlier,
and I'm kind of with you, Max, on that,
where I don't really like how they executed it,
but I like Moreau's character a lot,
'cause he's so goofy.

- Yeah, I think there was potential with Murrow
where him is this shunned member of the family
that no one likes, but the way that they use him
is not great.

Even when he explodes into a giant monster,
he's just kinda like, "Oh, I can't control it."
"Help me, help me."

I think it would've been better
if he would've done that out of anger
rather than apprehension and like,
"Oh no, I'm turning into a giant monster."

- Like, Moreau's interaction with you, like with Ethan,
I think is like one of the most interesting,
if anything, in any of the Resident Evils,
because he's actually afraid of you when you come by,
and I feel like nobody else was ever like that
in any of the Resident Evil games,
which I thought was like super interesting when I saw that.
But yeah, the swamp areas, I guess like the puzzle-y aspects
'cause I feel like you do more puzzles in there
than anything, other than the ending part.
- It's kinda all puzzle until the very end.

- Until the end. - Where it's how do you

lower the water, but it's not a puzzle puzzle

because it's pretty straightforward.

Just like go here and zip line across.

So it is what he does. - Yeah.

- You just gotta dodge his little swim-by attacks

that he does or whatever. - Yeah, and then they do

those things where they had the colored sections

where you had to press the button so then the--

- Oh yeah. - There's that part,

which wasn't necessary, it's not a hard puzzle solving,

but neither is Resident Evil.

There's no really hard puzzles, I feel like,

in Resident Evil games that I've played so far.

- I feel like because the dollhouse and the swamp lake area,

it's really a lake, but not a swamp, actually.

- Sorry, sorry guys, I wrote swamp down.

- Because those two come back to back,

I feel like that's why they then send you off

to Werewolf City afterwards.

They're like, "Oh, we haven't made you shoot anything

"in a while, and this game is,

"that's kinda the point of this game,

"so here, go fight a bunch of werewolves

for the next half an hour.

And I mean that section is very much more akin to a Resident Evil 5 or 6 where you're

just blowing people's brains out.

Which is kinda satisfying though because they give you a lot of tools in this game and a lot of different weapons.

It is like a beefier, more action focused version of 7 in that regard.

But you don't really get to let loose, at least for that middle chunk of the game there too often.

There are a couple like smaller instances when you do like I think of the I can't remember what the four legged werewolf the lichen beasts or whatever they're called the four legged ones.

Yeah, the ones that all fours that wander the village.

Yeah, the ones that Max says he just ran away from or whatever I believe right?

I couldn't at the time that we spoke and I hadn't killed any of them then I got unlimited ammo.

And then you went out.

Yes.

Yeah, then I killed them and got the trophy.

- Turns out I was only like a bullet away

from killing the one by the house.

'Cause I had done so much damage to it previously, I just--

- 'Cause that's when they give you

the grenade launcher, I believe.

- It is.

- When you first see that one. - It's closest.

So I had shot at a bunch.

Apparently I was only like a bullet or two

away from it falling over, so.

- So yeah, they intermingle combat there

and then they don't really,

the factory, that's the one thing I'll say about it,
is it feels like a good mix of the horror
into combat at the same time.

- Exactly, I feel like the factory brings
all of the different elements from every single part
of the game into one area.

And although I think that area overstays its welcome
just slightly, it's a little long.

Having it close out with the tank is amazing.

Every setting is awesome and I like how diverse it is.

And then also just going back to the village
and going back to somewhere familiar,

I think is really neat and like a good design decision
to be like, okay, you're gonna come back here,
you're familiar with it, you feel safe here.

It's like basically your save room,
but for an entire village, I guess,
or at least that like main hub section for sure,
which is nice to have like a good reliable place,
you know, for sure you are going to be fine at.

- Yeah, once you get through that opening
sort of intro to the village with all the werewolves
and it reminds me of the,
it reminds me of the opening of Planet of the Apes,
when they're like riding around on the horses
and stuff like that.

- Yeah.

- And they're all wrangling you up.

Same sort of vibes.

I feel like they definitely took inspiration

from the OG Planet of the Apes.

But yeah, after you finish that,

the village does sort of feel like you're safe zone.

You've got, what's the merchant's name?

The Duke. - The Duke.

- The Duke.

You got him sitting up in the central sort of area
that connects to all the different smaller locations
within the village.

You've got the church, you've got a lot of areas
that you can kind of explore and go flying stuff in.

- You've become so familiar with a lot of those spaces
that you kind of know, or at least you feel like
you know what to expect until they kind of throw
some unexpected things in there sometimes,
but I feel like even then it's like you know
how to manage that stuff by that time.

Yeah, and I like how it feels so, I don't know,
it feels, obviously it's connected and everything,
But I feel like you get kind of those really cool aha moments
when you're like, oh, this is going over here.

Like, I can't really think of one specific example,
but I like how that world is all connected too.

Yeah, I agree.

I want to-- while we're talking about the--

there's a lot of story stuff I would like to dive into,

but I feel like we should table that for the moment,

because I feel like there might be more to discuss there.

Let's chat about gameplay for a bit because I really feel like a lot of this is obviously built off of the back of Resident Evil 7.

There's a lot of similarities.

They've upped the action here.

It is more of a shooter this time around rather than a survival horror game.

And really 7 was pretty... once you got out of the main first home there with Jack I feel like it was a lot more of a shooter in some senses.

But this one is, you're firing away far more often at enemies in this game.

How do you guys feel like they combine the increased action with the puzzles and stuff like that?

That's kind of something that I feel like you and I talked about, Max, with Code Veronica specifically.

That was more of an action-focused Resident Evil game that obviously still put a heavy emphasis on puzzles and things like that.

How do you feel like it was handled with Village, for the most part?

- I think,

it's, I feel, it's almost difficult to

speak to that from a

initial perspective, because I felt,

I wrote this down, it feels snappier and less scary

having played this game before.

Like the castle I knew, oh I gotta go up here,

I gotta go this way, the daughters are gonna be like this,
I gotta kill them.

So like, the stuff I got hung up on the first time around,
I wasn't hung up on.

So I didn't feel, it didn't feel as puzzly to me.

There were two puzzles, and I didn't write them down
actually, which I should've, that I actually had to look up
a solution for again.

Oh, one was that initial chase with Heisenberg,
and he's dropping the saw blades on you
in the very beginning of the game.

And you have to find the one tiny corner to tuck in.

And that was just, I was like, I don't know where to go.

And so I had to look that up.

And there was another one that I'm not quite sure of.

- I had to look that one up too.

- Yeah, that felt a little unfair.

But the rest of it I didn't struggle with.

And so it was more, how am I gonna engage in this space
and navigate my way through it with this knowledge?

And there was a confidence with that this time around.

And I enjoyed that.

That actually made the game feel more fun.

It's that loop that hooked me in Resident Evil 3

and that I see in other games in the series

of I can do this faster, I can do this better,

I can use less ammo, I can get a higher score, so to speak.

And in a trophy sense,
I can do these more difficult challenges.
If we weren't churning through these games
at the pace that we are for this show
and playing other things,
and like Resident Evil 4 Remake just came out,
like Mike said,
like I probably could see myself going through
and chipping away at the trophies on this
like I did with 3.

