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

- - -

Are you playing on hardcore?

Mm-hmm.

Are you going for the plat?

No.

You're not going to join the club?

No, I don't want to play through this four more times or whatever.

Ah, it's fun.

It takes- you can beat it every morning before you even start work.

It takes 90 minutes, if that.

I would rather play other things.

Ah, that game's not that great.

ten out of ten. So ten out of ten? Uh-huh. For Resident Evil 3? Uh yeah. Man, must be hard to be wrong so much. Low standards. Oh, it blows every other game we've played out of the water. What? Can't wait to replay it. Oh yeah. Everything we've played so far pales in comparison. You're on crack. I'm not. My current ranking would be...

Let's just say what we've played so far this season.

So I've played Village before, but we'll leave it out.

I would go 3, 2, 0, 7, 1?

Probably right now?

Wow.

Pretty bad.

2's barely beating out 0, too, by the way.

What?

I love 0 so much.

I don't understand how he likes 0 but doesn't like 1.

That is very strange. Is it because you can put items down?

Yes, 10 out of 10.

But there's no item boxes! It's like 10 times more annoying.

I didn't find it annoying.

Why is your camera inversed, Max?

Is it showing up spelled wrong on your end?

It's... well, I just know the way that it normally is in.

Can you read the word "The Last of Us"?

No.

Can you...

Whoa! Now I can.

upside down. There you go, that's normal. Okay. That's normal. I don't know. Discord's acting funky. Anyway. Alrighty. Is this Ricky's third time on here or second? Third. Ricky did Super Paper Mario, Furious 7, and now this. He beat Mike to three because Mike will also have his third episode this season. Mike's another one. He did. Mike did Nuts and Bolts, and drift and he will do village with us.

You both did bizarre games.

Bizarre games.

Super Paper Mario and no, I was like, both of them, Mario was good ish.

Good ish. Oh,

the nuts and bolts, that's for sure.

That's in both is weird.

Oh, I don't understand how you

I'll get into it later. I don't understand how you think three is better than two.

Oh.

That episode will be fun, because it's, I think, infinitely better.

What?

This has been-

Crap.

God.

I've only listened to one so far. This has been the hardest ones to listen to.

Rick.

Because I get so mad.

Rick is-

Did you hear me? Did you listen to the first episode of this season?

Yes.

He's like complaining about all these things that are like, just like, like structure of the game and like, I'm like, I don't know if you like Resident Evil, then you also just plays them wrong.

Well this was this is the thing we probably reached out to me.

He was concerned with how I played these games.

Because I can't Yeah, I kill everything.

Yeah, you know, that's and I told him not to do that to you just if there's a one zombie in a hallway, you just run around.

I'll save it for the podcast, but I think that this should teach you not to do that.

Did you watch the...

I watched like 10 minutes of it.

Did you get to the stabbing part where I learned that you can stab downward?

No.

Yeah, I was playing.

I was playing.

I sent it to...

I sent the video to him, Logan.

But he didn't watch it.

He's like, "Wait, what are you doing?"

I'm like, What are you talking about? He's like, I didn't know you could stab zombies on the floor. I'm like,

what? He's like, stabbing up and down. I'm like, I thought

and then this brought up questions of like, well, how did you defeat certain bosses in the game? He's like, What are you talking about? I'm like, like the bat boss in I guess you have to like, aim up a little bit to hit it. Sometimes he's like, Oh, I didn't do that.

What?

I don't remember doing that, but I certainly have never stabbed, I've certainly never stabbed or shot anything downward in the old games.

I was gonna say, even in the modern ones you don't do that?

Well in the modern ones it's just third person shooting I can do.

Yeah, but...

I shoot them in the leg and then shoot them when they're on the ground.

Okay.

I certainly have not stabbed anything on the ground because I just use...

You don't cut off their legs?

Like if they're laying there?

You can cut off their legs is what I'm saying.

- In the remakes you can.

- Yeah.

- Sounds about right.

- These are the best games, says Max,
and then he doesn't even.

- Well, first of all, you don't even need to do that.

- Actually, three sucks,
because I don't think you can chop off legs.

- You don't even need to, really?

- I'm playing three right now, and I don't think you can.

- You don't even need to.

But why would they take, that seems a little suspicious.

- Max is, here's Max's problem with three.

with three is that the reason why he likes it

is because it's shorter, which means he speed ran it a lot,

which means he unlocked all the fun weapons,

which means he was doing bazooka runs

with the game probably.

- The last two runs. - He's like, this is great.

- The last two runs were bazooka runs

'cause they had to be.

But no, that's not why, that's not why.

- That's probably why you like it the most

'cause you had bazooka and cracked guns

and you're just blowing everything up.

Yeah, 'cause then it's very fun.

That's not why, I mean that is a part of what makes that game great, but that is not
why I love it.

I'm almost done with it.

Well if you're shooting stuff with Carlos, you should be.

I'm defending Jill as I just did her vaccine.

Oh yeah, you're 30 minutes from the end.

So yeah, I gotta go to the warehouse and the lab and I think that's it.

So yeah, I just played it for like 2 or 3 hours last night and got mostly through it.

Okay, so yeah, we'll probably start talking about the original game and stuff at least a bit.

Because I know Ricky and I have played that one, right?

>> Mmm, no.

>> You haven't played original RE2?

>> I wasn't allowed to.

>> Mmm, I've played it, but I don't remember literally anything about it.

I watched all the cutscenes.

Some of those old cutscenes.

I watched about 15 minutes of them clipping around, clicking around.

The one where they drop in Mr. X is really good.

I wish they had that in the...

And that there was a reason for the helicopter to crash.

I kind of wish that stuff had been kept in.

Yeah. I was surprised to see the helicopter crash thing in the game.

Because I did see that cutscene where the guy's shooting the sky because he's being attacked.

Where's Mr. X-O Tyrant deployed?

Let me see this.

I've seen this before but I just forget.

It's just really silly.

Just in a giant box.

Or he's hanging from a...

Which isn't that what they do with Nemesis and 3?

Yes, Nemesis just crashes.

Well, yeah.

Doesn't it crash right onto the roof?

They don't really show it.

They don't?

Okay.

Maybe in the old game, maybe that's what I'm thinking and the remake they don't.

They show him like, they show the scientists like working on him and putting him in a box and loading them onto a helicopter and then he just explodes into Jill's apartment to start the game.

Oh, that's right.

That's awesome.

I was watching.

I'm gonna ask you this.

Do you think?

Do you think Nemesis is better than Mr. X?

No, no, no, no, no, I'm not.

- Okay.

- I'm not that dumb.

- I was gonna say.

- No, Mr. X is the pinnacle.

I would think, as far as big scary people

that chase you in Resident Evil,

I think it has to go to Mr. X,

followed by Big Tall Vampire Lady, and then Nemesis.

- No, I'd say Jack is better than Big Tall Vampire Lady.

- Oh yeah, I forgot about Jack.

Jack is definitely Mr. X-Vane, for sure, like of scary.

- I'd say Jack is better 'cause he's more intimidating.

- I never found Lady D all that spooky.

- I found her spooky. - 'Cause she's so hot.

- Exactly.

- I can't wait to play that in VR here,

get to that part of the game.

That'll be fun.

- What are we doing after three?

Oh yeah, it's Code Veronica.

- Code Veronica, that masterpiece.

I say that having no idea what that game's about.

- Yeah, I'll probably beat RE3 after we finish this,

and then I'm ahead of Max again.

Somehow somehow this guy goes from two games behind to one game ahead

That was just in the remake zone

Well, I mean I'm about to when I boot up re3 it probably feel like going home and won't take me very long

Ricky do you watch the circle?

Is that a part of your reality TV? I watched the first couple seasons. I know I don't watch it currently

- Hmm.

- Isn't there a dude on there?

He, you might not know this actually,

but I think there's a guy on there

who was supposed to be on Big Brother

and he got negative, he got tested for COVID

and he's like a big douche, is that?

- There's a guy from Big Brother on there,
actually he said he was on Big Brother, so.

- Really?

Maybe he's a liar.

- He's a partier in Vegas.

Like he has douche energy.

- He's a partier in Vegas.

What a job.

- That's what he said, his job was essentially.

like he goes to parties in Vegas.

- What's his name?

Do you know? - Brett.

I'm pulling it up.

I'm trying to find him.

Brett Robinson.

- Wait a second, is this a different dude?

You said, oh, Brett was a--

- 'Cause another contestant actually meets him.

- Yeah.

- And immediately says, "Big brother."

So I assume he was at least on the show.

- He was on on, yeah, okay.

I thought there was another guy who wasn't on.

- There could have been a previous contestant
that was from Big Brother.

- Who's this Marvin guy?

That might be who I'm thinking of.

- Marvin from The Circle?

- Yeah.

- I don't know if he, well, he never mentioned anything.

- Well, he didn't get on the show,
so he like got cast and then got COVID or something.

Yeah, he got replaced this last season.

- Oh, okay.

He was fired.

He got announced to the public and then they removed him because he had, Oh, it was, he didn't have COVID.

He had been on another reality show and they were mad.

Was that other reality show, the circle?

No, it was, uh, what was it?

It was some America's got talent.

He was on America's got talent.

Yeah.

Dude, he's probably the douchiest contestant.

Yeah, that's what I thought I heard.

He does not wear a shirt, period.

Like, the man is probably the most sculpted reality TV person I've seen in a very long time.

It's mind-blowing.

And he never wears a shirt.

And he thought, the dude apparently has three degrees.

He's like a chemical engineer.

But he couldn't figure out that the women, the two women he was talking to eventually talked to one another and realized he was playing them both like trying to date both of them.

Yeah.

He was like, why is this happening to me? Like he couldn't figure it out despite three college degrees.

Some people just aren't good socially, you know.

What did he do? What happened to Chris Rock?

Sorry?

Why... I don't even know what I said. Like why... Oh, where's Chris Rock? It wasn't it Chris Rock?

Or... No, Nick Cannon. Nick Cannon does the pre-show to America's Got Talent, right?

I don't know. He's got too many children, probably.

Does Nick Cannon have a lot of kids? How do you know this?

Yes, lots of kids. He has like 10 kids with like eight women.

