

S6E1 – Pokémon LeafGreen & FireRed Transcript

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Hello everybody and welcome to chapter select a seasonal podcast where we bounce back and forth between a series of games, exploring their evolution. Design and legacy for the season, we are covering. Pokémon, we are finally. Doing a really big season with a lot of games. I am one of your house Max Roberts and i am joined as always by Logan more.

Hi Logan,

Hi. Uh yeah, this is definitely our Biggest venture to date so far with this show. Doing all the Pokémon games. We talked about all the way back in season one with paper. Mario how

Uh, that was pretty that was that was a somewhat of a tall task in the moment to play that many

Like 15 to 20ish hour games in a row there. And this time, we're doing Pokémon which are all about 120 to 30 hours of pop. It's not more depending on how much we're going to play. Yeah, so that's about between two and 300 hours of gameplay alone. For sure.

But it's going to be fun. Yeah i i think it well this is this is i think one of the first ones we kind of had an idea for when we started doing chapter select a couple years back but we just realized it would be a tall order to do it.

Uh so we've been Preparing for this and we're ready to go. And we hope that you enjoy this episode that we've got here for you today, which is going to be all about. Fire red and leaf green, which is what we are dubbing The first gen this time around

Is the first gen. It

Is the first gen. Uh, so i know a lot of people we talked about this in our episode, introducing the season,

We're structuring the season this time around with Pokémon and such a way that The remakes are the ones we're going to play predominantly.

Um, rather than the original games and we have access to, i guess, red blue and yellow via like what 3ds e-shop would have, been the easiest way to play those games if we wanted to play them in their original states or even i guess our analog pockets if we wanted to do that, right?

Yeah,

I've

Still got my blue cart, but yeah,

We decided to do the remakes, uh, just because we feel like it gets a lot of the core elements of what we want to talk about with these games in a fresher state. Um, We still ended up relying on our analog pocket this time around to play Fire Red Leaf Green.

I think we'll talk about that. Maybe here in a bit. But yeah, so we're playing Fire Red, Leaf, Green, and this is our gin one. No, let's go. No red, blue or yellow original, but i think a lot of the things we have to talk about here will be, you know, as represented those other versions of these games as well.

Exactly. That being said, let's get into the history. Of. Fire red, leaf, green or red, blue and yellow. It's hard. It's hard to say

We're playing fire red. Leaf green. So we're gonna call it fire. Red and leaf green from this point onward, right?

But the the history of the original Pokémon gem, the OG 151, for

Sure. And we will list your the other we do want to listen since this is a remake we're playing, we do want to acknowledge all the different people that played a part in creating this game in any sort of fashion so we will be acknowledging all of them here.

They're being said. Every version of this initial Pokémon generation has been developed by game freak over the years, his release across gameboy gameboy, color, gameboy advance, and then nintendo switch. Uh, the original release date in the united states we should specify for red and blue was on september 28th 1998.

Fire red and leaf green came out. Roughly six years later, on september 9th, 2004, and then Pokémon, let's go pikachu. And evie released on november 16th, 2018. Uh, the original game director on red blue, and yellow was satoshi. Tajiri. Uh, and then junichi masuda, who is kind of the Pokémon Wonderkin.

Ended up being the director on fire red, leaf, green. And let's go. So he has done pretty much everything Pokémon since then, which is kind of interesting and we'll get into, um, the producers on the original games were suguru miyamoto, who i think, we all

No, it's interesting to see him pop up there on those original games.

Uh takashi kawaguchi and suni kazoo Ishihara. Uh the producers on fire and leaf green were he were yucky genie takahiro isushi and heraki suburu And then on let's go. The producers were shigeru amori. Hitoshi yamagami in akira kinashi.

And then the company, the composer for all of these games, because obviously, the music is Recycled through all of them even though it's a little bit different each version. Uh, is once again junichi masuta. Uh, the metacritic score for fire red and leaf green. They each scored at an 81 out of 100.

The let's go games, scored an 80 out of 100 on medicritic and then red blue and yellow were Too early on before metacritic really started aggregating scores. So there's really not a lot of data on how those games scored based on the cursory research, we did though, a lot of them were 10 out of 10s or at least igns.

We know was for sure. IGN gave the 10 out of 10. The EGM issue.

Uh, let's see, one of the scores was Nine. 9889, definitely up top. You know this is an upper echelon of games. Egm wasn't. So cavalier with those high scores, i don't believe as far as i remember it, the original games, ranked very, very highly, they sold Millions of copies.

Yeah, i i think and i think that kind of sets the stage for

What i wanted to say here which is we're going to talk about each of our own personal histories and experiences with these games. And i i want to keep most of the conversation on fire red leaf, green since that is what we have played. But i feel like for this episode in particular, it's almost impossible to do that because at least for me, i don't know if you, i know your Pokémon stories a little bit different but it's almost impossible to talk about gen 1, Pokémon here, without talking about Like how each got into Pokémon initially?

Because for me i was very much in at the ground floor when this came to the united states and poking mania started running wild here. Um,

And i can talk about that, i don't know if the same is for you. What's kind of your own history with not only fire red and leaf green but maybe the original games as well? So,

My history with Logan, you've heard the story before we i've shared this on podcast before i think, i've even produced like a vlog of it,

But

I'll share it here for posterity, as we get ready to play a whole season of Pokémon games. But The only Pokémon games i have ever played before starting this season. Was blue. And diamond and platinum. That's it. And the reason for that is as a kid, i blew i had the toys the cards.

Watch the show, you know, all of it. I remember i probably was in kindergarten. On the bus. Living in ohio. So it would have been around five years old and i missed my stop because i was like trading Pokémon cards with the kids in the back. The bus driver made me wait on the bus while she dropped every other kid off and then took me home.

Never and then she made me sit behind her for the rest of the school year. Uh yeah. I'm still traumatized to this day from that. But then, I'm playing so much Pokémon blue, i think.

My parents thought i was obsessed with it, which i probably was, it was probably an unhealthy obsession, not really dealt in moderation and so they're response to this was to make me get rid of everything. Uh the games, the toys were thrown away, but the real kicker was they took all my Pokémon cards and made me shred them.

Like put them in the paper shredder, one by one. I have since you know i send them articles every time Pokémon card sells for hundreds of thousands of dollars because i know i had that card and i'm a stickler for keeping things in pretty nice condition. But, Around the A i was getting ready to turn 13 was when Pokémon diamond came out and i Made the case to my parents, i was old enough to play Pokémon again.

This was also in tandem with the legend of zelda because i couldn't play zelda as a kid either because link's awakening had a witch So i pleaded my case and i got diamond and ranger. For my 13th birthday because the ranger was the only way you could get a manafe.

In the game. And so, That's like, The, my whole history of Pokémon is summed up there because after platinum I did get x, i played maybe 10 hours of that. But i haven't. Played a really beaten anything since then. And, With leaf green specifically. I remember. So i'm going to say leaf green because that's what i played and i'm sure Logan will say fire red because that's what he played.

No, i had leaf green, originally it okay.

I,

But i remember seeing that game all the time at Target behind the glass and it was cool because it came with the wireless receiver and all that stuff. So i remember leaf green. At the store. I just never owned it. So But blue, light played a ton. I was doing the mu glitch.