There is that gameplay hook
that comes with replaying the game
it feels satisfying and I get it for Resident Evil.
I mean just to jump off that real quick, Mike, before you jump in here.
Sure.

Yeah, I felt the same way because when we did seven, I talked openly about how I replayed
that game two or three times, I think, ended up getting to platinum.

And I felt the same way after I played this one.

I really was like, I want to do another couple runs here.

I want to knock out everything there is to knock out to get all the trophies and things
like that.

And I only stopped myself from doing that because one, the trophy list requires you
to do mercenary stuff to get to Platinum and I didn't like that.

Two though, obviously we just have other games to play and it was time to move on.

But yeah, there is this sort of, I don't know, these games are constructed in such a way
whether they're more survival horror focused or action focused.

You always feel like you can optimize your run in some sort of manner and you can always

go faster through this and these games are very much, like I said that first play through I did on this was 8-9 hours and the second one was closer to 4.5-5 and I just feel like I could get it down to 2 or 3 or I could move through the game even faster especially if I have unlimited ammo on my weapons and things like that.

Like there's a lot of optimization here which I really like.

As far as puzzles, I really didn't feel like there was anything too inventive in this game on that front, which is fine.

There aren't many puzzles throughout the whole Resident Evil series that I can think of that are like, "That's a fantastic puzzle that really challenged me in this sort of way."

They're all of the same sort of variety.

"Run around the castle, get these different masks, put them in the spots where they go."

It's all pretty straightforward most of the time.

examine the items that you get and things like that. So nothing too out of the ordinary in that front. But there's just, I don't know, there's something about how the puzzles are always styled in Resident Evil games that I generally like. So it's not that I want to say they were bad in this game, it's just they were what I would expect from Resident Evil at this point. So yeah, I mean, it's that like Metroidvania kind of thing. I mean, even though it's not that kind of game, obviously,

But it's like you see a door, you know you can open it at some point

But you just need to find the piece and then when you finally find the piece you're like

I could finally go through this thing that I've been staring at this entire time

Yeah, and I feel like it scratches that kind of itch I suppose for me like I thought that I mean

I think the game controls great

I mean it gives you enough mobility to get away from things but

Kind of still constricts your movement enough to not get too comfortable in certain situations, especially when you're in tighter spaces

But generally I mean I think I echo the same sentiment you guys say I think you know the first time around

I definitely I mean I had talked about it before scary games scare me a whole bunch

It's hard for me to get through a lot of this stuff if I don't feel powerful

I guess so like that first playthrough took me quite a bit quite quite a lot of sessions

30 minutes sessions of playing the game to get through it, but this time around I again just had more confidence

I've seen everything that this game has to offer also if you play in third person you kind of know when the scary stuff's gonna happen

Because it transitions back into first person for some of the cutscenes or most of the cutscenes

So you kind of knew when something was gonna happen anyway, but yeah, I think generally it's it still plays great

I I didn't really have too many issues with it like technically it's still sound it's a beautiful game

But yeah, I did I think this is a good spot to talk about it. It seems to me. It's the VR mode

Which between the three of us, I'm the only one that's played it.

I think Logan technically has access to it through work, but hasn't played yet.

I could play it. Yeah, I have access to PSVR too. I just have not tried it yet. I will at some point.

Yeah, you definitely should because it is

bonkers. It changes, it

changes the game and

once I have a more dedicated space

To play in VR here in a few months. I plan on probably dabbling with it, especially when

This Resident Evil 4 remake VR thing, whatever that may be comes out

I think that would be a really good time to dive back in because I feel like the Resident Evil

Just to say this real quick. I'm sorry

I feel like the Resident Evil 4 VR mode is just gonna be like one of the shooting galleries in VR or something like that

That that is my expectation for that is what I've been saying because they have not said it's the full game

But having played about half, you know, two-thirds of Resident Evil 7 in VR back when that came out,

playing Resident Evil 4 on Quest 2, and now dabbling in Village, it's my favorite way to play a Resident Evil game.

And I know on PC there are mods for 2 and 3 which sound and have looked really, really cool from what I've seen.

You want to go look at Mr. X in person in Nemesis?

Yeah, it's wild, man.

And-- I don't.

That sounds scary.

You, I mean, you actually load the pistol,

drop the magazine, put in a new one, slide the rail back,

all that stuff, which sounds tedious in some sense,

but it just feels so natural in VR.

the aiming down the sights or just reaching and grabbing things on your person is by far

the most accurate I've had in a VR game. When I reach for a pistol magazine clip, that's

what I come back with, or the knife. And it does lead to some cool gameplay moments because

they don't want you to, they don't want to break the game in a way of, well if you drop

this knife, you're going to have to walk over there, bend over and pick it up. So you have

unlimited throwing knives essentially where you can just take this, Ethan has this knife

sheath on his arm and so you just pull the knife out and you can just throw it and a

new one will spawn and so you have unlimited throwing knives. It's just, you know, holding

the flashlight where you can hold it like with your, you know, your hand down or your

hand up, you know, over underhand totally just feels, it just feels so natural and great

and I highly encourage people who do have PSVR2

or have access to it to play that way.

It is, I wish I could have played the whole thing

for this show that way, I just,

the space and the time of life just didn't work out,

but it is by far, I think, the best way to play the game.

- Well, you're talking about

one alternative method of play.

I wanted to ask you guys what you thought

of the third person mode, because obviously,

This game was designed with first person in mind, but then they totally recreated it for third person, which I dabbled with and I thought it was pretty solid.

I don't...

I mean, again, there's been a lot of other third person Resident Evil games.

I guess that would be my question is, you guys played the whole game.

Do you feel like the third person mode that they tacked on here is as good as the games that are natively in third person, which, you know, RE2, 3, 4 remake most recently?

I think it works.

Yes, it's good.

I think you should play it in first person if you're going to play it though.

I think it, I personally like if, for, if you're playing the game for the first time, you should definitely play it in first person because like I said before, like those cutscenes, like you're in third person, it'll just zoom back into first person.

And so any scary moment or like cool moment, you won't really get the same set kind of surprise because like, for example, when your hand gets cut off, uh, when you're about to and pull the handle for the door,

if you're playing in third person,

you'll start to pull it and it'll just zoom in

to first person again and then your hand gets caught off.

That kind of unexpected stuff is what made

some of those moments,

a lot of those cool moments really great.

And in that case, you kind of lose that surprise and stuff

entirely when you play in third person.

So I would say for a second play through,

it totally works and it's great and it's fine.

But yeah, definitely prefer first person.

- Yeah, it shows that the game was obviously designed

first person, the first time around,

but it is impressive that the game structurally,

not from a narrative perspective,

'cause they didn't even rework the cut scenes in VR,

you know, the scene in the beginning of the game

where Ethan is being dragged out of the house,

you're just standing in your living room

and Ethan is laying on the floor,

so like your head is supposed to,

it just doesn't feel right at all.

But it is impressive from a game design angle

that this game works in third person or VR or first person.

I think that is really cool.

And I would love to see Capcom take a game

from the ground up and design it with both in mind,

Whether that's cut scenes, you know,

work in either mode in a natural way,

or just they're both available at launch from the start,

because clearly their technology is capable of all of this,

and I've talked about that extensively,

but it shows their chops, I think, really well.