No. Yeah, this is like a running gag. Oh, I mean, it's um, it's like a punch line at this point. It's so absurd. That's insane. He's like, Nah, I don't believe in contraceptives or whatever. So is his talent just taking his clothes off?

Maybe. And then Terry Crews joins him shirtless. Oh, nice. Maybe his talent is knowing Terry

I think Terry Crews is the host of America's Got Talent now.

Oh, or maybe that.

Huh.

That would make sense. Terry Crews does have talent.

In a real player, actor, dancer.

Old spice body wash.

Yeah, good at commercials.

He was in the spin-off.

He was in the anthology series for Walking Dead. He was in a one-off episode with Olivia Munn, I think?

Who used to be, it's Olivia Munn, right?

She used to do--

- Yes.

- G4TV or something.

He was a good episode.

He was a prepper in that episode.

- Hmm.

I could see that being real.

- Big prepper energy.

- Yeah, you didn't put four in your ranking, Max.

- Oh, that's true.

- A bottom, where it belongs.

- A bottom.

- Uh, let's see, three.

- It'd be above three.

- Three, two, zero, four, one, yeah, probably.

Now is it four VR?

Four VR would change it a little bit,

'cause that game actually is mechanically sound.

- This is implying that zero,

I love that Max is like,

"Uh, RE4, not a mechanically sound game."

But RE0, top three for sure.

- Sure, it's like what?

- I had more fun with zero than I did four, regular.

- Yeah, I just love shooting mutated scorpions

and snakes and bats and centipedes.

- Oh no.

- I would rather kill those than the grasshoppers

that show up in the sewers of RE4.

Those grasshoppers can go die in a hole.

- It's not much different than the grasshopper things
that show up in three.

- Oh, those things were the worst in zero.

Those things up in the tower, ugh.

- No, in three.

- Grasshoppers in three?

- Yeah, in the power plant area.

- Oh, get in there for two seconds.

- The impregnate Jill, and throw him gross.

- Very gross.

- That's right.

Did we, we all did both runs, right?

- Mm-hmm.

- Yeah. - Just checking.

I mean, I know you guys have done both runs in the past,
suppose so it's more I did the inverse of what I did last time yeah did we all
do Claire and then Leon no I did the opposite of that you did Leon there
Claire I did Claire than Leon Logan did Claire than me okay and then I went back
and did Claire be halfway through again playing the way Max place just to try to
understand him. I hated it. Oh my gosh. That's hilarious. You can't understand this mess
over here. I can't wait to play five and six with Max and probably teach him a lot of things
he doesn't know. You can shoot guns. What? Alright, I know you can shoot a gun. You can

- You can combine herbs?

- I know that. - Oh my gosh.

That would be incredible.

- Wait, how'd you do that?

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 five, we are covering the Resident Evil franchise.

I am your host, Max Roberts,
and I'm joined as always by Logan Moore.

Hi, Logan.

- Max, I have an important question to ask you

we talk any further about this game and it is would you eat the burger that is at the start of
this video game it looks it looks tasty or do you think it looks horrible it looks like a melted glob
but i would eat it i think i can't tell if that would make i think that would make for a good
burger though wouldn't it yeah i think so burgers they're like a little too uniform and look a
a little too perfect where you can see it all segmented and it's different
parts like I'm thinking like in and out where it like yeah you can see the
tomato you can see the patty you see the cheese you see the onion lettuce and
it's like individual parts I don't think those burgers are as good now when
they're like amorphous globs that kind of have just like melted together those
are pretty good burgers I would say that's why Five Guys is better I would
agree I think so it's delicious in that way yeah so thank you everybody for
Thanks for listening to our review of cheeseburgers designed by Capcom.

Join us on the next episode where we talk about hot dogs.

I don't know.

We should actually do a full season on burgers.

Let me just eat a different burger.

Bounce back and forth between different restaurant chains, just exploring their evolution
design
and legacy.

Or we could just choose a single restaurant chain and we can bounce back and forth on the numbers on the menu.

On the menu.

Start with the number one.

Number one, number ten, number two, number nine.

Yep.

go. That's not a terrible idea. We could do that. Taco Bell season is gonna be season six, get ready.

Oh jeez. All right, Resident Evil 2 is on tap though this week. We've got a guest joining us

for this episode. Ricky Freck will be joining us in just a couple moments returning chapter. Select

alum, but before he gets here let's run through all of the basic information about RE2. Obviously,

To make this clear up front, we have played the remake for this episode. We are going to be analyzing and talking about the remake rather than the original game. That being said, as we do this

rundown here, we're also going to talk about the original game and when that came out and all that

good stuff. So, per usual, Resident Evil 2 was developed by Capcom. It originally released on PS1

and 64, Dreamcast, GameCube, and PC. Not yet once, but it rolled out across all those platforms

at different times. The remake then came to PS4 and Xbox One PC. It then ended up later coming to

Switch via cloud and PS5 and Xbox Series X and S. The original game released on January 21st, 1998,

which is actually the day we're recording this, which is January 21st. Kind of cool how that lined

up. Happy 25 years, RE2. It is 25 years, my goodness. The remake launched on January 25th,

2019. The original game director of RE2 was Hideki Kamiya. The remake game directors were Kazunori

Kadoe and Yasuhiro Anpo. The producer of the original game was Shinji Mikami. The remakes

producers were Yoshiaki Hirabayashi and Tsuyoshi Kanda. The music in the original was done by

Masami Ueda, Shusaki Uchiyama, and Seun Nishigaki?

And the remake's music was done by Shusaki Uchiyama and Shin-lan Kang, or Gang.

Gung, I don't know.

Kang is kind of, I know it's spelled like Kang, but sometimes with, I know that that's uh, there used to be a baseball player called

Jung-ho Gung, and it was spelled like Kang like that.

It was pronounced Gung, but I think he was Korean, and I don't know if Shin-lan Kang your gong is. I would assume they're Japanese but I'm not sure. Anywho, the Metacritic score on the original Resident Evil 2 was an 89 out of 100 which there's only 13 reviews for it on Metacritic so it might not be the best barometer. As for the remake it has a staggering 91 out of 100 aggregate score and that's after 85 different reviews from various critics. So no matter how you

shake it. This is definitely one of the most lauded and praised entries in the series.

Is your review part of that Metacritic average?

Yeah, it definitely would be. So I contributed to this one. I believe I gave Resident Evil 2 a 9. We could actually find out here within just a few short moments. Yeah, Resident Evil 2, I gave a 9 out of 10 and I said my stinger quote here says

Resident Evil 2 is likely the single most excellent video game remake ever created and I'm hard-pressed to think of anything else that could even

compare

There you go folks. That's Logan's review. I

Like Logan said we did play Resident Evil 2 remake here and that's what we're gonna be talking about. But I do encourage you

to look at the previous versions as well.

Digital Foundry has a great video

that analyzes all of the original ports of this game

from the PS1, GameCube, Dreamcast,

to the phenomenal N64 port,
which just shouldn't have even been physically possible.

- That was the first one.

I remember my dad rented that from Blockbuster at one point
and played it, and I tried to watch it,
and he was like, "Don't watch me play this game.

"Leave." (laughs)

- Yeah, the N64 port is mind-blowing that it even exists.

So I definitely recommend watching that.

There will be a link to that video in the show notes.

It's a super insightful deep dive into all the versions of the original Resident Evil 2.

For sure.

But as for this episode, we're going to primarily talk about the remake, as we've
said, and to that end, let's welcome back to the show for a third time, Ricky Freck.

Hey, Ricky.

How you doing?

I'm good.

How are y'all?

I'm well.

Is it a competition between you and Mike to see who can get on the show the most?

Yeah, I guess so. I mean, I don't know, stop playing things we don't like and then, or
stop playing things we like and then you won't have to deal with us, I guess.

If that's your goal.

Yeah, but I see if we ever do like a Yakuza season, I feel like you guys will be competing
for multiple appearances.

I think if you do a Yakuza season, Mike and I have to take over the podcast and you guys
become the guests for a season.

Yeah, basically.

I probably would play the Yakuza games wrong. That's probably what would happen.

Yeah, you would. I assume, knowing what I know about you, I would assume you would do it very poorly.

There's side quests in this game? There's a Pepperman?

I know there's side quests in Yakuza because I watch Dunkey. You can race your little RC cars and find an emotional plot about the man who owns the RC car place.

That's true.

And that goes over like four or five games too, so...

Oh my gosh.

Yeah, they've got some very long-winded storytelling in that series.

Okay, we're not talking about Yakuza today, we're talking about Resident Evil 2.

Ricky, this is a game that I feel like you and I have talked about at least a fair amount because we used to work together at Dual Shockers when this game released. So you and I have talked about

this one with one another quite a bit. What's your own history with RE2 though, not only with the remake but also the original game if you have any history?

So yeah, I do have history. When I was a young child, I guess like a preteen, my cousins and I would like, we'd bring our consoles to each other's houses after Christmas and play whatever game the

other person had gotten. So my cousin got the first Resident Evil for GameCube. And if it wasn't

your game, you had to print out the guide off the internet back in the day when that was a thing,

and then be the guide person and tell the other person what to do.

And so we did that and I got really scared at one part. I believe it was probably the spider part.

And so my mom decided I wasn't allowed to play Resident Evil games anymore.

So I didn't play anything past one until maybe seven. Not because I wasn't allowed,

just because I kind of like, I don't know. You weren't allowed to play Resident Evil

game until you were almost 30. Yeah, just like I just fell off I guess but what I did do and this

is where my history is weird I think is our library had the S.D. Perry novelizations of the Resident Evil series and so I read all the novels and knew the story before I played the game which maybe is why I didn't play them until later on because I had already read what happened

and didn't feel like I needed to play them so I've known the story and I've read the second book

like you know ten times now but didn't play it until the remake which is a weird way to experience Resident Evil I guess. Here's my question about the book and I don't know if you would remember this but maybe you would since you remember it so much what's the canon story within Resident Evil 2 is it Leon showing up to the police station first or is it Claire like because both are kind of mixed within the game itself to where there's no one true route within in the game but I assume there is within RE lore. Yeah so the way those books are written to make up for the zapping system is it's like omnipresent narrator.