I remember i didn't save before trying the mug glitch and i screwed it up. That's when i learned to always save before you try something. And then like, before i moved out of indiana, i bought a blue cart from a friend for five bucks and i kept it hidden from my parents so that i would, You know, want to get taken away from me, so, Yeah.

But that's me. I am Pokémon to me. Have a wild ride. This is making me want to line up the dates here and i don't, i probably can't do it in.

Real time. But maybe later i can try to look and do it a little bit more but anyway i'll explain what i was talking about there in a second. Um, Yeah, for me, like i said, i i was on the ground floor of when this all started to pop off at least in some sense.

So When Pokémon really started to get big, my exposure to it was through the tv show. I remember the tv show airing on What would now be the cw? But back then it was wb your kids wb and they had yeah. Programming block in the early afternoons and i used to get out of school.

I want to say i have like kindergarten or something like that. Like, i don't know early afternoon one or two. So i get home and Pokémon would be airing there in the afternoon and i distinctly remember watching like the first episode or two of the show. I was just immediately hooked on it.

Uh, i i was not really aware that it was a video game or anything like that. I just knew it was the tv show. And my parents i think had heard of it though because it just became this huge phenomenon. And i got really into it from there which led to me getting into the Pokémon cards and then eventually i was like, well hey i want to i want to play the game.

I know the game's a thing too. And so eventually, I actually think i got into the cards before i got into the game which is kind of interesting. Because i want to say christmas 1999. Would have been when i finally got it because that was the year. I believe that i got.

Yeah, that was my big Pokémon christmas. So all on the same christmas. I got a Game Boy Color. A yellow game boy color. I got a Charizard Pokémon card. And i got like a bunch of, like, Episodes of the show on like vhs and stuff like that, like this was my poke christmas so i might parents Talk about this still and that's probably one of the best christmases i've ever had in my life.

I got the gameboy color though but i did not get yellow for some reason. And i think i've told you this story before too, it's immediately has come back to me. I think so we had our Christmas. I want to see a couple days before actual christmas and then we're going to my grandparents for real christmas.

And so I get my gameboy and i got a couple other games with it. I was like, okay cool but like I clearly wanted Pokémon. Where's Pokémon? What the heck? And so like we go to blockbuster and i see it there on the, on the shelf. I'm like, hey, i want to rent Pokémon, yellow, dad.

And he's like, no, i don't think we should rent that right now. You won't be able to read it. There's too much text in it, blah, blah blah and like i was pretty smart as a kid. I think i was like already reading at this point, i was like, i think i'll be fine.

Like i would have only been what we would have been five. You and i both if it was in 98, it was 99 because, yeah, because i got so 98 was red and blue and then 99 would be

Yellow. Yellow

Was what i got? Yeah, because my exposure was through the tv show and that was what i ended up getting so, long story short. Anyway, we go to my grandparents and then they're like, here's your Christmas present and i opened it up and it's Pokémon yellow and i'm like, oh duh, this is why they he wouldn't loving rent this game from blockbuster, it all makes sense.

Now and hindsight that was a terrible strategy because that was the thing. I wanted the most and they separated the console from the game. It should have been anyway. So i got yellow and i played that i want to say i was like stuck for the longest time in the early hours of this game, because the first gym, Like we're going to talk a little bit about how i think these games are kind of difficult especially by modern standards.

But yellow is especially difficult because Pikachu just gets rocked out of the gate by literally rocks by Brock, That first gym is so hard if you start with Pikachu and it is extremely difficult. Um, So me as a kid i was just getting trashed by Brock there at the beginning.

Anyway, i think i eventually beat the game. I can't remember exactly. Um, Jump for the fire and leaf green. I'll talk about this for a second. So How to gameboy was huge into ruby and sapphire the remakes come out. I want to say, i got fire red and leaf green.

Like The day it came out. I want to say it came out. I don't know if it came out on a friday, but it, i got it that friday of that week because i remember getting it walking out a store. Immediately opening it up, throwing it in my gameboy advance, because i had it on me all the time.

I don't think i ever left anywhere and didn't have my gameboy advance. Sp, i

Didn't either.

And i was just immediately playing it and we went next door and we were walking around Barnes & Noble. And then the thing that i wanted to say that i wanted to try to line up and figure out the dates is, i remember going next door? And i also bought some new ultimate spider-man trade, paperbacks that had come out.

Because i was reading ultimate spider-man at this point in time as well. So i just remember, i just remember, it's intrinsically linked in my brain that i bought Pokémon leaf green and then i went next door to Barnes & Noble and i bought a bunch of ultimate spider-man comics and i went home and i read the comics and played the game and

I i looked up the date, so september 9th of 2004

That was a thursday, that's weird.

I definitely got. I definitely got the friday after school the following day then. So you were for sure, but it's so. Thursday. Yeah. Weird. So yeah and then i played it i i guess the final thing i'll say as far as my history with fire and leaf green in particular, This is probably the Pokémon game.

I've played the most, um, I have this games structure kind of imprinted In my brain permanently somewhere. This is not a game. I need to consult a guide for or know where any Pokémon are. I could tell you every patch of grass in this game, what type of Pokémon are in it?

Where you need to find certain things, i guess. I don't know each of the version exclusives and stuff like that, but Darn near everything in this game. I feel like i know for the most part in some sort of way. Um, Because i, i just used to, i used to Play through this game, dump my Pokémon off onto diamond and pearl, and then just restart it and start playing more because i didn't like diamond pearl that much even though it was the New one.

So i kept going back to the gameboy advanced ones and replaying them a lot. So,

Yeah, i i played the heck out of this game. I did my fair share of blue as a kid and i think a lot of that translates to leave green here.

Even cash. How many years later? I don't know. It's it's a bit of a long time. Yeah. It's it's funny though that like

2004 this game came out and i i'm more focused on like the ultimate spider-man part of this where it's like wow i was really reading Spider-Man comics and i was like eight to ten years old and like now this is more under like i was the kid who was bringing those comics into school.

This is a whole different tangent on marvel but you got to realize we were living in a time period. Where this stuff was not normal? I was not probably a normal kid, my age being like, oh, cool newspiring comics

Are available. I'm gonna buy these now nowadays. Yeah. I mean that's kind of normal, but

Back then i takes fireman comics to school in kids would be like, what are you reading? What is that? I'm like oh spider-man spider-man, come on. Don't you know and now you know about how i am, how i am max, okay, so let's talk more specifically about fire red, leap green here.

Um, I guess, the first jumping off point with our discussion, this episode is just

These games launched a whole series and we'll get into the legacy talk about this, like we do with in every episode here, more towards the end, but

It's almost hard not to at least touch on it a little bit up front because all the core pillars of what the Pokémon series. Have been and what they would become whether, you know,

You gotta run around the this given world and catch Pokémon and train them up. And

Fight 8 gym leaders and then go to the Pokémon championship. And then you've got a rival and there's a professor, like all these, like, core things that have now become synonymous with synonymous with Pokémon and are in every entry in the series. All started here and i i guess maybe just to start the conversation off myself playing these games now.

Um, you can fire and leaf green or a little bit newer by comparison. But the this series is 25 years old now, getting close to 30. And i don't feel like the structure is aged by modern standards. Like in the slightest, really like i i feel like these games are still pretty accessible nowadays and feel I don't want to say, i don't know if i want to say relevant but It doesn't feel that old to me, like, i don't know.