This is any type of Resident Evil experience you want,

you can get it in Village.

Whether you want the, I guess the only one

you can't get is tank controls and pre-determined camera angles. But it is, from Resident Evil 4 onward, if you want that type of experience in any of them, play Village. You'll get a type of gameplay experience that you could have gotten in any of the games.

I wonder if part of the reason why maybe they didn't redo cutscenes other than obviously probably cost money and you know, a lot more work, a lot more time, all that stuff. I wonder if part of it has to do with the faceless nature of Ethan and not oh my

god ever show because they were sure go to go through tons of different angles

and whatever to figure out a way to even not show his face and stuff which you

know I guess we'll probably talk about when we talk about the DLC which is that's

all my god can we just quickly just talk touch on the fact that you we can't see

Ethan's face and I think it's the greatest kind of just running joke of the whole game.

There's so many times where if you turn your camera like his body just turns away from

it like he's shy. Cutscenes, especially in the Shadows of Rose DLC like you just, the

strategic placement of objects to hide this man's face I find hysterical. It is, it's

It's the greatest. I think it's so fun. It's so goofy. There's almost a Japanese humor

to it that you would just get in a Japanese game. It's like, you can't see this person's

face. It's the silent protagonist, but faceless and not silent. Yeah. And that's fine. But

you get what I mean? Like, it's just, there's like a joke. It's like everyone else can see

his face, but you can't. I like, I love that. Like I'm, I'm really glad they've committed

that. Well, I've heard some fans be like, why don't they just show his face? I'm like,

not the point. Like he's supposed to be a conduit for the player and they're leaning

into it so much so that like, you're not supposed to see him. Like, that's the point.

Yeah, I love it. I don't want them. I don't want to know what Ethan looks like. I think

it's so funny that especially how close how close we get. Sometimes. Yeah. There's moments

where they're like, Oh, you're gonna show it now. Nevermind. I want to I want to speak

to, I mean just speaking to the first person stuff for a moment, I do think that this game, some of the moments, this is an exceptional first person game is what I was going to say. And I think we talked a lot about that with Seven, about how they really proved that first person was a place that this series could go when a lot of people were questioning it at the time, whether or not the series could make the jump to that style of play and they really have shown with both 7 and Village here that Resident Evil and First Person is excellent.

I think the thing that I should mention here, and I am like 90% certain about this, but I'm pretty sure Capcom has said they are moving away from First Person now with future games and they're going back to Third Person like with Resident Evil 9 and beyond or whatever 9 ends up becoming.

talked about how that that with in regard to the Shadow of Rose DLC I think specifically like the first person stuff was tied to Ethan and so with Ethan being written out now they're going to go back to third person and stuff moving forward and I kind of I kind of bummed me out because I think

they've done such a good job with both of these games like there's a different sense of horror in these games that I think comes about through the first person perspective compared to like 2 remake with Mr. X chasing you. There's just a different vibe. And I think they've been able to really... like some of those moments we talk about in The Dollhouse that are much creepier and do

lean into more modern... take a riff off of more modern horror games like Amnesia, PT and stuff like that. Like that's only I think... that's not possible. It's not impossible. But I would imagine you guys have played through this game both in first person and third person. Was The

the dollhouse section creepier in first person I would imagine compared to third?

Absolutely. Yeah. Well... I thought so at least. Probably but again I knew what was happening in there. Yeah. And so it was less scary and we'll talk about the DLC later but what they do in that space in third person I think was scarier than

the baby stuff in the base game so... Yes. It depends I think it depends on the type of horror that was going on both two wildly, not wildly different, but two different types of scenario that leveraged the original camera's perspective of each. I mean, it is in both of those moments. I know what you're talking about. Yeah, it's it's very vital that style of camera third person I think is very is vital to why that moment works.

- Yes, so the baby stuff, I think it was probably scarier overall, and I dreaded coming back to it, don't get me wrong. I actually remember getting to that part early in the morning and I was like, "I don't really wanna play this right now. I don't want the screaming, creepy baby." But I think it just depends. Knowing what was gonna go on, I think, makes it difficult for me to properly judge my response to it.

I'm kind of of two minds of it, whereas, you know, I feel like when Resident Evil 7 was coming out, it almost, I think probably fans were like upset with it because maybe it felt like they were chasing like what other horror games have been doing because there was so much success with first person horror. I mean, it's an incredible way to do horror. I mean, are experiencing it firsthand like it feels that way. Well, PT had even come out I think by that time that seven had released. So like, like a lot everything a lot of horror was transitioning to first person at that time for sure. Yeah. And so like having it all tied to Ethan, I'm kind of cool with that. Like it makes his story like completely unique from the rest of Resident Evil like his character is in first person like you cannot I mean yes you can you can but yeah like it is meant to be played in first person it is that is the experience that you're having with that and I'm kind of cool with that being tied to that so I mean but then also they kind of showed that they could do that horror still like obviously you guys already talked about that dollhouse part like for the shadow of rose DLC like they could still do that kind of horror in third person like there are still effective ways to do that so I'm not really like too bummed because I feel like if they are going to stick with like that actual like real scary horror stuff like I mean they've even done that

with with Resident Evil 2 remake I feel like that game is incredibly scary and that's mostly just because of sound design I mean if they just stick with that kind of stuff I think they'll have something just as scary or whatever in that case more than anything moving forward I kind of wish they wouldn't have shot down the potential of doing first person again.

I guess I just would have liked to not know what they're going to do next.

And so for them to have said like, "Nope, first person's not on the table anymore," is kind of like, "Huh."

Well that doesn't make me sad necessarily, but it just kind of like pigeon holes them to one type of game that we have seen a lot."

I mean most Resident Evil games have been third person, at least for the better part of the last 20 years.

So I've been looking around for that quote or that source on that and it, I haven't found something definitive quite yet. It seems to stem from an interview with IGN from the Tokyo Game Show back in last year of 2022. And it sounds like, I guess the Shadows of Rose DLC concludes the Winter's Family saga, as the terminology used. So those characters are all done apparently according to Capcom at least at this point and so that's taken on the meaning of we would leave first person behind so far at least in the googling I've done that we would just return to third person and a new cast of characters or old favorites so that seems to be where it's stemming from but I haven't found anything definitive yet.

- Yeah, I just looked it up here myself.

And so, yeah, maybe they could do first person, but it does, I mean, even the end of this game says the father's story is now complete or something like that, I believe.

Yeah, so they make it clear that Ethan's done.

He's not getting a trilogy, he's getting a duology.

- Capcom's language says the Winter's Family,
as in Rose 2, which feels very strange.

- Which is weird, and we'll talk about that.
talk about that.

We'll talk about that, the DLC here in a minute.

So we've been talking about Ethan here a lot throughout this episode, but we have not talked about much of the story of this game, at least not outside of some brief references to certain things.

And I think that the story of this game is, it's one of the reasons why I like it a lot, but it is very much all over the dang place.