Okay. So they're going you're going back and forth to them. I don't like so I think I don't even think they go to the gas station in the book I think it starts like Leon goes into the town and it's like a ghost town and he comes upon somebody that's being eaten by Ravens and then Claire comes out of nowhere and then they get hit by the truck and then they have to get to the police station.

And there's also, I mean, I don't want to, we don't need to delve too deep into the books.

We could if you want to. But I listened to the first one of these that y'all did for Resident Evil 1. And you were talking about how one of the things you kind of, I believe you said you kind

of liked was that there's no like main villain outside of Umbrella Corp, which is still true in the books but there is like this overarching somewhat good person, somewhat bad person named Mr. Trent who like works for Umbrella and then as you get... so this was one of the reasons I don't like 4 very much is because the fourth book was written before the fourth game so it's very different and

it starts to like bring in the Umbrella, Corpo, CEOs and stuff and starts to introduce them as real characters and then you have to they fight them and they go the fourth book is actually like they go to this underground testing facility where they're testing out different new types of bio weapons and they fight like pterodactyls and mutant rams and all kinds of crap so the fourth game when I played it was just not as intense as the book was. Well we talked about it in our Resident Evil 4 episode but that game's development was obviously all over the place for a couple years span there so that was probably an idea they had at one point and then it just got left on the cutting room floor and then they switched it up and they're like let's do Spanish villages and stuff so that would make sense that that book would come out like that they could always bring it back here in the remake I hope so

be weak they could yeah max what's your own history with resident evil - I bought the remake on a whim that I just heard things were very positive about it. So I snagged it just at a GameStop and played through it. And I did Leon first because that was the one character I had recognized and knew from the series. And I was surprised going through the police station. I was like, "This is a Metroidvania game. You go through, you get items, you come back, you get more items. The whole world is connected the entire time. You can go anywhere by the end of the game, really. Had you played 7 at all up to this point? This was before... I had played 7 in VR but I hadn't beaten it. This was the first Resident Evil... and arguably I didn't even beat it because I only did the Leon run. I never went back and did the B run with Claire. Can I ask how that happened? Because you see the stinger after the credits and you're just like, "Oh, I guess is a thing that... He knew, because you were talking to me about this, and you're like, "Oh, I did the first run." I was like, "Well, now you gotta do the second." I just think you didn't. I started it, and I think I was just like, "This is the same thing." And I moved on to other stuff. We'll talk about it, but it's fairly much the same thing. But I was surprised no one had told me that

that this was essentially a Metroidvania style world navigation spooky game.

And I really enjoyed my time with it, not enough at the time to obviously keep going and see everything it had to offer, but I had fun with it. And then now we're back and we've replayed it for

the show all the way through this time for myself. And it's interesting to come back to this game,

having played others now and seen what the series goes on to offer, where it's come from.

And this game, this remake specifically kind of in the middle of all of that, where the original RE2 was so important, the remake was important, and now kind of I have a better picture of the franchise as a whole, I think, at least so far.

And so it's interesting to be back playing it on the new PS5 version as well, which has, you know, visual features and things like that.

Logan, what about you buddy?

Yeah, for myself, I mean I've told my Resident Evil story on this podcast already this year.

I had played all of them previously, so I am the sole person here who has played OG Resident Evil 2.

But I can't recall, well, there's a caveat with this.

One, I only did one run, so I think I just did Leon's run and then I never did, went back and did Claire's, because back in the day I was like, "Oh, I think they're just the same.

choose one character or the other and that's all there is to it.

So I had only ever done one run of it when I was younger.

And not only that, but I think I beat it in a single day.

Just like a single sitting even.

Because that game's like, it's pretty short.

It's like three hours I feel like, the original.

You can rush through it pretty quickly.

And I think I was probably consulting a guide to help me because those games are difficult

when I was younger.

So yeah, I beat it in like a single, I have a very clear memory of beating that game in like one sitting after school one day and starting it like when I got home from school and by the time it was like seven or eight, like I'd beaten it.

I was like, Oh, okay.

On to Resident Evil 3, I guess.

So I had played the original, but it was such a long time ago and it was just one run.

Remake I reviewed back in the day at Dual Shockers when it came out, gave it very high marks.

I think it's excellent.

I had never done all four runs, so the first time I played I did Leon's A and Claire is the B. This time I switched it up, did Claire A, Leon B. So now I've seen all four different possible permutations of this game.

I think this...

I don't know.

I think this might be the best Resident Evil game post-RE7?

I don't know.

So like the mod, the RE engine era of Resident Evil?

Yeah, of like this modern revival era of Resident Evil that we're living in.

I think this could be the best.

And I think that's because it's the most... for as a remake, I think this is still so similar to the original games.

They really, really kept intact what the games were back 20 years ago, 25 years ago I guess at this point, geez.

And I feel like it really stays true to that formula while modernizing everything else.

And I think that's really impressive with this game overall.

And then there's just so much else.

I mean, we'll get into it here, but everything with Mr. Axe, I think some of the storytelling is actually pretty good in this game too, which we can talk about.

More so than some of the other Resident Evil games.

There's still a lot of good amount of schlock and cheesiness as well, but overall I think that this might be...

I don't know if this would be my favorite, but I think objectively speaking, I don't have many problems with this game.

I think it is top notch in a lot of ways.

I think it's one of the best remakes ever, if not the best.

I think it's on a very short list of top tier remakes, in my opinion, for all of gaming.

And I think that's why we played this rather than going back to the original, is because

I think it does keep intact, like I said, a lot of what the original Resident Evil 2

did to where even though we probably, like if we wanted to really do our whole bounce

back and forth look at the legacy of the series, I think we could've, should've maybe played

original but this remake is so good and stays true to the initial Resident Evil 2 that I think there's

I think that it's this was a good choice for us to play this one what do you guys think Ricky I

guess where do you land because I know you've played all of these games as well I don't know

if you're in line with me thinking this is one of the best in the series especially in the more

modern era or or what? Uh yeah this would be my number three overall behind Village and the first

one. I think Village is the best one they've ever made but I don't know if like objectively I could say that. I just think I like how dumb it is. Yeah that's my thing with Village too, yeah.

So Max what about yourself at least within the ones we've played so far this season and what and what do you think about the game overall?

- I can't speak to the original, right?

I don't have any context for it,

but I appreciate the modernization that this game has.

It's a lot of the stuff introduced in RE7,
which makes sense with the new engine
and just designing things.

But this game is so good at immersing you
in the environment with its sound and mechanics.

It's just, it's all there, as little friction as possible
with some of the mechanic stuff,
like something we've complained about in the past
with the old games, like the maps.

And just they're not as useful as they could be,
and this game, that's completely removed
with doors being labeled as soon as you try
to interact with them, and knowing where keys go
and just item management, it keeps in touch
with some of the old stuff that you would see
like Resident Evil 1 or 0, needing to use the item box, moving things, expanding your
inventory, solving puzzles that way, you know, what do I carry, what do I sacrifice.

It's the same decisions, just completely modernized.

So it does capture the spirit of at least what I'm familiar with with the old games,
but it makes it look pretty, it sounds great, it plays great.

It's just a really rock solid game.

I see why it was received so well, it's praised so much,
and why it's still popular to this day,
being out, I guess, now for three or four years now
for just the remake.

It's still a bar that they strive for, it seems,
and I think looking at things like "Resident Evil 4" remake,

I think that idea, that spirit of capturing the original

while inventing some new things,

I can see it in the remake that's getting ready to come out and I think this stems from that.

This is a very important game in the series as a bridge in the modern era.

I want to stay with you, Max, because I think, again, Ricky and I have talked about this game a good amount.

So I kind of know where Ricky and I stand on this in some aspects.

I think just from our pre-show conversation that we had briefly about the game,

I think you have more problems that you haven't let on with this game, and I'm kind of curious

what those might be and we can use maybe some of your criticism as jumping off points for more specific

aspects of the game here. Okay.

That's

That's good. That's a good idea.

I think my biggest one is one that I've

We hinted at actually earlier talking about my story with this game, and I've really fully realized here

having played it all the way through this time is I think

the world is not as

interconnected between the two playthroughs as they would want you to believe or feel

Mmm, it is largely the same game both playthroughs. It doesn't feel like a

double campaign that pays off necessarily you don't I

Don't think you learn enough playing one or the other or see the interaction of the world's like

This time around I did Claire first and then Leon and like as I'm playing through his Leon

I there were very few things that Claire had done that

impacted the world, you know, these are supposed to be events going on concurrently and

It doesn't feel that way

There's you're doing the same puzzles you're doing

You know where things like where Claire would have cleared the way

That's not clear for Leon or you fight the same bosses you do the same boss fight in the same spaces

Even though Claire theoretically just knocked down

G is it the G thing? I William Burke just Birkin

I didn't know what the the monsters name was but

Yeah, Claire knocks Birkin down and he falls and then Leon shows up and pushes through the same bookcase and there's Birkin again

And we have him fall again like the work

it just doesn't feel cohesive like the two sides are acknowledging each other really all that much you do and

Mr.. X doesn't really show up and Claire's run all that much

So it just feels which run you mean if it's the a runner that be I guess the a run the a run of Claire

Doesn't have a ton of mr. X. I suppose that might be different in her be where she doesn't he doesn't

Yeah, because once I guess once you escape the orphanage with Sherry

Birkin comes in and kind of slashes him up or whatever. Yeah. Yes like slices him in half. It just yeah the two halves feel

Disjointed which I was a little surprised at

This time like fully playing the game this time around it didn't

It didn't really show me why it was worth having this game be a two playthrough type of game

That's been my I mean you can go read my review right now from four years ago

And I think I mentioned the exact same thing. I think that is the game's biggest problem

Is that it just does not feel cohesive between the two campaigns and you're doing the same things and now I gotta collect three medallions

And I got to blow up this wall, and I got to do like you are doing the same

tasks for the most part obviously there are

differences with you know

Claire's whole story with Sherry and then Ada Wong showing up in Leon's campaign. Like those are the two main differences and

things do start to change a bit like when you get into the sewers and

but you're still doing the same puzzles even things like I guess this would make sense, but like

Like the locker codes remain static across both of the playthroughs and things like that. Like that's there that feels fine. It's more