And again, maybe that's just my own blindness because i've played this so many times. This game so many times and i know so much about it, but i really feel like this wholes up. Surprisingly, well, for a game, that's pushing 20 to 25 years. I think. That stems from.

It being a, you know, Kids first chairpg. Yeah, it's this. I mean, final fantasy is. You build a team and you fight enemies and you level up and things like that, it's the same mechanics. Just with monsters that you take with you all the time in these monsters are cool and you can name them and they have special abilities and all that sort of stuff, and it capture the audience, and then you have characters and things.

So, I think that's Part of why it still feels relevant because the JRPG isn't irrelevant. At this time. Yeah, like this very much boils down. A lot of the core pillars of what. Rpgs are i think. Especially with the grind, which i don't think is something that we see a whole lot of

Nowadays in most rpgs, whether they be turn-based ones or even Uh, action centered rpgs. But there is like a grinding element to this game in a in a progression of You feel yourself getting better over time, which is the thing that i like. The most about

This game, right? There's improvement over time which yeah is satisfying and i mean i guess i can i'll say this up front and this is probably going to be a refrain that you hear me. Say i don't even know how many times over the course of this season. Well and we'll see if my opinion changes as the season progresses here.

But uh Something i love about these old Pokémon games is that there is like an intrinsic.

Challenge to it to a degree. Like there is a you feel a personal connection to the Pokémon that you are training a little bit more because i feel like these games are difficult to a certain degree and that's not to say that any Pokémon games later on after this weren't difficult, but i do feel like it's some point in the series, maybe around.

The 3ds era specifically, i want to say like x and y, was the first time that i really thought in my own head? And again, i know you haven't played these games but x and y person, personally, is the first time i was like, wow, i don't feel really challenged here in any regard.

Um, These older games, though there is like an element of grinding but it's done in such a way that is. Typically satisfying to me, i don't know. How'd you feel about that? Because i know our experience is kind of differed, especially once we got to the elite 4 and stuff like that.

I

Looking at my notes under gameplay, i have words. Words that stand out to me. Grueling. Struggle. That's what happens when you run out of pp on all your moves. You struggle?

Very good, very good. Um, What others some difficulty curves. Yeah, this game is hard.

And i didn't think it was going to be hard, especially, given that i at least have played a version of this game. But i was hard. I was having a very tough time and i was getting pretty frustrated. Let

Me ask this on your behalf because i know we we're actually going to release an episode about this that you can listen to As part of bonus content, if you're subscribe to this season, where i kind of talk about my own process of putting teams together before i play each one of these games

And that's one thing i do ahead of time just to give you a peek behind the curtain to make sure that i have somewhat of a balance team that i'm prepared. Uh, Take on, maybe anything that comes at me in any situation, no matter what typing might be a dispatched against me.

I know you mentioned to me. I want to say when you got to the final battle against Chronicle Gary or whoever whatever you name. Arrival's name and the Logan. Yeah, you name yours Logan. I name mine Max. Yes.

But anyway, yeah, I know you mentioned like oh this Alakazam that he has is like destroying my whole team right now and like I think your team was pretty. Weak against psychic types based on what I remember, maybe you did have some weaknesses there to psychic types. Do you feel like your own?

Experience in this game was amplified by the fact that maybe you didn't have a super balanced team or was it just the fact that the game was just hard or you didn't really know what type of team you wanted to put together until maybe very late in the game?

Whereas I kind of had a good idea of the Pokémon. I wanted to look to catch and immediately start training up pretty early on. My. My team really?

I kind of knew like three of them going through the game and the remaining three were This weird just hodgepodge. And by the time I got to delete four, I had to completely pivot and go catch a few legendary birds, simply because I just didn't have high enough levels and it wasn't even that I was avoiding fights.

I did every trainer fight. I came across, I wasn't.

You know,

My typical strategy in RPGs is to avoid combat which usually bites me in the butt. Look at Persona Five. I couldn't beat that. Final Processary mode easy. Yeah, I had to drop it easy because I just couldn't do it. And I wasn't going to grind it out. I'm not, I guess I'm just not a big fan of grinding in general, but I'm like in the upper 40s in the elite four in the mid 50s and they're kicking my teeth in.

And, I was I need to go catch Moltres and Zapdos to deal with some of the types. I'm going to encounter here, simply so I have something close to 58 to help. Carry my team a little bit and it's

I think that's part of it, a lack of intentional vision. I wasn't really planning on catching the birds I except Moltres because I thought Moltres would still be on Victory Road. Did

You use your master ball on Moltres? I know

You mentioned. You're thinking of doing it? No,

I well, no, I use an ultra bowl. It was funny. I complained to you that I couldn't catch Moltres. And then the next through Cotton, because he had one health and was paralyzed and I was like, yeah, come on. This is This should be a 100% success rate. I didn't but I thought I would be able to

Use my master ball on Youtube but Didn't get the opportunity to do that and we can talk about that later. But I, I do think part of it, it was just the lack of vision. I kept like a level 12 Sandshrew allowed for a really long time. Because of cut.

Because it cut and I think I gave Gyarados strength. I wasn't, I tried leveling up my team pretty consistently, so I didn't have one major. Power Pokémon. That was just cleaning up, everyone. I remember as a kid. My Venusaur was Level 70 or whatever, and there's just like blowing through everything didn't really matter, type necessarily And so, I think because I was doing an even cadence and Leveling up is slow.

I didn't feel like leveling up was very fast in this game at all. You're getting 200 XP.

It depends on who you have. Yeah. Because some, because some level, if you keep them, i know you mentioned this because you were talking about how you were wanting to get a dragonite at one point, you're like, oh but i'm not going to let my dratini evolve into a dragon air so that the xp that it gets levels it up fast faster and that is that was a part of it and it learned hyper being

A Dratini learns hyperbeam at level 55, instead of level 70, something for Dragonite. So it's like this is a 20 level difference. I can't. Like i can't give it that up. Yeah, there's some weird things with the older games like that. For sure. And that's not true across the board for every Pokémon.

But there are some like

Differences like that. Where if you just stump their growth, it almost works out better in your favor in some instances. But yeah, i mean so i mentioned this but i think Again, just the way i play these games is like Borderline obsessive. So, so, i know ahead of time which Pokémon i want to capture, and which Pokémon from the early stages.

I want to start training and i go out of my way to ensure that i can train them. And then i'm pretty well balanced. Like this time around. I got to the elite four and i was pretty well equipped to face them right away.

Uh, but i do, i do totally agree with you in this sense.

Face everything in the game face every trainer face. Every Gym, leader faced pretty much any person. I could find prior to the elite four and i still rolled up with a team that i want to say was like roughly About level 45 on all six of the Pokémon in my party.

That was probably the Median level that i had there and then you get in into these fights and they've all got First chick stone at level 50 Pokémon. You're like, okay, wow. And then you get to, and they and it scales through all the five people, you have to face it.

So, you get to think about the time you get

To like the, um,

You get to Gary. He's got like level 60, something Pokémon, for sure. This

Charizard or in my case, it was charizard was my 360 videos.

Yeah, for sure. And

You and you are not gaining 10 levels between the totally leave four in the end, you're gaining, maybe two, so it spikes really.