So much so that I almost don't know where to start because obviously coming off of the end of 7. There's a lot going on here with Mia and then Mia gets offed in the opening five minutes of this game and then there's a baby with superpowers and then the baby gets torn apart and put in little bottles. There's just all... Like this game is... I

think you mentioned, I believe in Code Veronica, or Code Veronica episode max, that one of the

writers on that game talked about how he wrote the entire script while he was drinking and that he

specifically just the Wesker report which explains why Wesker is alive. That's not not

Code Veronica itself just this DVD bonus video. Okay well they may have taken a page out of that

playbook when they wrote this game because it feels like but it's great at the same time I

think. Like it is, again, Resident Evil to me is inherently campy and this game is...

psycho stuff. I don't know, where do you guys even, where do you guys want to even

tap in here with what happens? Um, I guess like for me, you know, I have not played 7.

Okay. I've played like the beginning of it, you know, I've killed-

So you witnessed the key moment of Se7en I guess which is...

Yes, I did.

...he dies.

Yes.

Spoilers.

I did witness the key moment. I got up to the lady that's in the house...

The greenhouse.

...that's made of flies or something.

Marguerite.

Or spiders or something. Yeah. I got to her and I'm like, "This is too scary, guys. I can't play this game. Too much." So yeah, I got to that part and I stopped playing the game.

I'll probably revisit it though at some point. I probably, I will. I will revisit that game

soon but so coming into this I guess like honestly it's it's less about the

actual story itself and more about like all the things that are tight like all

the lore bits and stuff that make it so complicated but the story itself is like

really simple I guess at the end yeah it's like you know your your wife gets

sniped by Chris Redfield you know it's not in the face ten times point-blank in

in front of your eyes.

- And you're like, what the heck?

And then your baby, and they take you,

but then your baby gets kidnapped,

and you find out that she's been separated,

and basically you're trying to put her back together,

is what the story is at the end of the day,

and try to save her, which is crazy

that you could think you could save her

when her body parts are all in different cubicle thingies,

and you have to put them in a machine.

What, I don't know, that kind of stuff is weird,

but the basis of the story is super simple.

There's nothing really, like they kinda tell you
and like everything you kinda need to know from Seven.

And then from then on, like you're just experiencing
what they have here in front of you,

which then gets into crazy stuff like

that I personally would not understand,

like at the end with all the stuff,

how it connects in the deeper lore of Resident Evil

with, I know they mentioned like the Arklay Mountains,

which I know is from the first thing

and like with Miranda and stuff.

And that kind of stuff kind of flows, like goes,

I just don't know what's going on there.

Maybe I do now if I play it now and then I look back at it.

- You would.

- But even at the moment of like when I played it
the second time, I was like, oh this is interesting.

Like obviously it is tying back to,

'cause I knew the settings of each one.

I'm like obviously this stuff is tying back to

old Resident Evil games, which is really cool

fan servicey stuff that is awesome that they could

tie it in that way and in such an interesting way, I guess?

- I don't know if it's all that interesting.

- Well, I guess how they do it is kind of whatever.

I mean, it's just a bunch of notes.

- I like that Chris is the one who discovers it all.

That's the element of it.

I don't hate some of the revelations at the end.

Revelations, Resident Evil reference.

- Yeah.

- No, no, no, no, no, no.

This stuff's the best.

- I like how they make it interconnected,

But it feels like every couple games,

they did a similar thing in Code Veronica,

where it's like Resident Evil 1,

it's like, oh, Spencer, he's kind of the guy

behind Umbrella and he's the one doing all this.

And then you get to Code Veronica,

it's like, no, it was actually the Ashfords

that were one of the key people responsible for Umbrella.

- Well, it wasn't just actually the Ashfords.

Ashfords were there.

- Yeah, and they were--

- And now we know Miranda was there.

And I think that's super cool because that's hundreds of years and she's there and this fungus is taking over her brain

and all she wants is her kid back.

I think, and maybe this is just because I'm

so new to Resident Evil on the whole for this season and we've just played all this so close together

but like I'm riding a Resident Evil lore high right now and

when we got to that lab this time around and I was reading everything,

I, my mind was like, oh my gosh, she was there. They were finding the progenitor virus and she's out here dealing with this fungus thing and I just thought it was so cool. I really, really enjoyed that lore revelation in the the part that, you know, we've talked about. There's always a lab.

I like that there's still a lab and this lab has been here for hundreds of years and

there's more things. There's also some interesting stuff with the BSAA being bioweapon soldiers this

time invading the space so like that has some future implications I imagine. I was gonna say

they don't really touch on that too much until it's kind of like one of the final kickers of the game

and sets up where 9 could go. Yeah I also though think outside of the the extent extended lore here

I kind of really enjoyed the scientific-y reasons why the bosses are the way they are,

because they've been infected with the uh... the cow-doo? The cow-dow? The cow-dow? Yes.

Or whatever? Yeah. This live fungus hive mind kind of thing. And so...

It interacts with the megamycete I think? Yeah, so the megamycete's like this big brain,

But you know, explains why Lady D is a tall vampire lady. It's because she has a rare blood disease that

combined with wild growth or whatever means she has to like eat humans to stay stable.

Or, you know, with Heisenberg being able to control metal or the doll lady

controlling her dolls, she was taking it out of her and putting it in her dolls.

I like the way that they try to ground this scientifically. Same sort of way.

They explain why Ethan can just have his hand chopped off and put it back on.

It's because the man's made of mold, which I just, is the silliest thing ever written in Resident Evil, at least as far as I've played.

The man is just filled with fungus.

He's just a moldy boy.

And I think that's so cool and how they hint at it throughout the games.

the more... I remember the first time I played this game I just thought, "Poor Ethan's hands.

They just really stab him, rip him, chop him off. His hands just get brutalized in this

game." Well Lady D drinks his blood at one point and she says something like, "Ahh, like, eh." You gettin' ready to go bad or something? Yeah, yeah, yes. Yes, I think it's something along those lines. And so they do drop a bunch of hints throughout the game with it. And And they even do going back to 7.

I know we keep alluding to the chopped off hand, but we talked in our 7 episode that he gets his leg chopped off in that game in an optional cutscene.

He just reattaches it willy-nilly.

So they've been dropping hints to it.

I don't know if this was a grand plan they had.

Maybe in 7 its inclusion was just meant to be a goofy thing, but now it's come full circle and they've given a reason for it.

yeah, Ethan is a character that's so bewildering. I still have so many questions, I guess. So his wife, what's his wife's name? Mia. So she procreated with a mold man. So she's the product of a mold-loving relationship.

- Like, have they got-- - Roses?

- Roses, the product, I should say.

Mia, I guess, had sex with a mold boy and then had a mold child.

- Essentially, they had superpowers, but Mia would have known this.

- Yes, which makes it even more like head scratching.

And also, Miranda can shape shift into Mia, which is why she gets blown away at the start, which I kinda like.

I mean, I don't think anybody, even before this game came out, I don't think anybody thought like, "Oh, Chris is going to be evil."

And that was kind of what they tried to do with the marketing for this game, and it was clear that that was never going to be the case.

But yeah, there's a lot happening in this game.

But I do agree with you, Michael.

At the same time, I think what works about this game is that, in typical Resident Evil fashion, I think this is one of the stronger aspects of the series as a whole, is it is so character focused.

The characters are central to everything.