Why aren't the lockers already open if I I wish there was sort of save file recognition

Like if I had opened this in the past, why isn't it open in the playthrough or yeah, it's just Logan

Have you played Code Veronica? I

have but it's been

15 to 18 years because what what you guys are describing

Yeah, what you guys are describing is what happens in Code Veronica not to like spoil a later podcast

But if you leave stuff behind as Claire when you come back through as Chris, so you can make Chris's run easier

by making Claire's run harder and vice versa

So obviously that game that's interesting that game came after too, right? So yeah, I guess part of it is like

the original two

Maybe couldn't have done that kind of stuff. Maybe I mean, I don't know and then you get code Veronica

They do do that stuff and now

we're in a remake and it's like do you want them to remake it more faithfully or you want it to be a

More cohesive game. I don't really know what the answer to that is

I just know like I think it's worth saying that they do figure this out later

Yeah, and they do do it the way you guys want it to be done. Well, they largely just

after Code Veronica they also

Pretty much drop dual campaigns as a whole like I don't think that's a yeah thing like four or five. I mean, I guess

Six wouldn't be dual campaigns. They're just four individual campaigns instead that are their own things

They don't really cross over. They just made the campaigns co-op I guess. Yeah, I mean besides four obviously. Yeah. Yeah, that's

That's my main issue with the game for sure max so we're

In agreement on that for certain I that I'd say what a good

60 to 75 percent of the campaigns are similar because there are differences again, like there are different set pieces. There are different

sections where you're controlling sharing and you're trying to escape the orphanage or you're controlling Ada running through the sewers and none of those last very

Long or anything like that, but there are there are differences

And some of the puzzles do get a little bit mixed up

Like I'm thinking of like the chess puzzle is different in both of the campaigns

- The vest puzzle is different, which,

but I appreciate it being different

from a gameplay perspective,

but from a world-biddling perspective,

why is the electricity just entirely different

the second time around?

So there's--

- I just never understood how they explain,

from a story perspective, how Claire or Leon, whoever,

whoever is the character you're not playing as,

how they get down into the lab and things like that,

because the explanation would be, oh, well, you saw how via their play through. It's like, well.

I guess, but also they don't really ever cross over and they're doing the same tasks like we're

saying. So it is it is a weird thing, and it's just something you have to sort of put out of

your mind for the most part. I imagine like that's kind of how I view it like. They're not going to

tell a single cohesive story, but you get what they're going for and you understand broadly like

what is happening. That's why I asked Ricky though like what the what the book's canon

through line was. Was it? Well so yeah so the way I've always viewed it is it's like an alternate

history, the second playthrough. Like it's not necessarily they're supposed to be happening at

the same time. Yeah. Because in the books you do have like Leon, I believe I could be wrong,

But I believe Leon does more fights with Mr. X just like he does in the game

Yeah, and so they don't ever fight the same bosses obviously

But they are like they're hitting the same beats and you see you have

More of the Birkin stuff happening with Claire

obviously because of who she teams up with later with Sherry and then Leon's kind of like

the mercenary side

with

Mr. X and Adda Wong

So it's definitely like I don't know that I think maybe helped me think of it as like two alternate histories because in my mind

Leon never fights Birkin, right?

that's kind of how I've always viewed it to like I I create my own sort of I

I've always had a cannon in my mind like Leon's the one who gets to the police station

He's the one who's running around the police station dealing with with mr

acts and interact and cuz cuz it just makes more sense narratively for him to be the one

Going through the station because he's the rookie cop and oh, I'm supposed to he was he was going to the police station

Anyway, having Claire be the one that gets in there and is interacting with what's the guy's name? Who's bit Marvin?

Yeah, Marvin like that stuff just doesn't make as much sense

narratively

It makes far more sense to Lee for Leon to show up and be like hi

I'm the rookie cop who was supposed to come here and for him to have those connections and things like that

Story stuff actually let's stick with this story because I know we're largely talking about it, and I mentioned this before

I do think there are some strong storytelling elements of

this remake in particular

It just depends though there because there are some weak parts to I think everything with Ada and Leon

Doesn't really work super well

in this game, maybe I'm

Maybe you guys feel differently about that, but it comes off. I

Don't know it like

What did you guys think about about their through line in the game? I'm just confused most of the time like

How does Ada survive the fall?

Why cuz it's Resident Evil. Okay. Sure. How does Chris punch a boulder? You just just go with this strength of Chris

There's like this fake

romance there, but then Leon is so easily

manipulated into not believing Ada just at the mention of an evil scientist lady. So like their whole trust

it just feels very

goofy movie type energy where it's we're in love. We're rivals. We're in love. I've fallen.

I don't really know Ada's angle. Honestly, I didn't know

Ada like works for Wesker until I played four. She's a mercenary.

So she just kind of does what I guess is hired so really I just kind of believe she was an FBI agent

The very first time I played this a couple of years ago

she just their relationship is strikes me as

Goofy in this game as a noted Leon hater

I could care less Claire stories way better

Yeah, I think Claire story has a little bit more of an emotional punch just because it involves Sherry and there's a family dynamic there

I will say Sherry's pretty

Sherry's pretty flippant about everything that's going on in her family.

She doesn't seem too torn up that her dad's a big ol' monster and her mom's an evil scientist.

Like you get to the end of the game and she's like, "Wow!

Leon and Claire, you guys should adopt me!

We could become a big family!"

It's like, "Homegirl, your parents are dead!"

They just blew up.

Like, "You're not torn up about that at all?"

Like, they just roll with the punches in this game.

To be fair, her parents kinda suck.

That's true.

So maybe she just doesn't like them. It's true. They are very bad parents, but I

Didn't care for Sherry

All that much. I guess what she shows back up in Resident Evil 6. She does not

Yes, she does. I think she's in the campaign with Wesker Sund

Believe that is correct

Okay, I'm buckling up for that I just

It felt fine, I guess.

Playing as Sherry was worse than playing as Ada.

Ada's actually capable of doing some stuff.

- Oh, really?

- Well, Sherry just dissolves child sneakiness

in that orphanage puzzle of he's gotta move stuff

out of the way, you have to basically--

- You do have to wait, that is like a creepy set piece,

though, 'cause it's like a pervert evil cop.

- I didn't find it creepy, I found it annoying.

I mean, thematically, yes, it's creepy,

but mechanically, I found it annoying.

Yeah, because you have to wait for him to maneuver his way around the room.

Like it is kind of drawn out just a bit.

I get that, but the set piece itself is solid.

Ada's is just, "I'm gonna turn on some electronics with my little gizmo."

And so, and then you gotta dodge Mr. X who comes out of nowhere.

Good ol' Mr. X.

Which, we'll talk more about him, I assume, as, later on.

The one thing, when I say that there's strong storytelling in this though, I do think a lot of the side character performances are pretty good though.

Most of the main cast isn't that great.

The brief 90 second to two minute cutscene with Kendo is really good I think and it's really, it takes a second to show how the outbreak is actually impacting people who live in the city, which I really like because a lot of times all you ever really see in this game is the main cast, evil Umbrella people, evil humans or whatever like the cop, the police chief in this game. Like everybody you're running across is pretty binary. They're either very evil or very good, except for I guess Ada is kind of like in the middle.

And so you never really meet just everyday people that are getting messed up as a result of what Umbrella has caused. And so I think that's one of the standout moments in this entire game is just that two minute cutscene with Kendo and his daughter and him having to put her down. It's pretty impactful for especially just coming out of nowhere, largely.

I liked it. I like the... there's a letter from Jill there, which is new.

I think that's added later, yeah. I think that was added via an update afterward.

So I like that, ties to the world.

I did not play it, but correct me if I'm wrong,
there is an optional mission with Kendo, right?

One of the extra gameplay modes.

- That was one of the DLCs that they added afterward.

- So I like Kendo's inclusion.

I was trying to think, like who does Claire run into
that's impacted?

mostly I suppose Brian Iron, Chief Irons, but he's a villain not really...

Yeah.

He's... there's no sympathy there. He's just a creepy taxidermist slash...

I'm gonna kill people and stuff them with whatever taxidermist stuff.

That's still... I was gonna say that's still taxidermy.

It is. I don't know what you... Do you fluff them up? Is it like a stuffed bear?

Let's not say that maybe.

So yeah, it's like the stuff from build a bear.

Yeah.

Grab that hose and you just fill it in.

But who else Claire doesn't really run into anyone else.

Does she?

Um, not that I remember.

I think she has a larger connection with what's what's Lady

Birkin's name, Annette, right?

Yeah.

Yeah.

She has a larger crossover with Annette and her campaign.

at least briefly. Especially toward the end. Yeah, when she's trying to save Sherry because

Sherry's become infected. So she has a little bit more crossover with her and then Chief

Irons and it's about it, I think. Do you even see Chief Irons as Leon? No, I don't believe

so. You can't get into his office or anything because you never get the heart key or diamond

key. You find some like files that mention him, I believe, but that's about it. I, speaking

of files, I think the environmental storytelling and like the item pickup world building is

great across both playthroughs because it does flesh out Chief Iron's creepy nature, but also the scientists in the Umbrella Lab. Like the whole world, the store environmental storytelling down in the lab, I think is awesome. The divine creatures growth and expansion down there, the one scientist who you have to get the ID bracelet for to I think level two or three or something. Like if you go back and use the modulator to open that up to get that last item expansion slots, like his zombies in there and he has a note talking about how he's a genius and he'll never die and there he is dead. So I think there's cool world building and storytelling and fleshing out those characters that you obviously never really interact with.

Especially like, I mean, we mentioned Chief Irons, but I think it's cool you can find notes because initially, if you don't read any of the extra files or notes that you come across, you kind of wonder like, "Why is the police chief this evil dude?

Like why is he doing this?"

And you can find files that obviously flesh out that he's like on Umbrella's payroll and he's being, he's being paid to keep tabs on Sherry and he's working for them while also being the police chief so he's been paid off and stuff like that. So like certain motivations of characters you wouldn't really understand unless you do that stuff. I agree, that's I think consistent across all the Resident Evil games though. I think it's one of the few franchises where when I do pick up collectibles I do actually read them to further understand

what's happening. Because they're usually never too long and they do a great job of filling in the gaps with the narrative stuff.