Crazy at the end and i always have found that the elite four is pretty unbalanced in that regard, but i appreciate the challenge of it. Um, But at the same time, it's It's straight up, not something that you can do, unless you go to the mart and you just pack up on potions and revives and you just prepare in advance and, you know, that it's a gauntlet and you're going into this gauntlet and That's about it.

Because yeah, it's It spikes really hard because yeah, even giovanni the boss beforehand or the gym leader beforehand. Like i didn't feel like his Pokémon were maybe a couple levels higher than most of my team, but not not to such an absurd degree that, you know, like you get to gary at the end and a lot of his Pokémon are 10, 15 levels higher than you in some instances.

So it does it just scale to a ridiculous degree and When i say that, i like the challenge of the game, that is not what i'm referring, i did. I, i do enjoy that it pushes back on you a little bit more, um, because i think when you do eventually win it feels that much more satisfying, But i think that could be curved a bit.

Like, if gary for instance, you got to him in most of his Pokémon were. Let's say a little 55 and up, or something like that. Like, i feel like, that'd be a little bit more. I feel like i'd make more sense for sure, but 60s in up is a bit asinine.

Um, it's hard.

Yeah, other than that, though, i i think I we have to talk about the Pokémon. I mean, one thing we need to do with each

With each episode, this season is talk about the unique Pokémon within each generation here. And, I don't know man. Maybe it's just the nostalgia me and obviously we have not played through all of these games. So It's hard to speak comparatively across the whole franchise and

Played a lot of them. Yeah. But i still think this might be

I don't know if it's the best, it's near the top. There's just so many great designs in this generation. This, this really Like, there's been a lot made out of, like, kind of what Pokémon have become the past couple gins in the past, couple Uh, new generations that have released and that's not to say that there's Bad Pokémon or anything like that.

I still think game freak. Has a good eye for design. With a lot of the Pokémon that it has. But this gen again, this is totally just nostalgia speaking, probably 90% of it. But i really do feel like this is one of the most unique lineups of 150, or so Pokémon.

Uh, that they've ever. Released. It is.

I mean, granted.

My allegiance lies here in with diamond and pearl. So, You're not gonna find me, like, standing up for Anything else? I mean i do like some of the legendaries and other generations but again those are because they're legendaries are mostly known. I have a huge soft spot for like jirachi.

So, there's

It's hard not to give it the respect it deserves as the original 151 that kicks everything off too. And really Pushes. Makes Pokémon. What Pokémon is pikachu, is fat pikachu, in particular iconic. Yes, panic. But They had a skinny that little i mean there's a lot of iconic Pokémon in this in this generation though, so much, so that

I mean game freak continues to go back to the canto. Well constantly like look at all the the most recent Pokémon games where they just are like hey how about a lowland executor? It's got a long neck, how about this? A lowland meow. That's it's dark and looks funky.

Like they've got, i don't know if that was a low linear, whatever. I i don't know a lot about the new games. Well, find that out. Here's the season progresses anyway, i mean they've continued to bring back these original canto Pokémon and Display them with new typings or new looks or things like that.

And i think that is because they are the most iconic of the bunch and even look at things like when Pokémon go started. Yeah. Dominantly that was the 151. Which,

Absolutely made sense for that type of game as preaching. A wider mobile audio.

Well, that's what well that's what i was going to say is like i don't even know if Pokémon go is as big as it was, if it doesn't focus on that original 150 or 151. Um, because those are the ones people know and the ones that people like they are the ones again, that people are most nostalgic for.

But i think that They're they're the ones that people just have the soft spot for and i think, again, most of that is nostalgia, but i think it the designs and this lineup here are Largely the best of the best in a lot of ways. Like I can't think of other Pokémon like snorlax in any other generations.

That i'm really just like relax. I love how this looks. This is such a great idea for a Pokémon. Just this big huge fat thing. Big old sleepy boy, Exactly. Um, i feel like they got the most inventive in this generation without necessarily. Going off for the rails like they do in some later games where it's like, hey, i you like ice cream.

Here's a ice cream Pokémon. Where it just gets kind of very bizarreling Yeah, what's the chandelier one? I think it's literally called chandelure. Yeah. Anyway, i guess the one other thing i want to talk about here with With gameplay and stuff like that before we we move on too much is I guess, how do you feel like the game plays as a turn-based rpg and how do you feel about the deeper systems and such that are in this?

With whether it be, i don't know, all the different stats and stuff like that, that your Pokémon have and how each of the different Pokémons specialize in different ways. I don't know how deep you look into that stuff when you play it. Like, for instance, i when we thought we had a battle, you can watch this also as part of our bonus content for this season, when you, and i fought, like i had a muck that new flamethrower and you're like, what do you teaching a muck flamethrower for it.

I'm like it's it's not very good though because much doesn't have a super high special attack so like that doesn't scale with it very well. How do you feel about those things and i know they're corta how the other Pokémon games are as well but you feel like that that general Core mechanical nature of Pokémon still holds up.

Well, I, Have never.

Paid attention to that stuff. Okay. I have no idea how any of this ties in all. I know is health. And i'll read what the attack number is on a move. And if the attack is higher, And it makes sense. Strategically the Pokémon will learn the move. You and i we've talked about this which kind of Spawn this idea of, you know, at least as we're making these.

Now, if you talking me through these pre-game I'm like study sessions almost

I don't the type stuff doesn't. I can't keep all this in my head. I have no Until my venusaur is getting wiped out by alkazam. I had no idea that poison was weak too psychic or whatever, and that could even be a ron statement there. But my venusaur is getting its teeth kicked

In

Poisonous weak. The psychic can confirm all

I really know is water reads, fire fire beats grass, grass, beats water. And then there's some movement in there, like grass was strong against, like rock or ground. Why is there rock and ground? Those two need to be the same thing that makes zero disagree

With that. Her. Well, they do have the same weaknesses. Though, which is kind of the weird part, and then steel gets thrown in the mix later. I, i have never been good about keeping the type stuff in hand. I

I will go into a fight and go. I think this works against it and then nah, that wasn't very effective. And then that's when i've burnt a turn because i don't know these typings and when i played Pokémon arceus,

That can tells you right there.

Effective, super effective are not

Very effective. So what you're saying is you like to be babied by game freak and the Pokémon company. I like it when the game

Assists, i don't, i means i don't have to remember, you got to have the whole rock paper, scissors

Chart in your brain.

Again,

This is one of the big things that's been kind of interesting for you and i, because obviously, we've been talking about this back and forth as we've been Playing this game. You're like, oh, i'm having such a hard time trying with the typings. I can't remember this. I'm like, bro, i've had this.

Emblazoned upon my brain since i was six years old. Like i i just know all of this

And

I i do not. I've never Been good about remembering it and that's mostly because my Pokémon i was beefing up my venusaur and it was just blowing through stuff so it didn't matter. Yeah. And i didn't I wasn't remembering it. I bought a dark ghost psychic that's like a swirl.

I don't fully understand ground. Where's electricity fighting normal? But normal and fighting don't i

Don't even know. It's

It's so much for my brand accounting and maybe over the course of the season. You know, we'll get to the end of our season and i will just say i'll be i hopefully cap in my pokedex and i'll be like, let's go, maybe i'll get into a competitive Pokémon, you know, never know.

But i'll tell you this. Rcs just telling you the type strength and weakness just in the move. It's not like I'm out here. It tells me, exactly. What? You know, this Pokémon is really good against this. It's just these moves may or may not be effective. So, like here you go, that's super helpful.