And then there's lore and world building and back story and stuff like that, which Max was talking about here at the end of the game.

But for the most part, it is just these characters, or whether it be Chris, Jill, Leon, like they're central characters, and then the villains and stuff as well.

And sometimes they don't hit, or sometimes the side characters don't hit.

I think of Steve from Code Veronica.

Like in this game I think the cast is pretty top notch across the board, whether it be between Lady D, Heisenberg, I don't think Miranda gets as much time honestly to feel like a compelling villain.

That would be kind of my one problem with this game because you, Max, talked about how you like that she does have roots going that far back and I wish they would have done a little bit more with that.

her motivations aren't explained until the 11th hour, essentially. That's kind of my problem with what happens at the end of the game. It is just so dumped on you as the player in these text logs and fleshing out her motivations and fleshing out why she's like this. In all

those various text logs, it establishes she has a child, her child died, how she found the Mega My Seat, that she knew Spencer, how Spencer got the inspiration for Umbrella.

There is a lot of stuff that is just thrown at you very, very quickly.

And that stuff's all fine, but they could have done more with it in the game itself.

And I think that's my one issue with it.

Her children are so front and center throughout the rest of the game that she just kind of falls into the background.

But I like Heisenberg and Lady D as characters and stuff like that too.

I do think there is a bit more fleshing out about Mother Miranda's motivations, or at least her objective of a daughter, you know, doing something with Rose and her power to resurrect something.

Heisenberg hints at it, you know, especially when you're in the factory, he's talking about how they're just pawns and they were used.

Heisenberg's factory has notes and documents talking about how he's building up an army and Mordru talks about experimenting with the fungus, the kodu, or I don't know, there's a lot of funky things here. You know, that's how the werewolves come about. So I do think there's some world building of just Miranda and her forces in general throughout the world and kind of her objective and those things. But yeah, it is the same trope of here's all the plot twist, right? The narrative plot twist and it's always in the lab at the end and a bunch of documents. The twist never really comes in a cutscene, I guess besides the fact that you died and you're made of fungus.

Well, the other thing too that I wanted to mention is like, and this is where my disappointment with Miranda comes through more, is like she's also responsible for Evelyn in the previous game and Evelyn has ties to her as well. And so to make Miranda kind of the core villain of both of these games and then to just not do a whole lot with her other than just, "I want your daughter to recreate my daughter."

There was more to explore there with her, I think.

And if they would have made her more...

Obviously she's name-dropped constantly throughout the game, but a lot of people around the village

are...

I guess the old lady is her.

But she's name-dropped quite a bit throughout the game, and you know she is the central that you are kind of going to have to deal with because Heisenberg and Lady D and all the others, Moreau, they're all mentioning her but she does not directly appear outside of there's the one cutscene at the start of the game where they're all together before you get chased and then you don't see her again until I believe the variant of the game after you deal with Heisenberg.

And so that's again where I just feel like there was more.

Like they could have sprinkled her in more over the course of this game I think and she she could have served a bigger purpose.

- Yeah, I think they could have done,
if maybe not show her more, but do more things
like how she was the old lady right in the beginning,
like maybe make her, 'cause she has the ability
to shape shift, maybe she was, I don't know,
like a crow that was hanging out that you keep on seeing
throughout the entire game or something like that.

Or something like that, I don't know.

- Or she's the duke.

- Or she is the duke or something.

Like something like that in that sort of way.

That way it kind of connects it like,
oh, she has been watching you this entire time.

She has been there the entire time.

If not actually present with her normal self, I guess.

- Yeah.

I did, I don't know if there's more character/story stuff you guys wanted to talk about in particular, but I did want to say at least before we left that section, fun fact that I picked up on in the game and then had to double check.

The voice actor for Chris is the same voice actor for Carlos in the Resident Evil 3 remake.

So Carlos and Chris are one and the same.

- That tracks now that I think about it.

Like I can totally hear that in my brain without even--

- There was some delivery at the lake.

I was like, that sounds like Carlos.

And so that's when I checked and I was right.

So yes, the voice actor for Chris in Village is the same as the voice actor for Carlos.

- Well, I did wanna actually bring up Chris and how he's handled in this game.

I feel like he's one of the characters that we haven't touched on, and obviously you play as him for a chunk of the game.

- In a very Call of Duty set piece.

- Chris of Duty. - Yes.

Which is great, I like that part quite a bit actually.

But Chris in this game, I don't know,
even he I feel like is not as prominent
as he potentially could have been.

I don't know, it's a weird thing to balance
because I get that they wanna make this
an Ethan game through and through,

and they don't wanna have Chris take over the spotlight,

But Chris is in the opening and then he doesn't appear again until the lake, I believe, is
the first time you see him.

And you just see him, yeah.

And then other than that, he really doesn't show up again until the light sections of
the game.

Other than that, I think one of my big questions with this game, and it feels like something
where they just kind of wrote themselves into a corner and they're like, "Well, this is
what we want to do.

We want to pitch it as Chris is maybe the bad guy, so we're going to have him off Mia,
who's not really Mia at the start of the game."

Because you even get... basically I guess what I'm trying to say is why didn't Chris just tell
Ethan this?

And that's even a question that one of Chris's companions broaches to him, like late in the
game, if you are listening over the...

as he's talking via the comms during the Chris of Duty section that Michael said.

One of them's like, "Why didn't you just tell Ethan? You could have just looped him in."

And he's like, "Yeah, I think he says like, 'Yeah, maybe I should, but I was like afraid that... how
he'd handle it.'"

handle it. I don't know, something to that effect. And I think that is a little bit of a

maybe plot hole like, "Hey, why wouldn't they just tell Chris that like this woman is after his
child

and his child is unique and these things are happening?" And I guess the other questions,

and this isn't really touched on a ton, but it's kind of a subtle thing that I like with Ethan, is that they establish in the early portion of this game that he's been like training with Chris a ton and that's how he's more proficient with weapons now. It's implied that he's not just this scrub anymore. He has been trained by Chris, he has a lot of military expertise now and that's how he can handle himself in this situation. So why wouldn't Chris then fill him in on what's happening and instead he just offs Mia in front of him and is like, "You don't know what you're talking about, Ethan!" It's like, "What?" Again, it feels like one of those things where it's like Capcom wanted to intentionally play with fan expectations

and so they did it even though it didn't make a whole lot of sense narratively.

I correct me if I'm wrong, but wasn't it said or implied that Mia was the one making Chris not tell Ethan?

Everyone was trying to keep the secret that Ethan was dead away from Ethan.

So I think that's...

You could have not told Ethan that he's dead and could have still told him that like, "Hey, crazy woman's after your family you should know how we're gonna perform a sting operation and kill the person that looks like your wife in front of you yeah i guess i don't know you know why is my daughter so important she has superpowers how does she have superpowers

because you're made of fungus it's i'm not saying it's great writing or it's great he's made of mold fun fungus okay last boy mold is fungus i don't know i'm pretty sure mold

- Is it the fungus?

- It is, it's not the grid, I'm not defending it.

I do think there was just like a write-off excuse of why they aren't explaining it, 'cause it's pretty silly.

It's pretty silly to go this long.

- And yeah, again, it's one of those things

where it's like I'm not staying up at night,

like why did they do this?