We've talked a lot about storytelling, probably far more than I anticipated we would if I'm going to be honest.

Let's start digging into gameplay a little bit more, and let's just talk about world design because I think that is this game's strongest point.

The police station is obviously the best area in this game I think by far.

The lab is far more linear and the sewers are okay.

The police station itself is fantastic.

I think the police station could be, especially with how it's seen in this remake, could be the best area in any of the Resident Evil games, especially based on what we've played so far this season max.

I don't know how you guys feel about the different areas in this game.

I assume we're all hot on the station itself though.

Um, yeah, I think like I was kind of struggling with you saying it's the best of the series, but I guess I'll skip past that because I think the Spencer mansion is probably still better. But I know y'all don't like that very much from what I heard last time.

I like the Spencer mansion. It's just, I, if you, if there were, if there were a map, If there was a map that was as intuitive as the one in Remake here, then I think that would help.

I mean, it's in your brain.

You just put it in here, and then you got it.

That's all you need.

Nope.

Doesn't want to trip that.

Yeah, I do think the police station's really cool.

Like Max was saying earlier about it being semi-Metroidvania, that's the most fun puzzle in the Resident Evil games for me.

It's like, I'm in this safe room.

I know Mr. X is above me.

I need to make it to this certain place with enough weapons or enough room in my inventory to be able to pick stuff up.

How do I do that without dying?

That is the best puzzle the series has, right?

And I think that because of Mr. X and the police station, that all comes together.

I don't know if it's...

That's maybe why I think the Spencer Mansion is a cooler place, because a lot of the police station being cool is because of Mr. X being cool, you know what I mean?

I agree. I felt that way playing through as Claire because Mr. X doesn't really... he shows up still but not as early and so that kind of... it did make my playthrough with Claire a bit more antsy because I had previously done the Leon A run so I was like when is Mr. X gonna show up? Like I'm tiptoeing through the place and eventually he shows up. The police station, at least this remake incarnation I can't speak to the original, fixes the problem I had with Spencer Mansion, it just unique identifiable spaces outside of the map, you know, actually being functional and useful because it's just a modern game. The police station is memorable in the sense of it used to be an art museum, but now it's a police station, so there's this strange mashup of architecture and room design. There's the offices for the stations and the armory, but then there's the showers, and then there's this room with old art and a library. Each room fits because of this mishmash cohesion of police station and art museum, but also these rooms stand out and it's so much fun to navigate and figure out and eventually you have the whole main area of the police station mapped out in your mind and you're running through it, you're blazing Mr. X is on your tail, you're like I need to get over here. It's like what you were saying, Ricky, how do I get to this room or get to this space optimally while having room for the items I need without being attacked and then Mr.

X shows up and throws your whole route off. And I had a scenario where it's funny, I was testing

a note you pick up says the lickers, right? That's what they're called. The lickers can't see you.

They don't have eyes. They only listen. So I was testing that in my Leon run of the game. And so

I'm like creeping past them. And so that first hallway down to the left where the liquor shows up, I snuck past. Now, immediately kind of around the corner in that hallway is the clover door, which eventually is where you get the jack for the bookshelf in the library. But because I was

sneaking past the liquor, I never interacted with the door, thus not marking it on my map. And later on, I'm looking for the jack and I couldn't remember where it was. And so I didn't realize I needed to go check there. But upon my return, having looked it up, I was like, "Of course, it's the one room the door I didn't touch because there was a liquor right there." I didn't kill the liquor, so it's still there. There's still zombies in the hallway. And who shows up? Mr. X. And it just turned-- I might have the footage for it, but it turned into this mad chase of Leon with very little health. Mr. X is like pushing all the enemies out of the way, but they're getting back up trying to kill me. I'm running in this tiny room trying to pick things up. He's punching me. I'm just trying to run away with this jack and get to the library where at least I have more room. And so it creates this dynamic play space when all of the elements are coming together and you know the map because then you're like, "Well, I can get to the library by going down this hallway or I can ditch Mr. X by cutting through here and taking the long way around. And so it's a great location. The police station in particular is just awesome to explore and run around in. Yeah. We've talked obviously a lot about Mr. X. I mean, we may as well have a larger conversation about him because he is the standard. I feel like I'm restating all my things I wrote in my review four years ago, which is kind of But I a lot of what I said that is one of the reviews a lot of times I'll write reviews for games and then six months or a couple years later Time goes by and I look back. I'm like yeah, I would say different things about this game I think this is like one of the few games or like what I thought of it back Then I think largely holds true to where I'm at now and mr. X really is the star of the show in this game for sure and I think yeah, what's so great about him is just The game is already I don't want to say difficult or hard But you've already got enough going through your head when it comes to

Trying to keep track of where certain items are at and where what your what your overall goal is, okay?

I need to get these medallions. Okay. I need to blow up this hole in the wall. I need to do this and so you're trying to

You're trying to map out in your mind how to get around the police station

And where you need to go and whatever it is you haven't explored yet and at the perfect time in this game at least in

and the, definitely with Leon's more so than Claire,

they do drop Mr. X and it just completely changes

how you view your objectives within the police station

because then now all of a sudden

where you are starting to feel pretty comfortable

and you had started pathing out how to get around this area,

now you have to reroute yourself

and the police station is so interconnected

that there are so many different routes you can take

get from point A to point B. And that's what's awesome is that Mr. X might be in your way,

but you can go around, but it's going to take more time. And even then you don't know if

he's going to path somewhere himself that will end up within the new path that you're

trying to take to go around him. And so it just adds this constant stress and yeah, stress

and angst more than anything because when you actually do see him and run into him,

He's not horrifying.

It's more just fear of dying.

He's not a jump scare enemy, really.

It's a different kind of horror, which I really like in this game.

It's just a constant sense of dread, because you can hear his footsteps, and you're worried about dying, and you're trying to keep your health up.

when you come across him there's never like a jump scare moment or you're shaking uncontrollably

because you're so frightened to come face to face with him it's just like "ugh this guy's giving me fits I hate him" and so that's what's great about him is it's a different type of horror I think that this series has not really done. I don't want to say they've never done because they've obviously repeated this sort of thing a lot with Jack in Resident 7, Lady D in Resident Evil 8, Nemesis to some degree I would say, more so in the original Resident Evil 3 than the remake. But yeah, Mr. X is phenomenal and it's easily the best part of the game and I think it makes Leon's campaign the better of the two for sure. That he just remains this unstoppable force that doesn't go away until you finally have to get stuck with him on an elevator platform and you have to have one final battle with him to finally get this guy out of the way.

I think that's great, especially, I'm talking about the end of the game there when you're trying to run away, but the moment in Leon's campaign when the timer's going and he busts through the door and Leon's like "Oh my god, this guy again? Like he's been chasing you for hours at this point." And he just is still there and he's not stopping. It makes for a great through line. And he shows up everywhere. Again, in Leon's campaign specifically. Like you're in the lab and you destroy all the plants and you're like "Okay cool, I can get this thing." And then boom, he comes out of nowhere and you're like "Oh my god, Are you serious? Like he just shows up everywhere when you least expect him a lot of times and it's even outside the police station he's yeah easily the best part of the game I think. Mr. X is iconic you know he has this undeniable design and presence from the bowler hat to the trench coat to the the thud of his footsteps, his name, his brute strength.

- Where does the name actually come from?

Sorry to cut you off, because it's never said in the game itself, it's just referred to as Tyrant.

Is this a, I don't know if Ricky would know.

- I wanna say it's a file you read somewhere,

but I could be wrong, that could be incorrect.

- I couldn't remember reading anything in the game

that's explicitly said Mr. X.

Anytime you find anything that references him,

I thought it just referred to him as Tyrant.

- According to the Resident Evil fandom wiki,

one of the nicknames used in licensed materials is Mr. X,

a name never used in Resident Evil 2 itself.

It is possible the name was a result of a mistake

on Capcom USA's part.

Early concept art of T's dash zero zero to licensees

was known as Tyrant X.

So it sounds like it was a name that just has kind of survived through copyright.

It's later used in like comics and magazines and there's even a mention apparently in

Resident Evil Resistance.

So it seems like it's a name that has survived from the early concept phases of it and it's

just stuck with the character.

Fans have just latched onto it.

It's a better name than Tyrant.

Especially because Tyrant, when you say Tyrant I think of original Resident Evil.

And the final boss in that game.

So yeah, Mr. X is just a much better name.

Sorry to cut you off.

No, you're totally fine.

It is a better name.

It also gave birth to arguably one of the greatest memes, at least certainly in Resident

Evil, which is modding the game with X gonna give it to you when Mr. X bursts through the

wall or something.

There is just, there's something undeniable about this monster.

And especially in Leon's campaign where he is the constant instead of Birkin.

Just shows up, shows up, shows up.

And it's so much fun.

And once you get over that initial fear of him, he really does become just a puzzle to solve and move around.

His footsteps are more scary than his actual physical presence.

He's just a blast.

I will say he is a bit, at least in the police station initially, he's a bit easy to just leave behind.

I think specifically back to that library scene, like where you got to jack and move the bookcases and stuff, you can just run circles.

He never really strays from following you directly.

It's only when he shows up out of nowhere and then you're reacting instead of leading him where it can get a little nutty.

But if you have him in a solid pursuit, he's not really that big of an issue.

He's more of a nuisance at that point, which is a bit of a downer.

He doesn't surprise as much once you're familiar with him.

Then the surprises come back again later when you're in the greenhouse or when you're in the lab trying to escape.

But that's more amplified because of the nature of those set pieces and it's the end of the game.

So...

The thing about this game that freaks me out with him, sorry to cut you off, is that in the original Resident Evil 2, obviously with the set cameras and stuff, you can see him when he's coming after you at times so you can kind of maneuver a little bit better.

Because this is a third person game though, when you are running from him you obviously cannot see behind you unless you, could you turn the camera and run towards the camera I guess while...

I feel like that would be very dangerous.

But then you can't see where you're going and there could be zombies in front of you and stuff like that.

Yeah so you can't see him a lot of times when you directly come into contact with him and that's what freaks me out the most is just hearing the footsteps and the sound design in this game is immaculate.