So Please going forward. You know i haven't played diamond in The diamond and prairie makes yet, but i kind of hope that's in there. Or scarlet and violet. I hope that's in

There. Well, i i would really hope that we get to the end of this. If these 10 episodes here that we're doing for this season and you have a better idea. I would hope this all works and you've played Arceus and you you've said like oh it tells me what's effective, how does that not help you?

I just know

The word directly. That doesn't tell me what. The other type Pokémon is though. It just says, Flamethrow is effective against this grass thing.

He's gotta remember.

Yeah, where's bug in all this? I don't know. No, it's too many different things you

Get to have. I think the best way bug in my, again, is grass. This

Should these should be the same. We

Might have another bonus episode where we talk about all this too, so keep on, like, out for that. But yeah, you need to group certain things in your mind together, like rock and ground. Basically can go together because they're

Largely, they're not strong against the same things, but they're weak against the same things. That kind of put those Largely in your mind the same in somewhat of a similar way. We'll see how it all goes.

I i like the whole, i still love the whole rock, paper, scissors mechanics and i think it's been duped in a lot of ways as well. Um, by many other games have copied this sort of Grass. Beats water, water, beats fire, sort of circle, right? The one other thing before we get, Into anything else, how do you feel about the gyms and stuff like that and how those are structured and how you're going from town to town?

And Trying to find this other gym leader, but then you've got another thing going on here too. We can start talking about team rocket here and maybe how the larger story of this game plays in here is well, but let's focus on the gyms first. I guess, how do you feel about that structure?

Do you feel like that's still a good structure for Pokémon games and general? And how do you feel like it's implemented here and more? I guess we can talk about this too, is like a general flow of the game because i feel like the gems are all these tint poles that you are coming across as you go throughout canto, i guess.

Are three.

Pillars to then the Narrative push and i i say narrative push. Just like your goal going from place to place. Not necessarily straight up story. It is. C and catch Pokémon to fill out the pokedex, which is what professor oak in this game. Sets you out to do. Is go to town.

And get these gym badges so you can become the best Pokémon trainer in the world and then whatever the villain is doing in the game. You know, deal with that confrontation and whatever capacity that may be. But the gym, The gym is. A physical. Structure. And you can always count on the gym, Being in that town or vicinity.

You know the Pokémon you see maybe the same between two towns or maybe one or new one or two different things in between, who knows what they may, you know. This type shows up here or whatever, but there's always a gym. Pretty much in every major town. Not lavender town but you get the idea.

And so you always, that's the first. Maybe the Pokémon center is the first building. You go to, but then you go look for the gym. And i can't get in here right now or i need to figure out this puzzle and so that i think is great because it least you're not Necessarily confused about where you want to go or what you want

To do. Yeah. And

I think it's the first

Time. Sorry.

But and i was gonna say i like the first one they introduced too straight up just can't go into. Yeah, it's a tea. What is this? And

It's a great payoff at the end because that is Where you end up right before?

The great. Thing, i noticed this time around as up. I actually forgotten, i think i i'm 27, i turned 28 fairly soon as if this recording but as a 27 year old, the thing i realized is this map is just one giant clock. And you're basically being clockwise around it.

And when you get back to where you start is, when you get to gym eight, what they've teased you and then you just go left and you go up and you're at the elite four. So it's this great flow of a path. And you see the end from the beginning, and It's really rewarding and then the how that eighth gym ties into the threat of the world, is really satisfying, in a fun twist as a kid and i still think as an adult as well.

So, the gyms are great, anchor for the player. Yeah, they keep the kind, the carrot somewhat on a stick.

And and the way that this cross is over with the other storyline, which is you've got plate, which is get all the gym badges and become the best. Pokemon trainer encanto and then that crosses over with plot b, which is got this nefarious group that's trying to kidnap Pokémon team rocket over here off to the side that you're trying to.

Forth. The plans of I think the thing that is funny, and i don't know if you feel the same way again. I know you've played fewer Pokémon games than me. I mean, you don't even have to play a few or Pokémon games, but We look at team rocket, is this group of like Uh, all these, these are the best Pokémon villains.

These are the most iconic Pokémon group. A lot of that probably stems from the television series. To be honest with Jesse and James, and Meowth and all that stuff. So they're the ever present villains in a sense because of that tv show. And these games though they're inclusion, is kind of awkward in some senses because they show up a couple times early on.

In the first cave, i believe you're in. Uh, they show up on the way to cerulean city. And then there's the whole nugget bridge stuff. I like they're they're they they drop in this team rocket stuff, kind of early on but then they don't really show up again in a big way until You get to.

I, what is the gym with the the fourth gym with the big, uh, mark?

If you remember that time self no self-co is the second place subco's saffron. Um it's not saffron there soilien. I think ceruleans die. Or no it is cerillian. What's the, what's the misty's one then? Camera, you're asking the wrong guy, see?

Um, anyway.

When you get to like the game, the game corner and stuff like that and then team rockets there, i guess my point is like vermilion they're Vermilion, thank you. Their purpose is it Celadon? Celadon Celadon, yes. Celadon is the one with a big, mars. Cerulean is misties. That's what i thought.

Okay, trip myself up. Sorry i'm dumb. I don't know. I don't have this game at whole game and print it on my brain. Like i thought i did, i guess that. The thing i'm trying to say is team rockets motivations are never really fleshed out that much in this game which is funny because we think of them as like the ultimate Pokémon villains or whatever.

Uh but they're in a game corner and you go there and you kind of thought what they're doing there and then later on you go to the silfco when they're just like oh they're trying to capture this thing from us and you find out it's the master ball or whatever and you fort that and then you Giovanni's just like gar.

Thwarted again, by a kid and then you face him as the gym leader. And that's about it. There's really a lack of Like overarching goal or strategy by them in this game, they're just kind of the Grunts of canto they're just kind of around and they're kind of trying to do some things and some different towns and you thought them a couple times but they really have no like a large overarching plan like you do and some of the later games where Team magma's, like we want wipe out all the water land on there, like what?

Like crazy things like that, that happened and team rocket has a little bit more of a plan in the second in the sequels and the joto games. But in this one, it kind of struck me this time that they're just kind of There and they're just sort of doing things well.

I think each thing. May not each thing, but most of the things revolved around. Containing or controlling Pokémon in some way.

I mean there's the fossils that they're trying to get in that first cave.

Which presumably they would use to revive. Um, and have like, you know, extinct Pokémon on their side and use them. Saffron city

They lock down like the whole town. Yeah. And

That person to get the master ball in the technology of silco. Also they're the silph scope

Which

Lets them see counted Pokémon and they I think they murdered cubone.

Mom, yeah, walk. So that's you know that was a plot there they used. They thought so hard and she died.

And so, it's All about controlling Pokémon. But really the key is They are not. They use Pokémon aggressively and they do not show them, you know, love and friendship and kindness and your character does to all Pokémon and even that's what your rival struggles with in professor oak calls out.

At the end of the game. As you didn't, you know, love and have companionship with these Pokémon. And that's why you were only a champion for a whopping 15 minutes. And so team rocket, i think just provides that foil to that motive of your character and shows you as a good person.