I don't really care. - Tossing and turning over.

- You gotta keep the player interested somehow, right?

You need to have some sort of mystery there

in order for them, in order for you to wanna keep on going,

'cause if you know all that stuff,

then how do they keep you going

and trying to figure out what's going on?

I feel like if you get that information right at the get-go,

I mean, what is there to,

what other surprises other than Ethan putting his hand on

and stuff like that do you really get?

Those moments don't even,

aren't even as good then at that point.

- Yeah, yeah.

Last question about story and character stuff before we move on is I did just want to ask how do you guys feel about Ethan's death and then the time jump at the end of the game with Rose obviously and we'll talk more about that with Shadows of Rose here which we're going to touch on more fully but I guess just how do you feel about the ending of the game then choosing to kill him off I guess for good because he was technically already dead but yeah. It's silly. Like it's very goofy the way he goes about it. Like I'm not gonna give up. You know that we haven't, I should say I haven't. Who knows what happens in Resnival

5 or 6 at this time. But we haven't really seen a main character in these games like bite the dust. And it's interesting to see them introduce a new character in the previous game and then kill them, kill them. And the second one, it's interesting. Just from a reboot perspective, which Seven essentially was, to a degree. And it makes me wonder about

the future of the series in that sense but him you know basically blowing everything up and being like this limpy little mold man and me is actually alive and you know take care of her promise I'll always be there I'll protect you or whatever you know typical stuff but it's Ethan's sacrifice is pretty goofy in hindsight. I'm not against it I guess like I don't think it's I mean what I guess at the end of the day when I if I question like what what would I have done differently I guess like what would it be more compelling if he had stayed alive and then also like what what purpose does he have after this story ends I guess I mean then he's just around you know like what is he gonna do afterwards you know so I mean granted he would have like with the time jump like Like you mentioned Logan, like, would Ethan even still be around at that point then too? Like would he just be dead anyway?

So I mean, I don't know.

And then the time jump too is really weird, especially with the DLC stuff because I mean, I don't know, we don't have to talk about the DLC right now, but I think that time jump and how the DLC goes about, like it kind of makes the DLC kind of, you don't need to play it at the end of the day.

know because of how they position the timing of it so they show the same Indian cutscene at the end of the DLC as they do at the end of the game which is extremely bizarre the mystery is still there and who that shadowy figure is and how that plays out with the rest of like what's gonna happen in the next part of the Resident Evil series and stuff and if Rose isn't part of that according to that interview or whatever, the Winter's family story.

It's really weird, I do not know what is gonna go on with whatever the ninth entry will end up being, especially with how that ends with that kind of information, I suppose.

- I mean, let's just talk about Shadows of Rose.

We'll get back to, I know we're gonna touch on the music, but I mean, we're talking about Shadows of Rose naturally, so let's just do it. - Yeah, let's do it.

- We did all play the DLC here, which is obviously a first time for all of us, none of us have done before. Just general takeaways, I don't want to spend, not trying to rush through this section, but I don't think there's as much to talk about. I think largely it's fine. I didn't hate anything here. I don't know. Honestly, my big takeaway is this. It really felt like Rose was poised to be the new character moving forward in Nine, and I thought that they were gonna do that, and then this DLC made me not really care about Rose much at all, and revisiting all these old locations didn't really do a lot for me. I think some of the mechanics are cool with some of her abilities and things like that. I don't know, largely I just thought this expansion was okay.

Uh, yeah, I mean, I kind of feel the same way. Um, I, I kind of said it before already. Like, I don't, I agree that I thought it was fine. I think it had really cool moments. Obviously the dollhouse moment is a standout moment, not just in the DLC, but like that entire game. It is absolutely terrifying. The puzzles are really good too. I like, I like the ones with all the dolls and figuring them out, figuring out where they go. And like, I thought that was enjoyable as well.

I did not like the stealth section, although I think the environment was kind of neat and different.

And at least where everything was big.

It could be like Little Nightmares vibes for sure.

Like I don't know if any of you guys have played those games.

Yeah, it kind of had that vibe for sure.

And like, I like that they did play around with some of the environments, but for the most part, I think you had said it while we were playing it, but like it feels small.

Like even though we've been in these, like we've been at all of these settings in different environments before but like for some reason it all feels smaller and more like tighter and I don't know it doesn't feel as as sprawling as like the castle for example doesn't feel as sprawling as it was when you play it in the original game when you play here it feels all like super tight and like you're getting forced into sections whereas like you're not really exploring like how you had that like the freedom to explore in the in the original game or whatever so but generally I thought it was good again like how it ends up panning out like you don't need to play it you see the ending of this DLC in the end of the game like the base game then also like why did they even have like why did they even introduce Rose like in the first place what is her bigger what's the bigger picture here with her ish is she in fact going to be part of Resident Evil 9 I

I mean, I feel like she kind of has to in some capacity if I mean you even if you don't play as her I guess

maybe some sort of supporting role or something but

It's just interesting. It's really really weird, but kind of good like it's kind of interesting. I liked it it's

the

Is it the first?

It's the first piece of Resident Evil DLC that I've played I

believe so far and I know we'll be playing some for five and

Possibly six but this is my first exposure to some expansion content in the game series on the whole I

did kind of enjoy the reuse of

Characters and assets it was like for example the Duke is evil, right? He represents

The kind of villain in the first area which is the castle

I thought that was kind of neat. But about like the castle feeling smaller I

think it's because more of it's like cut off and there's a lot of black goo

everywhere just limits where you can physically go so you know there's other places but they've they've even shrunk it and just tightened it up by changing the environment design. I did get some Bioshock-y vibes from this DLC a little bit, particularly in the castle, because there is a use of little CRT monitors everywhere and Rose has powers with her hand, you know, a la Plasmids, and then there's a bunch of rabbit imagery in the beginning as well, so that gave me a lot of Bioshock-y kind of vibes. Not in the "this This is as great as Bioshock, just a lot of design cues from that, just visually speaking, which was interesting, I thought.

I wrote this down not a fan of basically rehashing the dollhouse gimmick, which was at that particular

moment of the note just essentially an escape room of finding these pieces, putting them back together and then they reveal the mannequin weeping angel bit, you know, Doctor Who kind

of vibe and immediately it became terrifying again. I think actually Mike, you and I got got by the same jump scare where like at one point, you know, the mannequin shows up in the hallway and you're like, okay, there it is. And you come back to that hallway later and it's not there and you're like, "Ah, it's fine.

"I mean, it's moving, but it's fine."

And then you open the door, the next door, and it's right there and totally, it got me for sure.

- That got me too, for sure, absolutely.

- Dude, right when it showed up in the hallway,

I'm like, "Dude, I don't know.

"I don't know if I can play this.

"This is way too much for me right now."

- I think it was definitely the scariest part, actually,

of Olive Village in general was these dolls chasing you,

and I'm very concerned about what they'll come up with later.

Overall, the whole DLC really is kind of more psychological horror-based.

The imagery of Rose dying a bunch of different ways,
these dolls all trying to kill her.

I think the ending kind of fall-- not kinda.

The ending falls really hard flat,
because it's essentially the same ending
that Mother Miranda is still trying to get her daughter back.