Like it is so so so good.

I think that's partially why he is as good as he is in this game, and it is because the sound design is off the charts.

Right.

And yeah, just not being able to, again, yeah, he's not that scary when you come across from him, come across him, but running from him and just knowing that he's behind you and you don't know if you're outrunning him a lot or if he is gaining on you, that creates that stress.

That's the fear part of it, I guess.

Yeah, that was what I was gonna say was that it feels, you can definitely tell they've played Outlast, which is, that's like a constant thing where people are chasing you and you don't know if they're right behind you or if you have some time, but you just have to like make a choice which way you're gonna go.

And if you're wrong, you're probably gonna be dead

and you have to start over.

And that's the same feeling I get where like

the hair's up on the back of my neck

and I'm like sweating and cursing

and hoping it doesn't get me.

So it definitely is like,

oh, these guys played a lot of Outlast

they made this game even though they're very different games you know that's a first person

game a lot more um gross i wanted to come to you real quick ricky because i mentioned that i think

mr x's presence in leon's campaign makes his the better of the two and you kind of made a face at

that in turn do you so you think claire's is the better of the two campaigns i assume i think yes

I think Claire has more fun guns to play with.

Yeah.

I think Claire's side story with Sherry is much better than Leon's with Ada. I think that

I actually care about Claire and I don't, I mean, again, I don't like Leon. I've never liked Leon.

And so that's part of it too. I will admit there's like a definite bias there, but yes,

I think I think like that's one of the ways that it's like so wild to me that max didn't play Claire B because to me

Claire's run is the run right like that is the one you should play every time

And so I always start Claire a and then go Leon B. Did the opposite this time

And I was like, oh, you know, there's less mr. X here, but it's still

Like the story is way better. I'm having more fun shooting people I

Get a grenade launcher

Like let's talk about the weapons

Because I do agree Claire has many better weapons because she's got what the grenade launcher. She's got the SMG as well

She's got the standard a quick draw

Yeah, she's got the pistol the electric thing. Yeah, the electric spark plug. Yes bolt

She's got way more unique weapons in hers. Whereas Leon does more to pistol variants

Which is a little bit odd one which he just holds like a pistol then when he turns sideways like he's a like kill shot

Yeah, kill shot

There's a shotgun which feels great. I mean shotguns and resume all are always excellent, so I

Yeah, that might be the best feeling gun in the game to just pop

Head with that right away, but the grenade launcher and the SMG stuff is a little bit more unique for sure. Yeah, I'm a big fan of the grenade launcher. I like it better than the shotgun

The shotgun does not light people on fire

So that's it let down in my book

Leon eventually gets a flamethrower though. So at least you can catch people on fire in his place

Yeah, but I don't think the flamethrower is very good. Yeah

It's certainly not as exciting as the stuff that Claire is getting. I

They all feel good. They're all fun. I

just

They just didn't strike me as

Maybe it's just a Resident Evil staple at this point. I'm just getting familiar with it. We're this is our fourth episode

So maybe I'm just feeling

some sort of weapon

complacency with the same stuff every game, but I'm not

The most exciting gun to get was the spark plug shooting thing because it was new to me

Because I didn't do clear last time so I never got that gun before

so that

It didn't feel as inventive and Leon getting that one pistol that you just collect parts for and keep upgrading it

That was actually really disappointing because it was an extra

Pistol like I would have rather had different weapon variety or something there

I mean most of the staples are what standard pistol. There's a mag. There's a shotgun. There's a grenade launcher

Those are the big ones I can think of and then there's usually some other more unique things around those if you want unique weapons, I'd say

Five has some more unique stuff because isn't there a bow in that game

You might be right I can't remember it's been a long time

I played five. It's been a long time since I've played five too, so I could be completely speaking nonsense there, but I think you can. But yeah, I feel like there's way more unique weapons in five from what I remember, but again that's much more of an action-focused game.

I will say, one thing I will say about the weapons is it could just be my playstyle too,

because having the SM... Because basically what I do is I walk into a room, if there's a zombie in

there. I shoot it in the knee until it can't walk anymore. And then I consider that zombie

dealt with and then I don't like kill it. I just run past it. So having the SMG that

can just like take out their knees real fast makes it like perfect for me. The way I play

SMG is definitely yeah, you gotta learn how to use the SMG and it really is to just handicap the zombies more so than trying to shoot them in the heads or whatever because yeah, it's not great for that at all by any means.

What did you guys think of the sub-weapons, the grenades, the knife, being A) equippable between the three of them, like only one equipped at a time, and B) the whole if you're grabbed you can use one of them to get the creature off of you. What did you think of that system?

Because I don't think I've seen that in any of the games we've played so far.

I like it. I use it a lot where if I know like, Oh, I have a flash bang. I'll just get

bitten because I don't have a lot of ammo. So I like being able to use it tactically

when I'm out of ammo to just like take out a room and get cleared out. So I think it's

a good system. I don't know. I don't really use a lot of like throwing the grenades at

people. I only use it as like a defensive thing.

I'd say that's how I primarily use it too. Um, at the time we're recording this, I'm playing through RE3 which we'll talk about eventually later in the season as well. That's not in that game and I don't really understand why because I do like its inclusion here.

Do you think it's because of the dodge roll that Jill has?

Might be because of the dodge roll. I think the knife also does not, the knife in RE3 does not have a, have like a, what is it called? Like a, it doesn't get destroyed. Yeah, there's a name for that weapon durability yeah durability bar is what I was thinking thank you yeah so the knife cannot get destroyed in re3 but still you can't even do it with the grenades or the the flashbangs or the grenades which was kind of disappointing I definitely like that far more in re2 it's a little bit more forgivable in that sense but then again re3 is a little bit more action heavy I guess so they're kind of trying to be crazy to fire guns. We once again prove that I play these games differently than you. I'm using these sub-weapons proactively instead of reactively. I'm not trying to get grabbed and use them to push off. I'm throwing grenades into groups or flashbait to stun them so I can maneuver out of a sticky situation. I definitely do that as well, but there are some enemy types in the game. Like I think of the mutated whatever the heck they are in the sewers that can... The G-Adults? The big globby gloop things? Yes, yeah whatever those are. I think of those as ones that I would use my sub-weapons on quite a bit to get them off of me. Standard zombies sometimes if they were getting on me and I had a frag grenade on me for instance and I wanted to save that and use it for later, I would just let them bite me and shut them off and then keep going because I would use the grenades at times on bosses and whatnot or to just flashbangs if there's a lot in a certain area, just clear the way and keep running so I would use it as a mix of both I would say.

We've talked a lot about the weapons and I think kind of going along with that we could talk about the bosses in this game which we've also touched on a little bit.

How do you guys feel about the bosses in the game?

There's only two, but you do fight them in multiple instances.

There's the Birkin fight in the basement area, there's the Birkin fight on the platform where you blast him off, and then there's the two different bosses at the ending.

Well then there's the final Birkin, I don't know, the Birkin fight where you run into a net and she freezes him and then you go down in the center area and you fight him there and then

there's the final fights for both Claire and Leon and then the final final fight itself which is

I don't know whatever yeah with all those taken into account what did you guys how do you guys

feel about the bosses in this game and I like almost every Birkin fight I think the Mr X fight is kind of whatever because it's just like dodge him until Ada randomly comes back to life and and throws your rocket launcher. Although I will say if you could if you can just shoot them once and you get to keep a couple rockets the next part where all those zombies come out and you can just blow them up is very satisfying. Yes, I did that. I was able to

pull that off and get the trophy for that one like beating him within what five minutes

I did that too. I tucked away all my mag ammo for that fight and I'm like I'm gonna try to get this trophy so I think I had like 20 mag shots when I fought Mr. X. I just unloaded.

we just play very differently. I'm not a fan of Birkin, he feels so samey every

time it's "shoot the shoulder, shoot the eye, shoot the shoulder, shoot the eye"

which is the same thing as the gloopy gobb and sewer monsters. "Shoot the eye,

shoot the shoulder." And then Mr. X just feels more like an endurance boss fight

rather than like I'm succeeding and deteriorating something.

I don't know, it's just how long can you last

until you get a rocket launcher?

So...

Well you have to deal damage to them,

it's not based on timing or whatever.

Yes you do, but it's also...

Nah.

They're...

They feel cool, they're very epic and grand,
especially the later ones in the game,
but nothing felt particularly challenging
or inventive or like I had to come up with something
that fight with Birkin in the center of the lab.

They give you so many items there
that you're never short of anything you could possibly need.

It's just, they're not tough.

And I played the game on normal both times.

I didn't jump up to hardcore or anything like that.

I wasn't pursuing the platinum this time around.

But it's just such a lack of variety,
and there's not even really sub-bosses or anything like that.

The closest, I guess, I guess, is the alligator,
but that's just-- - Yeah, what are you
talking about? - That's fun.

- That's a Crash Bandicoot level.

- He gives a great one-liner after he kills it,
but I forget what he says.

- I forget too, but-- - I think he might just say,
like, "Die, you effer," or something like that,
like, and then blows it up.

- But that's not a boss fight.

That's like I said a Crash Bandicoot level.

I'm surprised Logan you didn't care for that.

Well most Crash Bandicoot levels don't end up with alligators exploding into a thousand pieces.

If only they did.

So I was actually pretty bummed out by the boss fights and variety in this game.

I think the boss fights visually and set piece wise are almost always pretty cool.

Really like being chased down around an amaze with Birkin the first time you encounter him. I

Love crashing the crane into him. I think that's a cool idea

That's a bad fight that's a bad fight. Well, how why is it a bad fight because if you do

It's so just cumbersome and he can get up so fast and didn't walk

You've already initiated the swing and then if you're actually just saying bad maxi

I think I think you're I think you're I think you're tattling on yourself

Because I would just blast him down and immediately press the thing and then I would hit him

No, I'd hit him. I'd hit him. He'd fall to his knees

I'd go push the button and then he'd get up and walk out of the way and then you're trapped you either get hit by

The thing or play I mean I played this boss fight

I mean played that boss fight twice between both campaigns never had that happen once

Bad gamer you're rapping on yourself

It's not a fun fight at all that crane thing so slow. I think it's yeah, I think it's unique for sure

You have to do it twice

Also, you know like there's a trophy to do it once

Hit it once mm-hmm. Yeah, you can do it

What what's the difference? What are you doing differently? You just have to deal more damage to him?