Who helps out wherever they go, and that i think is distilled into the game. I mean, i wrote down The. When i booted up the game, the first time you're playing it at some point. It says, the biggest objective is the player experiencing personal growth. Like talking to me, the player that was their goal, it's just Heartwarming and simple.

You could say childish but i think that's a Cynical way to look at it. It's just wholesome. And that is part of what i think, has been a constant in Pokémon even as someone who's been observing it. I'm adjacent to the, you know, being a fan and someone who's invested in the video game industry.

I'm adjacent to Pokémon all the time. And i think that's one of the constants and team rocket is a good cartoony and tithesis to that wholesome nature that you like throwing they're not evil, they're just bad. They're sort of like, mustache. I mean they're

They're kind of evil, but yeah, they're sort. They, they're more like, mustache trolling, villains. Like, yeah, they're like five billion almost like like there, you don't really take them serious mostly because the only thing they ever try to attack you with are radicates and zubats. Uh, not a whole lot else.

But

Yeah, it I, i just think that was the thing that really stood out to me, this time, it was like, kind of team rockets, kind of like a, And like they're kind of in the background

Throughout most of this game. And that's not the case with some of the other games that i think we will play where it is very much.

Front and center who the big organizations in these games are? Yeah. I guess speaking more to the story elements of this game, We talked a little, you talked, a little bit about how you get to the end of the game and The kind of the back and forth with your rival.

I like that back and forth a lot. I think the rivalries, um, of the recent Pokémon games i have played I like that. You have a direct rival in this game. I like that. It is somebody who's always trying to get a leg up on you if somebody who's always trying to be beat you and some of the other games, Your rival is like a pushover a lot of times and they're just kind of like, oh shucks.

I can't beat you, you're so good at Pokémon. Meanwhile, gary here is like i want to crush you and i want to win. This is my goal and i really like that. Yeah, i like it too. It makes for good. It, you actually feel like there are certain moments in this game where i forgot to the rival battles are about to kick off and i wasn't healthy and didn't have my team ready to go.

And i was like, oh crap. Like i was actually like Upset that i like didn't have my team poised and ready to go. Because you feel like you have to like Gear up for those moments a little bit more because they are a little bit more difficult. And i think most of the encounters are like, that, where He tries to catch you.

Office step. There's lavender town. There's the ssn. Their, um, You know, even on the way to

The elite for you just left. The eighth gym battle and you're like, all right, i'm off.

You hit the road and he's like, let's fight. Oh, i have, i have i have a hilarious side about that if we want it, if we

Want to very quickly that battle the one, right before you go to the elite fourth, this actually jogged my memory. So, i did,

I mentioned before that, i wasn't sure if i beat Pokémon yellow, i couldn't remember or not, i definitely did.

But the moment when i got to that part of the game,

I remember i had taken this is how obsessed i was with games and stuff as a kid. I and my kindergarten class are like preschool class. We had like a show and tell day and the thing i brought to school was my gameboy and i was showing it off and then i was like, in this is Pokémon, i was shown it off the people and i was like here.

I'll Like show you and walk around above blah blah and i walked into that part of the map and initiated that fight. And i was like, oh look and now i'm in a fight and i got like into this fight and that's a full six on six battle. Like one of the biggest late-game fights that there is and my teacher was like, Logan, i think you need to turn this off now and i was like, hold on, i'm in this

Battle and i was like playing that whole fight in my preschool classes. It's like a six-year-old. Kid trying to be gary before i go to the elite four.

Exactly she

Didn't understand. I think i never i think i think i think i did beat it actually in that moment in the classroom. I was like, okay, hold on, i can save now because my dad told me if i ever turned off my game without saving, i would maybe lose all my data.

So i was like, no, i can't, shut this off. I have to say thank God for the invention of a sleep mode. And just being able to say wherever now. But yes, it is.

That, that rivalry is.

Is good. It keeps you on edge. It's a fun surprise, and you always No, it's going to be a good fight. I mean, even at the end, you think you've been the elite floor and you're like, nope, psych, he beat you here, already. He's the champion. So now you have to fight him again.

He's always It's always just slightly unexpected. I think that's a fun type of rivalry.

The one other thing i want to talk about with gameplay here and i just wrote it on our notes is, uh, Hms. Let's talk about hms for a second, how we feel about how they're implementing you because i know how the way that hms work, you've changed a lot over the years.

Um, you are talking about how you carried a santry around with you for large chunks of this game. Uh because it gave you the ability to use cut, which is a bad move that you don't want to teach a Pokémon typically. Uh,

I'll tell, i have to ask. You

Might know. I was too scared to try. But i know in blue once you teach an hm, you can't. Unteach it. Is that still the same here in fire? Red, and leaf green

Because

I believe so i think the way because i was too scared to teach it. I taught i think is Gyarados. I taught Gyarados strength because i was in a situation where i needed

Someone to

Learn strengths not the worst move honestly. But

I was like i guess scaredos is gonna have to learn it because i'm not gonna go swap out for a week. Nobody to by the end of the game, i did take um, moroark that i caught and taught a strength and What marowok marowok?

Yeah, you're saying morrow work or something? You're throwing an extra all looks like mohawk to me.

Marowak marrow bone marrow, that makes sense. Anyway, i taught it strength and crush or whatever to rock. Smash. Yeah. So that was don't have to teach that and i think that's the problem. You have to teach that to get some through some sort of cave. Yeah, but i don't think it's mainline.

It's not that's supposed but i needed it to get my, uh, My mole trace. I think so. Yeah. Yeah. I'm not a fan of them. Especially in the permanent capacity. That's the problem is that there are

Certain there are certain hms that this game throws at you that you don't know that you don't need. Like for example cuts a good one, you need cut and like a couple instances on the main line. If that no there are definitely a couple Because one to get to the gym, one, to go get the fly.

Hm. I guess, if you want to consider that part of the main line and then That's largely about it. This time around. Yeah, until very until i had already gotten through the eighth of gym. I was like, when do i get fly? Yeah. Um, That's the thing is they they put these things in your path that you don't know that you don't necessarily need to teach your Pokémon.

And that's the thing that kind of sucks because then you're taking up a

Want to be here for abilities on one of your Pokémon. And again i knew which things did avoid and which ones to get an hm slave for. But that is the one element of the game that i have never been a huge fan of. And i know that again, i know the way that they work has changed and recent entries.

And that's Probably for a better thing, that's one of the modernizations i think is probably for the better because you get into these later games like Alpha, just sapphire rupee, the remakes too but

Where there's like, Three or four different water specific hms and serves waterfall. Whirlpool. Well, i don't even know about that one. Yeah, so you get into like it gets a little crazy. That's where the hashtag, they're not hashtag but that's where the too much water comes from.

And it is too much water.

Thanks Dan Stapleton. Yeah, hm is not great. Uh, Again, while we're talking. I want to talk about the music and it sound design and stuff and we'll get into that in a second. But i why we're just talking broad strokes of these games. Uh, i did want to mention some of the new things that are in fire, red, and leaf green.

Since these are remakes, they are for the most part. Pretty straight remakes of red and blue. Uh, but they add a whole, the main thing i guess would be the addition of Uh joto and ho and Pokémon which you can get in post game or then you can transfer over after you do a couple things.

But then the main new edition i guess would just be the island the seven islands. Um, which i know something called new to me. I had no idea. They did this. They moved my moltrace from victory road. They did yes, which i like more personally. I was very surprised.