And--

- Well, not only that,
but like it was telegraphed from moment one that Michael was gonna be Ethan.

Like the second it was-

Oh yeah.

It was like, "Okay, well it's clear that this is gonna be him finally interacting with his daughter."

And not only that, I-

I'm sorry I wanted to mention this real quick because it was fresh in my mind,
but the whole like, the whole thrust of her like wanting to get rid of her powers
because "People bully me at school because I have powers!"

what is this plot device here for her to get rid of,
want to get rid of her powers?

Like, they could've gone with literally any other thing,
like, I just want to be normal,

I just want to live a normal life, I don't want this--

- She could've gone with, I don't want mold inside my body.

- Yeah, instead it's just like,

I've been bullied and I want friends.

- Well, I think it is, I think it is that like,

oh, I do just want to be like, I want to have a normal life,

but because of her age, it's like,

it's also because she's getting bullied, I guess.

I think the main thrust is that she just wants to be normal,

but how they depict it is like, yes,

it's very stereotypical teenage drama.

- Yeah, I mean, yeah, the way they chose to depict that

is very strange, 'cause it could've just been like,

these powers have been nothing but bad news for my family,

I don't want this to haunt the winner's family name

moving forward, I don't wanna have this hanging over me

the same way it did my father, blah, blah, blah, blah, blah.

Like stuff like that, it would've been like, okay, sure, that makes sense.

I get picked on at school, wah, I don't want to have telekinesis or whatever the heck.

It's like, I don't know, very silly stuff.

If I had superpowers and somebody's like, "Oh, you nerd, you got powers!"

I'd be like, "Uh, okay?"

I don't know.

strange odd way in which it was explained that she wanted to go through this whole situation

and the cutscenes at the start are a little like they feel rushed too like doesn't it

just open she's on a park bench and some random dude shows up he's like hey I figured out

how you can get rid of your powers blah blah blah blah it's just like oh we're just

we're just we're going here we're running like it's just yeah it's implied that he like

works with Chris or something but turns out that was all Mother Miranda anyway.

Yes, yeah. And then, yeah, I don't know. It's the final boss and stuff, I mean, it is just a rehash

fighting Miranda again. The final boss I didn't think was terrible and getting together with Ethan

was, I don't know, there was some like modicum of like enjoyment there with like, "Oh yeah,

I'm fighting alongside my dad. This is cool."

I actually did want to say, I feel like at least currently I'm the only one that could really speak to this out of the three of us. But I will say that the kind of endish, midish point where you're back in the house and you're exploring and Rose is like, "Was this where I grew up? Is this like my home?" And there's all this very heavy like, "Ethan, I'm going to be a dad that's always there

and protect my daughter. Like that actually kinda, and the tiny baby stuff, like that actually kinda made me a bit sad and did hit. And that's purely just where I am at my time in life. You're six months removed from having a kid. Yeah. Yeah, so Rose in the game is uh, six, sixish months or so. So it's like exactly where I am with Eloise. So that did actually hit me which I found cool because in general this is just like of course she's gonna figure out it's her dad and stuff but that did actually hit a little bit home for me I don't know if it will always hit home for me going forward but it was cool to be at the exact same spot as Ethan you know in that relationship and I will say in VR Rose is accurately sized it's quite a impressive. Rose is an accurate six-month baby. I have a question for you guys.

Were you guys disappointed that the Michael wasn't the Michael, the helicopter pilot from Resident Evil 4? I forgot that that was even Michael. Or he was Mike I think. Mike!

Beers on Mike. Yep. Poor Mike. The true guardian angel. I forgot that that was his name completely I haven't gotten to that point in the remake yet so isn't it his name in in the original four that I don't know I can't remember we played that game so long ago no I think it is I've actually on shouting Mike I do think it is Mike though as well and I will say regarding the whole Michael thing I think it's kind of funny that Rose is like are you like my guardian Angel and Rita's just like, "Uh, yeah, Michael, the angel."

Sure.

Like that's where he, he, he's totally just BSing and riffing with her.

Yeah.

I, I did like, kind of like their banter with each other a little bit.

I thought that was kind of like fun.

It kind of like made it less scary, which helps me play through it personally.

So I kind of liked that.

And I don't like dislike Rose as a character.

Like I wouldn't be mad if they had her be, you know, in future resident evil games for sure.

Um, well, yeah, I don't know.

The, like you said, DLC pretty good.

Wouldn't play again though.

And then the, yeah.

And then, uh, we mentioned this before, but I just took to go back to it the way it ends with how the ending of village.

Oh, as also like you find out that this was like, didn't happen after the events of village.

It's very kind of odd how they did that, but I guess that stays true with the whole

Winter's family storyline has now completed or whatever it says at the end of the game. So yeah, Shadows of Rose

Okay, but I will never play it again probably

Let's talk about music. Do any of you guys have things to say about the soundtrack for this one? I do think

Actually Max, let's start with you this time

hmm, hmm, I

Not a ton of notes this time on the soundtrack.

I...

One of my notes was bluntly like I'm not noticing the songs or anything standing out per se.

I think it's one of those soundtracks that blends in with what you're doing fairly well and emotionally amps you up.

Like if you're in a firefight themes are there but nothing in particular.

I did notice there's not really a save theme to necessarily speak of.

I mean when you are in a safe space shopping, particularly when the Duke is there with the save typewriter, you know, there's a theme. But it's not the same, which I was a little slightly bummed about actually not having that kind of old faithful tune in the background, however it's been remixed. The one particular song that I did note was that the factory has kind of a techno synth is what I wrote just kind of under the score which was additive I thought thematically with you know there's a factory it's we're building machines and monsters and the Heisenberg is this electricity magnetic kind of character so I think this soundtrack in this game is just thematic and not so much in your face as something like Code Veronica or even Resident Evil 4 is a bit more in your face so that was kind of what I noticed for Villages sound design. I mean I really don't have a whole lot more to say other than that you kind of copied me bar for bar word for word like I just I swear teacher we didn't look at each other's notes yeah there was just not a whole lot that stood out to me in this one. Mike I know you listen to this soundtrack today though to some degree was there anything that really stood out to you with that or? I guess like really the only like unique track I feel like is like the stuff that they play like while they're doing like the storybook section in the beginning it's I feel like that's pretty different than what I've played from Resident Evil games because it's so like kind of like more whimsical and storybooky fairy tale kind of yeah it gives off that kind of feeling rather than like dread and things are going to kill me vibes so I would say like I guess that's It's like a unique track in it.

It's not one that I particularly care for though.

There was one when I was,

I agree with you guys about everything, about the music.

It feels more like it's an additive thing.

It's like the same way how I feel about the Resident Evil 2 remake soundtrack or whatever.

It's more about,

there are a lot of quiet moments in this game and it's more about the sound design of like, oh, you hear something creeping around and a werewolf's gonna jump out at you, and then the music swells, and then you feel all this anxiety and frantic whatever.

Then you get into combat and all that stuff.

I feel like it's more about those kind of moments rather than actually playing music the entire time.

I feel like when I played Resident Evil 3 Remake, there was always music on the entire time, which was really weird.

But yeah, I forgot what the track was.