Yeah, the crane deals damage to him and so once you get him his health below a certain threshold that knocks him off

You don't have to do the crane twice

I don't like that at all. That's a bad gamer ratting on himself. Bad gamer. What are you

doing damage to him with a gun? Your guns with your guns, with your grenades, with everything

that it gives you. Yeah, if you knock him down, you just keep blasting him for a little bit.

Yeah, I don't like that fight at all. I thought that fights fun. And then I do really like

the final tyrant fight. It is not... it's very straightforward. You're just unloading everything you have at him because it's the end of the game by that point. So there's really nothing to it, but I like that it is the final standoff with this dude that has been chasing you the whole time.

You think he's actually finally dead. You don't really... I mean, I didn't really think it,

but he blows up or whatever and then you're running away and you get down the elevator and he

blast through the wall and he's got his now he's got a giant claw and you're like oh my god so that's a great visual moment i think him coming out of that fire with his clothes burned off and he's now shirtless he's got a huge claw for a hand and you know that this is finally the instance where okay this is this is it there's we're settling this here and now um so i think that's a really cool fight just visually and thematically within the game overall, but the fight itself is nothing that unique. Again, you just fire away until you get a rocket launcher and then it's over. And then I think the final fight too, I think that's the only thing that I would say is kind of a bummer, is you beat the A route of whoever you're playing, then it gives you the stinger there at the end like, "Oh, you're not actually done." And then you play the B route and you get...

That's it.

I don't remember this stinger. I don't remember feeling it's like incentive to keep going just see like tentacles like

Creaking through the train door or whatever. Yeah

Like right now you have to watch all the credits. It's a the

To and then oh, yeah

Remember this it's right there at the end. I believe you

I just I don't it's a way to encourage you to play the B route, but once you do play the B route

You get there and you hop on the train and it's like oh no, we're being chased and you again

It's just big large blah monster and you fire everything at its eye, and then that's it

So even that stinger doesn't really pay off. I think

I'm also not a huge fan of Claire's

Chain gun boss fight again. It's kind of

against Birkin the final form of Birkin there the

pseudo final form before you eventually blow them up once and for all a

Train at the very end on the b-run. I think that fights fine. I guess I don't know

The boss fights it's not what stands out to me the most in this game, but I don't think any of them are necessarily bad

But then again, I played all of them correctly and so did Ricky

I would agree with you mostly but I do think the first Birkin fight was really good because I like being in that small

corridor

yeah, and you can lose him very easily if you're playing on harder difficulties and then like the panic of trying to find him and

There's a ways for him to hide his eye

I think that's a good fight and it's it's the first time you come across anybody like that because I don't think mr

X has shown up at that point. I'm wrong. It's the first real like big baddie like that that

shows up in the game. Yeah. And so I think as a first initial boss fight within the game,

it's actually pretty, pretty good and pretty intimidating in that sense. Yeah, I agree.

I like the first Birkin fight because it's a memorable environment. It's a windy little

maze and you know, you've got a you've got a judge turning around shooting him and it's

It's not in the traditional sense where you can't move and shoot, like you can move and

shoot freely in this game, but there is that trade-off of stopping shooting and running

away for your life and what items do you use.

That's a good one.

I just, my big beef was just the repetition of the same enemy and a lack of change in

the objective of taking the boss out.

Yeah, you do make a good point that with the whole thing being,

Birkin is constantly mutating and that's why he keeps coming back to life.

They could have done more to make the mutations feel different.

Yeah, instead it's just, "More eyes! Now I have an eye on my back!"

"Now I got one on my knee!"

I do kinda like the one where you get the chain gun though.

Just because, I don't know.

I like chain guns.

In those games you never feel that powerful,

so giving you a chance to feel powerful is cool.

even if the fight is not anything to write home about.

Well, all the Resident Evil games always do that at the end, or most of them do,

where you get to the end and you've got some super mega weapon that you're using to take down the

super big boss. Yes, it's not on the level of three, but...

Yeah, three's a little different in that regard.

Yeah, they always do a good job of that, and even the Chaingun fight, again,

there's nothing really unique about it, and you're just firing away, but I do like,

obviously getting that weapon and unloading for those two or three minutes that you do

have it and you're in that fight. It's enjoyable. Let's touch on a couple other things. I think

we're getting close to the point here where we will wrap up. Did you guys have anything

you wanted to say about the puzzles in the game? Anything stand out to you really in

particular? I know we talked about how they were too similar across both of the playthroughs

and there wasn't enough that really, you're just kind of doing the same things. I didn't

know if there was anything specific that you guys wanted to shout out that you thought

was strong or if you thought the puzzles overall were pretty weak or anything like that.

I really hate the electronic puzzles.

Yes.

With the chess pieces?

Yeah.

No.

The circuit boards?

Yeah.

No.

No.

You get those little beeping things.

You have to press a button and it lights up.

Oh, memorize the circle.

Yeah.

I hate those.

I hate doing those.

Well not only that, but it's kind of underwhelming that all that's inside them is the buttons for the...

The spare keys?

Yeah, the spare keys for the button.

But those unlock.

I know, but it's like, "Ooh, this thing that they locked up in a special safe, what's inside?

Key to a panel, okay."

Whatever and I know I get that the actual rewards you get are in those lockers, but it's still kind of funny.

Yeah, the puzzles, I think that this probably has the least traditional puzzles so far.

I think the puzzle is more the environment and how are you going to get to a place.

So really that's where it is.

One thing that does change at least in the AB run is the medallion puzzle up front where whoever

you're playing as the second time gets a torn page in the manual. That feels slightly cheap to me

because unless there's an item I missed to pick up, I was just trying to remember what the solutions were. And I was able to remember most of it and then just brute force my way through

those puzzles, but it felt weird that they just stripped the solution away from you and it's like, "Well, I hope you remember what you did the last time you played."

That's not true. No, the beat. So what they do is instead there's a roll of film that you have to find and develop that is a picture, a snapshot of the panel, of the Sol version of the Medallion

panel. And in that sense, I like that because it makes the B-Run, the film developing area, actually important. And I don't think it is in the A-Run at all other than developing film for extra items that you can get in the lockers and things like that. The B-Run, I think it is

actually needed that you go to the film room and develop that because you have to find out what the

medallion code is to unlock it. Otherwise, I think that whole area is kind of like there's like five or six rolls of film in the whole game and I think most of them are largely unimportant, if I remember

correctly. Well, there is the film that gives you, lets you open the hidden place in the star's office

that always gives you a gun upgrade. Yes. But that's as an item, but you can't, a lot of that stuff you can find without, like you can find the, the jeweled box without developing the film.

Yes. Yeah, yeah. But you can't open that. For some reason, you just, I guess, don't see that drawer

unless you've developed a film. The hidden spot or whatever the hidden spot is.

Yeah, there's two of them. Yeah, I agree. So yeah, so you just brute force your way through the puzzles and that's interesting, Max. You didn't even know that there was a roll of film in the B

roll or in the B run that you could find. Yeah, I just remembered like two of the shapes.

And I was like, "Okay, I'm pretty sure this is what it was."

No, the game is not saying, "I hope you remembered what we did in the A-run."

That's certainly what it felt like, because I also didn't find this film that you're talking about.

Well, clearly because you wouldn't have needed to, because it's tucked away in some part of the

police station that you then have to use, because that's meant to be like the last one that you get,

I think, based on how you would navigate around.

I don't know, I just remember, because two of them, the book has one still in there,

but it's the other two that I brooded my way through and I was just like, "Okay, here we go."

But they should have been solved anyway because Claire had done it for me in previous run,

but I guess they're not concurrent events.

Is there anything else you guys want to say about some of the core elements of the Resident Evil

series in this game that we didn't touch on such as just overall horror? I feel like we've touched

on a little bit or the inventory system. I don't feel like there's a lot to write home with the

inventory system this time around. It's far more streamlined than normal. It's very much like RE7's

inventory system. Yeah. It's the same thing except without vertically rotating, self-rotating items.

It's just all horizontal lines. Didn't really ever feel too stressed about item management.

just stuffed things in item boxes and kept things pretty light and brisk.

With that then, let's touch on music briefly. And I think, incorporate, if you guys have anything

else you want to say about the sound design as well, we can touch on that here. I know we kind of

mentioned it before, how great I think the sound design is in this game. Music-wise though,

there's not a lot in this game. More so than normal, if I'm recalling. Like,

Like I've been, again, I mentioned that I've been playing RE3 lately and there actually

is quite a bit of music in that game.

RE2 though, I don't think there's a ton, honestly, and it really does lean heavily, more so than

before on just the sounds of these areas that you are in.

I think it creates some truly disturbing environments at times, obviously.

Mr. X stomping around, but anytime you hear a zombie go "raaaahh" but you don't know where it's at or where it came from that unnerves me personally especially because a lot of the police station in particular is shrouded in darkness so you don't know where certain things are coming from. I think this game does a great job with sound mixing and things like that. As far as the actual music though, not a lot that I can remember. Again, the save theme stands out per usual. I think we will always mention that in all of these but Otherwise, yeah, not a lot to say on this front.

I'm a little surprised.

I had a few songs I wrote down.

I think the Mr. X "Pursuit" theme lends itself into Mr. X as well.

It stands out so strong.

With his footsteps mixed into it, it just really is a strong "Pursuit" theme.

It's really great.

I also, I may not have liked the boss fights, gameplay-wise, but that Birkin fight when you are lowered down in there and then all of the sudden the choir just comes in and it's so grand and just things are blowing up, the lab's gonna self-destruct.

It really lends itself to this over-the-top, it feels Japanese in that way, just grandiose, orchestrated moment. It's super great. And then, I don't know if either of you, maybe in the past you have, or you did for this playthrough, but I did dabble with two of the all the bonus modes or whatever. And one of them was the fourth survivor, which is where you play as Hunk, I think.

- Oh, banger song on that.

- For sure.

- Holy smokes, that song goes hard.