Honestly, i thought these were one-on-one remakes, i had no idea and then

You defeat Blaine on cinnabar and it's like, whoa, it feels like here. Come with me. Yeah.

And you go to these islands and you got to do a task on the first three. And then later on in the post game, you can unlock others.

Um i i know that i i guess for the purposes of our conversation you and i did not fully explore all seven islands.

Um, i i have in the past obviously with previous playthroughs of this game, but i did not do that this time around. The other thing i know you were put off by is that there's like a post game quest that you have to complete

Then allows you to go.

Get mu2. So they kind of soft lock me to this time behind extra activities that you have to engage in which

They robbed me, because i was so ready. I was like the game ends when you catch Mewtwo. And then they're like, no, no, no, no, no. You can't catch me too right now. No no no, no. Go to these islands. Find a ruby. Find a sapphire. Very cute. By the way, find these two gems, and then you can Yes.

You know, spread it be connected trade with your other games that you might own. Yeah. And Do all this. Oh, team rockets on this island. You gotta you gotta fight them off too and collect all these things.

Now you can trade and now you can go get me too. And that's when i said, now i'm not doing the rest of this post game, i just wanted to get me to, but i didn't know it want to go through all of that right now and i'm pretty As you feel like any of that was bad though, or did, was it just like an instance where you were just like, i don't feel like doing this right now because i i thought i always like the island stuff personally.

I eat frustrated me because I wanted me to. And,

I didn't know. That had changed. And we were,

I was in somewhat of a rush to like beat this game just to catch up with you so that we could record this very episode. And so

I just gone through this grueling grind to beat the elite for which i was not having fun with. So my, my fun meter was Pokémon was, you know, here? And then the difficulty happens and fun goes. All

The way down and then it's like aha. Now, the thing you really want to do is behind gated behind all this new content. I'm like, come on, this is ridiculous. And so, my fun meter was low. As a kid, i'm sure that probably was Super exciting because you think you've beaten the game and they're like, haha.

Now

There's more game which and then there's joto Pokémon on some of the islands, which you can capture, which was something that was literally impossible to get from game boy, color to gameboy advance at the time. So, That was great, that you had some ease of access to Certain Pokémon from joto there, which i really loved.

I i think the things i like about some of the islands too is that they all have a little bit of a different flavor and a different taste of them, whether some of them just be as simple as like, very Um, quiet towns where people live in and there's maybe like, i don't know, there's a little forest over here that you can go to or Another one like you mentioned with uh, like moltraces at the top of a mountain that you can go climb to.

Uh, one of the things, i don't know if you may have seen on one of the islands that i remember, Uh, you run into one of the people in the elite four, i believe it's the isolating. I think your name is the lorelei. I

Believe it

Isn't one of the islands, she's like, i grew up here. This is where i trained. This is how i learned everything about Pokémon and i thought that stuff was kind of cool that they fleshed out like these people that you really don't know. Much about otherwise other than they're just like hi, i'm part of the elite four.

Let's fight. I thought that was something cool that they did with that. I don't know, there's just some cool character moments that i like here and it continues the whole team rocket saga not in a

Very notable way, i don't believe. But, uh, I

Don't know, add some more team rocket content there. If you're if you're down for it and yeah, nothing on these islands is too extensive. But, I don't know, it was nice to have there when i was a kid and i was looking to Get every drop out of these games.

As i possibly could. Is there anything else about these remakes that you can think of that as worth talking about necessarily, i

Like the visuals? I think the visual style is nice, i think this is i wonder to

Bring it up because we played on pockets this time too talked about this is never looked better. Like this was a really great experience playthrough this time because it's the I think it's one of the golden ages of like the aesthetics and the visual design and Pokémon.

I

Think it this scales nicely to what we'll see on the ds later as well. Yeah.

I

Think kind of this GBA ds era is really the prime of visual design for Pokémon. And so That, that was really nice to finally see in playthrough because my experience is traditionally been Pokémon blue on the game boy. Which does look good as well. Just it's a different type of style, so it was fun to see.

You know, full color more of a wide screen type layout. In this, the details, there were some stuff that just really caught me off guard. Like if you're standing above a pool of water, you can see your reflection in the water and it waves and stuff. There's just a level of detail here that i really Didn't expect and it was nice.

It's a very

Yeah, visually appealing game still.

The

One other thing before we touch on music, which is i think we'll touch on because i feel like it is obviously vital that we do. Uh, we mentioned me into. I just wanted to have a quick aside and talk about the world building that they do with me too in this game, which i think is so freaking cool.

The whole mansion section of cinebar island when you are. I don't know if you did this, you know, you can read the books on the tables in there, it tells you about like,

Dude, that is something you need to do, or you need at least go. Look up.

But it's like hinted that that mansion was like a big research facility for Pokémon and things like that and they were right.

That was pretty for it.

Yeah. And they were researching new and they talk about how muto was created and things like that. So they like lay these breadcrumbs. So that later on when you do find Mewtwo you're like, holy crap, it's this Pokémon that Like this abandoned mansion, they were talking about earlier. I i think that's some of the coolest like lower and story stuff that they do in this game, the statues in there as well, are designed after immunity to Um, I i just had to give a shout out to that, i don't know if you have much else to say about that since you didn't read those little Books that are on the tables and things like that.

But yeah, it's like it's like a diary documented journey of these. Researchers

Collectibles like narrative pickup collectibles, like bioshock kind of. Yeah, they're dated and everything and uh

He

Doesn't love a good lower back.

These two was created it's it's cool. It's one of the cooler things in the game. I really love it. Um okay. Let's talk about the music because uh, I, i don't think it's

Outside. I don't think it's crazy to say that this game. Soundtrack might be one of the top five like most iconic and of all time. Like i think it's like zelda, mario Maybe this game honestly, like, i know that's, yeah, I know that's crazy to say in some ways but i really also don't think it is whatsoever. Um, The music in this game is.

I feel like somewhere iconic is overused, but it really is like this whole soundtrack is In my head and just, yes, it's so good. There are some songs that really

Go pretty hard. For a gameboy game. And then later gameboy advance, It's pretty wild. And this only grows, you know, i mean, we'll get to diamond and purl eventually. But you know, Cynthia hercium. Like the Pokémon series is known for epic battle themes, and this is really good. The one, the one sana particular.

I noticed this time around outside of the generic stuff. Not generic. But the the usual the, you know, battles towns, that's sort of stuff. Was the team rocket hideout theme. Was very like sinister but also i wrote dank It's

I likes a good word, they're very moody and fun and It's

Captivating in a way, and you They immediately set. The tone literally for where you're at, atmospherically and it. And never really wears down on you even after you're in battle, after battle, after battle. It's It's engrossing and yes, this sets the foundation for the series to come, It's again.

I mean We'll talk about that later. But this is important stuff and it's good. I mean, you're talking about How it sets the foundation, and i just think that this soundtrack on. I mean, forget the foundation. This is still

The most.

Popular. Soundtrack of any of them. I feel like of any of the Pokémon games. I can't really quite speak to that. I, i know, i know the joeto games, have beloved soundtracks, and i like those soundtracks a lot to. And then you got the hoe and

You know me i'm parcel to sino because that's the one i've spent. Yeah, i mean all of the Pokémon games have good music obviously but this is the one like I don't think this is the one that is.