It was one of the last,

oh, it was called The Final Movement, and I was listening to that, I was like, this is crazy sounding, like it's like super, like it's like a banger.

I was like, what's going on with this song?

- Reminds me of the hunk of like Side Mission in RE2 that just has an absolute bonkers track that just feels so out of place but epic at the same time.

I just like, what?

We didn't need to go this hard, Capcom.

We did not need to go this hard.

- I don't even know what part of the game it's in.

I was like, "This was in the game? I don't remember this at all."

I wonder--

I'm guessing it's the final boss fight or something. I don't know.

Could be in the mercenaries mode, which I don't think any of us played.

-Could be in that. -True.

I actually did play mercenaries.

Oh, this guy dabbled. A dabbler.

I have nothing really to say about it.

Mercenaries with Resident Evil Village style combat.

-That's about it. -Sounds like the thing.

Let's wrap up on this one then.

This is obviously a harder question to answer here.

I mean, to some degree.

I mean, what is this game's legacy?

I think the legacy at this moment is just,

this is the end of the Ethan winners.

This is the final Ethan game in my mind.

This is, caps off the potential first person run
they've had here.

If they do opt to go back to third person,

which is what it seems like they're going to do

with whatever Resident Evil 9 becomes.

But yeah, I mean, more than anything,

I think taking it back full circle to what Mike said,

this feels like Resident Evil Greatest Hits.

Like if I was going to tell anybody

to play a Resident Evil game,

like to potentially hook them,

this might be the one.

This is, I mean, this is high on the list.

I don't know.

Yeah, it just, it hits a lot of the core elements

that I think the series does so well.

Um, and that's kind of its legacy for me, but again, legacy is hard to

discuss when this game is, we're coming up on its two year anniversary at the

time of this recording, but it has not even been out for two years just yet.

So,

I, I feel like, and this is me personally, and I'm, I'm, maybe I'm in the minority

here on it and maybe I just have my information wrong, but I feel like this

is the game that really cemented that like Resident Evil is like really back

like especially in like for modern games you know like we had seven and seven

proved that you know like you know there are good Resident Evil games like there

will be some maybe potentially then there is the remake which is obviously

like you know Resident Evil 2 is such a beloved game I think I don't know if

people expected it to be as good as it was but it was a good game and it's like

"Okay, well then now they have this new one here,"

or new at the time.

And I feel like maybe people

could have seen it going both ways.

It could be bad or it could be good,

and it ended up being good,

and I feel like this is the one that really cemented it,
both on the actual game and the franchise itself,
but also on a technical level.

I feel like this is also one of the ones that,
along with Resident Evil 2 remake,
but really this, especially with new gen consoles,
or I guess like the PlayStation 5 and Xbox series consoles.

I feel like it is still kind of like a cool,
technical showpiece to show for like graphics and stuff.

- Yeah.

- It's still such a beautiful game to play, like even now.

- We didn't even talk about that, but yeah, visually,

I think this game looks great.

Like the RE engine is still top notch.

Like I think this game looks really, really good.

- Yeah, I think it's like the perfect showcase for it.

And even like using,

I think I played it all with ray traced visuals

for the most part it was pretty solid 60 throughout the entire time. I think
there's probably dips here and there but it was never anything like wow this is
not great. I think I was playing Resident Evil 4 remake and I noticed more dips in
that game than in this one but yeah it's it's it's a great game I think it'll go
down as like one of the the best Resident Evil games at least in like a
top five for sure. I think it would. Yeah. I, I, Resident Wolf Villages, I wrote it as
a sample platter of horror, which is fun and refreshing in that way. You know, you've got
things where there's no gunplay at all, or there's a bunch of puzzles like we talked
about, or there's a giant 11 foot tall lady chasing you around. There's just different

types and it gives you all these different hits of horror that you can experience in one game. That's pretty great. I think it gives gameplay wise, not gameplay I suppose because you're still shooting and solving things and whatnot, but it does give it a bit of a lack of focus. There's some, you know, "Well, we want to try this so we'll create this area and do that." And maybe it hits, maybe it doesn't. And so it doesn't lead to it being all thriller and no filler. There's like slight, and this game is snappy, but you know, the lake, I almost said swamp, but the lake or like the werewolf cave, like those feel a bit unnecessary or imbalanced that way. And so I think if Capcom were to pursue this type of design in the future, maybe truly open where you get to choose where you're going or a bit more cohesive design there instead of just trying what they thought would work and some of it works some of it doesn't. So I think that's part of it but outside of that this is the first game in the series in one game, Resident Evil 4 I suppose technically got there first or no because there's still not a first person version of Resident Evil 4, but it's the first game in the series to have three different ways to play it, visually speaking, which is rather impressive and obviously I think this game has pushed the RE Engine to at least its current limit in a Resident Evil sense with it being on every possible platform essentially from cloud to even Apple Silicon on the Mac. They're very adoptive of putting their game on the platform and it's cool to see Capcom doing that. I don't think they will necessarily do that with every Resident Evil game but it's at least cool to see it done here with Village which I do think is a great entry point into Resident Evil. You don't need to have played 1 through 7 to really enjoy this game. This game is fun, period, and I think that's the most important thing to take away from it. You might be a little confused later on when you find out that your main character was dead the whole time somehow and you get your heart ripped out and things like that. We didn't even touch on that. This game is very gory. Like she puts your heart out and then like squeezes the blood on her face and it's just like, it's awesome. It's pretty crazy. If you just play the first like literal 10 minutes of Resident Evil 7, you'll need,

see what you need to see. Yeah, you're fine. Basically. And with that, I think that'll do it for Resident Evil Village. Thank you so much for listening. If you'd like to check out more of Chapter Select, you can head over to chapterselect.com and check out all of our other seasons. You know, if your fungus is your thing, we got some stuff on The Last of Us. Or maybe First Person, have we done any First Person games? No, we have not. But That may change someday, I don't know.

We'll see.

And then Fast and Furious season was our previous one.

Fast 10 coming out super soon, Logan.

We'll have a new episode.

- It is coming out really soon.

I didn't even think about that.

We're like a month out, aren't we?

- Mm-hmm, super soon.

So it'll be exciting.

We'll have an episode up on that.

Michael was also in that season talking Tokyo Drift with us.

So definitely go check that out.

If you'd like to find Logan on Twitter,

you can do so over at [Morman12](https://twitter.com/Morman12).

and his writing over at comicbook.com.

Michael, you can find on Twitter @TheMichaelJRuiz.

Same thing for Instagram,

where you can check out all his skateboarding videos

and whatever else he posts there, I'm not quite sure.

Skateboarding and beer probably are the main things

over there. - Probably.

- And then his podcast, "Bantam Banner,"
which he does with Ricky Freck,
another Chapter Select alum, the two of them just fight
over who can be on the show more.

So definitely go check that out.

If you'd like to check out my work,
you can go to maxfrequency.net where I do the Max Frequency podcast and do all my writing
so you can head there. But until next time, thank you all so much for listening and adios.

Chapter Select is a Max Frequency production. This episode was researched, produced, and
edited by me, Max Roberts. Season five is hosted by Logan Moore and myself. Season five
is all about Resident Evil. For more on this season, go to chapterselect.com/seasonfive.

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