- Yeah, I forgot about that one, yes.

I wrote that it has Mission Impossible vibes.

Like that song, I tried the mode twice

and I failed both times.

I was gonna ask if you beat it.

I did not.

Shocker, the guy who tries to kill everything
ran out of ammo very early.

And then when he tried to run past everything,
it was like, this is terrible.

They grab you, they all grab you.

So, but I was, I could've--

man misses his dodge roll. For real. I shot him in the knees, I was like dropping him down to the

ground, but you get to the police station and of course they make you run through the whole
stinkin'

building. And can we just for just a moment, we get through this police station, we're running
around,

we get up to the roof. I mean I'm talking we're this close to getting to the outside and
downstairs

to the helicopter to finish this mission.

And all of a sudden, Birkin shows up too

with Mr. X literally right behind you.

Like, come on, that is cheap. - It's great.

- It's awful, it's so frustrating.

- I don't think you escaped there though.

You have to eventually-- - No, you have to get down,

you have to go down the roof and out and around,

down to the fire escape.

But you're close, like that's the close,

you're very close there.

But that's when Birkin shows, super terrible.

But the music, holy cow, they go hard for Hunk.

- Yeah, Hunk's like really, Hunk's one of those,
we haven't talked about Hunk at all,
but Hunk's like low key,
like one of the most popular Resident Evil characters
amongst like hardcore fans and he's barely,
I mean, he's just got a side mode in this game
and he's shown up in a couple other things over the years,
But uh, Hunk is like really beloved for some reason.
I mean, he's cool, but it's just, yeah.

You can play Operation Raccoon City to see more of Hunk.

(laughing)

If you're into that.

- Oh, oh, time to look that up.

- Did you have anything about the music or sound design
you wanna say, Ricky?

- No, I just wanna shout out whoever the lady is
that does the zombie screaming for the ladies specifically.

Yes, absolutely terrifying.

Yeah, I think the lady zombies are much spookier as well.

It's like more, it's like more ear shattering
than the dude screams for sure.

I agree with you.

Yes, sound design across the board is.

Did either of you play with headphones?

No. No.

Oh guys, it sounds so good.

'Cause then I don't like,

I don't like doing that. Then you're getting

that 3D positional audio where you can really hear

Mr. X in the, oh it's so good.

You gotta play it with headphones on, it sounds captivating.

- That's probably one of my most common gaming sins

is I don't play it with headphones on.

But I do have a good sound bar

and I have a good sound system, so.

- Yeah, it's not a sin, you're fine.

You can hear it, you got it, you're good.

- All right, let's wrap up then and talk about legacy,

which I think is interesting because

Obviously there's a two-pronged legacy here because both the original game and the remake.

Because we played the remake, I think let's try to talk more about the legacy of that game.

Actually I'll say this to combine both of them.

I think that this game's legacy is that it was so good and so beloved that Capcom did decide to remake it, what, 20 years later?

And that the remake was everything that fans wanted it to be and probably, and more, honestly.

Like I said, I think this is one of the best remakes of all time.

And the fact that Resident Evil 2 is... this game has been out for years, I want to say.

And I feel like it's still very relevant and still very... not relevant in the sense that it's like a live service game would be or something like that.

But if somebody was to ask me, like, "Oh, what are some great games of the past five years that I may have missed out on?"

Like, this would be near the top of the list.

So I'd be like, "Oh, are you into Resident Evil? If so, you should play Resident Evil 2. It's great."

And so in that sense I think they've really done a fantastic job of making the older era of Resident Evil still relevant here so many years later.

I think that's really cool because a lot of older games from yesteryear we just kind of keep them in our memories and not much else.

I think it's really cool that in this new era of Resident Evil we're in where they're

doing wild things with Resident Evil Village and we still have these games that center around Raccoon City and Claire and Leon and stuff like that.

It's keeping this stuff relevant and it's keeping the franchise accessible for new people who are looking to jump into the series and looking to discover what these games once were.

Max, for example, who's never played these before. I think it's really cool that you can jump in and get to know these characters and stuff and get to know these stories within new ways. What about yourself, Ricky?

Yeah, I think, I mean, even outside of Resident Evil, I think this remake has pushed a lot of stuff forward. I don't think you'd get the upcoming Silent Hill remake without this being so good. Like, I think that pushed Konami to do that. I don't know if you could say thing about the Dead Space remake but I do think that this thing...

I think you can actually. I think there was like reports that that was why EA did it because not only that, sorry to cut you off, but this game sold incredibly well. This game sold, it wasn't just like critically acclaimed. This game I think pushed like 10 million copies almost. So like it showed that there's an audience who wants this. And obviously like within Resident Evil right now

There's three and about to be four so they're pushing that stuff. Hopefully someday we get I mean, I would love a one remake

I think everybody most people would code Veronica would be a really good one to get remade but on top of that my hope personally is that we

We start to see these characters start popping up in the like mainline games again because it's been a while since we've even it even as

a Leon hater I

Would love to see what Leon's up to what he's been doing

so I'm hoping we look forward in like two or three years and

This is the stuff that brought those characters back forward, you know, cuz it's so popular.
Yeah

Get rid of Ethan. I'm not get rid of Ethan. I mean he's gone. I like my I like my dead boy

Well spoilers for eight I guess I

Didn't play I didn't play the Rose expansion if you're gonna yeah, don't don't say anything about the Rose

Okay stuff. But yeah, so I like Ethan, but I definitely you know, these characters are like near and dear to me

as the the SD Perry reader I was as a youth. So it would be good to see them coming back and I

hope that that's like where the legacy takes us I guess. Yeah, yeah. Sorry to cut you off real quick

Max before you show yours and to kind of tie in with some Village stuff. I remember you and I

talked Ricky after we both beat Village about how we hope Nine does bring a lot of the cast members

and that they're all old.

They're all like mid-50s or something, and it's Chris and Leon and Jill and they're all

They're all doing their Murtagh thing from Lethal Weapon. I'm getting too old for this s***.

Like I think that'd be great if this was Resident Evil 9, just all old people. Again, I guess Chris is in

Village and he doesn't look that old.

Yeah. But obviously there's a time jump with Rose and stuff after that after that came.

So if you would come back to them, it would stand to reason that they would all be dealing with

virus outbreaks for the better part of 30 years or something like that by that point.

So I think that would be really cool if they did that too with 9.

It would be fun. Quickly, sales data for you. The game sold 4 million copies within a month.

Okay.

And within a month of its initial release back in 2019 and by July of 2022 had sold

over 10 million copies.

So this game has sold incredibly well.

It's been, it's on PS4, Xbox, and then they just did PS5 and Xbox series console patches.

There's the PC version, of course.

Now it's on Switch via cloud.

So it's again continuing that trend of accessibility with Capcom.

And this is, I mean, it's worth stressing, sorry,
that like survival horror games are quite niche.

Like if you sell 5 million that's successful
within this genre, to do 10 is like really showing
there's a hunger for this type of stuff out there.

- Yeah, it's, I think it's a great first Resident Evil game
for someone to play.

I think it's an improvement over Resident Evil 1
just as far as accessibility and like scope and excitement.

There's just more going on there.

But this game, Resident Evil 2,
is so important to Capcom,
both in its original release and this modern remake, right?

It was, the original game came out in an era
where Capcom wanted every sequel to be bigger and better
than the first game.

And that led to great results, but a lot of hard work.

you know, we touched on it up in the rundown,

but Hideki Kamiya was the director

on this game originally, right?

And he would go on, he's the guy over at Platinum, right?

- Yes.

- Yeah, so he goes on to make Devil May Cry,
which was birthed out of Resident Evil 4 development,
and then he comes on to Platinum,
and he's doing Bayonetta and all that stuff.

So we've got this great legacy,
and this super strong sequel that really builds up
the world of Resident Evil.

And then we get this remake, which we talked in our Resident Evil 7 episode about the
importance

of the RE engine, but this continued the trend of Capcom just re-releasing their games.

But there's pressure here.

Resident Evil 2 was precious at this time and is still is to this day.

And we get this remake that really goes all out and makes this awesome, awesome game that
reimagines the gameplay mechanics

into modern third-person shooter type controls

and just design, and it looks great,

and it feels like it's what you want out of a remake.

And now we're getting ready to go into that again

with "Resident Evil 4," which I would argue

is the next most beloved, if not more beloved,

in the grand populace of "Resident Evil."

And whatever shakes out with that remake here,

it started here with this RE2 remake. And so it's so important to the franchise and

to Capcom. So it's a game that we're going to treasure for a long time, I think, and

will be talked about and discussed and is influential for years and years to come like

it has been for the past 20-something years.

Yeah, to just add one more thing, like when this game came out too, I think RE7 was such a hit that it was a surprise and got people thinking "okay I think Resident Evil is coming back, I think we're on an upswing here" and this game really just reaffirmed that. This game cemented that Capcom is back at the top of their game, Resident Evil is indeed once again a franchise that we can talk about positively and be excited about looking forward. And not only that but I did want to stress that remakes have been part of Capcom's DNA and part of Resident Evil's DNA going back to 2001. So like the fact that we knew years before RE2 released that they were supposedly working on this and that alone generated excitement.

I remember that. Being excited to hear that Capcom was once again going to remake an older Resident Evil game because they had obviously done that previously with RE1. So for them to come back and do it again with this and it's obviously much different than the RE1 that came out over 20 years ago. But it again just shows that Capcom, when they do remake these games that are a little bit older, they know what they're doing and they treat them with the care that they deserve and they also know what fans want from them.

And I think that does it for Resident Evil 2. Thank you so much for listening. If you'd like to find more episodes of Chapter Select, you can go to chapterselect.com, check out previous seasons and whatnot there. You can follow the show @chapterselect. If you'd like, You can follow Logan on Twitter @moreman12 and his writing over at comicbook.com.

You can follow Ricky on Twitter @rickyfreck and his work over at Game Purr.

And then if you'd like you can follow myself on Twitter @MaxRoberts143 and my writing over at maxfrequency.net.

Thank you so much for listening and until next time, adios.

Chapter Select is a Max Frequency production.

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Season 5 is hosted by Logan Moore and myself.

Season 5 is all about Resident Evil.

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

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