I mean yes it's built off of it in the sense that like this kind of set the tone for how the music set the sound, and the style of the music that you can expect in these games. But like, do this is the Pokémon soundtrack. Um,

Right.

This is where all of the most popular Pokémon songs. Pretty much ever come from. Uh, And i just that. Yeah, the thing i, the thing i like the most about it is how the song's grow over the course of games, specifically the battle themes. Obviously, there's the main battle theme, but then you've got very variations, which are somewhat similar for the gym leaders, and then for the elite four and then for the champion team is its own fight and stuff like that.

And that and that's just really cool because they're similar but they start doing. They start getting more complex. It starts a ramping up how like what's going on within these tracks. Uh and it feels like a bigger moment because you've heard the typical battle theme hotel and how many times throughout the course of this game.

Um, But then when they start at tweaking, it just a little bit later on. You're like, oh man, this is, this is getting that much cooler. This is getting that much. This is a big moment because the music's just a little bit, this is one of the things i love about the phoenix, right?

Ace attorney games

Is you're in trial and suddenly You know, when you're getting closer and closer to figuring out the truth, the music amps up and changes in different ways. And there's good. Just a really good hype. Music and i think Pokémon does that as well. There's your regular battles like you were saying and then when you get to a gym, And then, Like the comes in.

It's so good. It's so hard. Very good soundtrack and I love it. Yeah, i agree with you. Um,

The one thing i have to say here, the one thing i have to acknowledge and i have to make myself a complete buffoon in an idiot and i don't know if you knew this either. Um, Because Pokémon has been something that i've been exposed to since such a young age.

I've never really given thought to like, who makes these games really? Like, i've always known, like, oh, just junichi masuda. He's kind of like the main director guy behind these games, okay, but like, i've never really done. Deep. Dive research into like, Who makes these games in any specific way.

Uh, and today, before we record this episode, i found out that junichi masuda is not only the director of us to these games, but also the composer, and i know that that is a revelation that pretty much everybody else is probably had it at some point in their lives.

But this is something that has only really stucked me within the past two hours and that's baffling to

Me, kind of create, you know, you know, you don't really see composer also being in the director and, or producer of the game, which is really cool. Which is crazy, because Him above.

I mean, obviously he is probably the most important component in these Pokémon games becoming as big as they have been. I mean, there's, there's a lot of people behind the scenes who work on this stuff, but this guy, Program, the games, he's been the director of all these games.

He's created the soundtracks for all these games, which are Just known around the world, like, When you think of how big Pokémon is, it really is. A lot of it comes down to. The flare that he has put on it through this music that he's composed for all these games and stuff like that.

And we'll talk about the different scores and Uh, i want to make sure that we have different conversations with each of the games.

Because we will talk about the music in each of the different games that we're going to play. And i want to try to have some different conversations other than

Uh, just being like, yeah, more good. Wow, those are really good. Yeah. But, I, i think for this one, there's really not a lot, you can say about it other than just,

It is the Pokémon music and it is still the Pokémon music. That is probably played the most often and it is still Amazing by today's standards. People

Have been inspired by this soundtrack, whether that be like, even somebody like, I i guess the it's funny that i'm invoking this person because he's really the only other composer director i can think of but somebody like Toby Fox with Undertale is Like you can tell he was totally inspired by these early, Pokémon games with that without with the that game soundtrack and delta ruin as well at this point.

Um, But yeah, anyway Masuda. God tier composer. Can also direct. What do you mean RCS tier composer?

Yeah, arceus to your composer. Ah, you're one of those people, or maybe? I'm one of those people. No, i actually am an RCS person. But i heard the trailer so much in the commercials for it, where they're like Pokemon arcy. I'm like, oh no.

Now, you're going to, this is like, when it's like a fanos fano situation, i will always say Thanos. But people say fanos and that's what they say in the movies. I'm like, no, no, no, no. It's Thanos. Thank you very much. Yeah, i guess the legacy of this game the legacy i think is something we've touched on Quite a bit here over the course of this episode.

So i don't know how much there is really left to say. About this game, it launched a multi-bajillion dollar franchise that still exist and is still hugely popular around the globe.

That's the legacy, i guess, in a nutshell. But I mean what do you think? Under legacy? I only have one bullet. Which is what else can you say? Yeah, like It started everything, we've said that multiple times, this particular episode, i remember. Watching the 20th, fifth anniversary direct that they did last year.

And there's this video kind of. Summarizing the last. The 25 years of Pokémon, it's five and a half minutes. It'll be in the show notes. And i remember getting a little emotional. And you heard my story at the top show, i've played two of these games.

But the reach that Pokémon has had, And their lives, it's touched and the money. It's made all these things, it's astounding and it all Started here. With red and blue in the states but you know, red and green.

Out in japan and then blue came along and yellow and the show and the board games and the spin-offs All this to movies the movies which i guess are kind of part of the show, but yeah. It's just This one goes mania on.

And i don't think there's a more fitting discussion for legacy when it comes to this particular game in generation. Sure, we, when we get to the other games, It will be more interesting to see how it's evolved. From this core concept. Yeah, this is a game that If we were talking earlier about how there's not really any Uh, there's not a metacritic score for this game.

There's not really any reviews from that day and age and the ones we could find, we're very high in things like that.

Uh, i think this game is one of the few. Video games, i can think of off the top of my high off. The top of my head, i want to say head in mind at the same time, i said hind instead, anyway, this game is one of the few i can think of that's kind of on a pantheon of Greatest games of all time that people are never really going to question or think twice about maybe not necessarily with the remakes or whatever.

I mean, just this this game, i mean what, whether you're citing fire, red and leaf green, or red blue, yellow, whatever.

Um, let's go. Maybe not so much. They changed too many things, but, um, This core can't this core? The core of this game. What this game is i think is up there with You know, Super Mario Bros. Think what ocarina of time like if you think of like a short list of like the five to ten most iconic popular games ever, like this game's always going to be near the top and no one's ever going to question or think twice about it and it's for all reasons.

You said it launched a

I mean, Pokémon has got to be, i mean, video games aside. It's got to be one of the most profitable.

Most well-known media. Franchises in existence like i can't think of much else that's bigger marvel, maybe disney but like Like it's up there. It's it's huge and it all spawns how to this game. So yeah, it is. You're right. No, Pokémon is Factually, the highest grossing media franchise of all time.

Exactly. So again as you said, what else is there to say, like this is, this game's legacy is that right there in a nutshell. According to wikipedia,

110 billion second place, hello kitty, at 88.5 billion. I mean, it's japan out here raking in the money. It's like 20, you know, 20 billion dollar difference, um, mickey mouse. Is behind his third like this is surpassed Mickey Mouse by 30 billion. We need to poo star wars like Mario princess, it's just, it's unbelievable.

And we're living it. Yeah. Still our kids will live in. You're about to have a kid at the time. We're recording this. I'm sure they will grow up in probably be exposed and like Pokémon at some point or another. Why do you think i'm collecting making? Sure i get all these games.

So someday the child can play them.

I thought it was you're telling me you don't want your kid to play roms on your pc of them. Hey, no, real hardware, baby. Real heartwear. And i think that does it for our very first episode of the Pokémon season here at chapter select gen 1. The correct gen one which includes fire red and leaf green.

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