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Hello everybody and welcome to chapter select super chapter select a seasonal retrospective podcast where we bounce back and forth between series exploring its evolution design a legacy for this member special.

We're talking about resident evil 9 even though it's 2023 I am one of your host Max Robertson I'm joined as always by Logan Moore hi Logan how are you.

Give me your \$20 and you'll hear what I want this video game to be.

Yes, pay up folks.

I mean if you're listening to this you've likely paid up and if not go to listening with superpower Com to find out more check out all the bonus stuff.

We have got longer episodes Exclusive episodes like this one and then bonus video content.

I'm sure there will be more Resident Evil stuff Eventually in that regard so thank you.

This is also the first I was good.

Sorry No I was gonna say this is the first piece of bonus content we're recording since we're announcing or since we have announced That we have an additional we're here.

We're recording it the same day Yeah, we are so now we don't have to like be confused about how this is all staggered out and then we're recording bonus content a full 18 months in advance of flipping a switch for This feels live it feels so good.

I'm no longer.

It's no longer hiding but We're not alone Logan.

We're I mean I could say as always it applies I Mean, yes, we do have some returning guests here So we're I mean this whole episode before we bring in the guests like you mentioned we're gonna talk about Resident Evil 9 Obviously that game does not exist yet, but we are going to talk about what we want to see From Resident Evil 9 into that effect.

We have brought back two guests that joined us on our Resident Evil season season 5 first here, we've got Nearly daddy to be Michael Ruiz.

Hello Michael Hello at what age will you allow your child to play the Resident Evil series right out of the womb?

Okay?

I'm gonna give them the chainsaw Controller cut the umbilical cord give them the chainsaw
Actually, I'm happy with the chainsaw controller.

Yeah, exactly Yeah, they're definitely going to even though they wouldn't play the GameCube
version of Resident Evil 4 cuz that version is garbage But why not you have a CRT right behind
you one I do you got the good - Yeah, that good wide boy kind of CRT.

- Yeah, yeah.

- I do, you know, Mike, after Eloise was born, I was in the middle of playing Resident Evil for
the show, so she would just take naps in my arms while I played.

So, Resident Evil right out of the womb is totally appropriate, I think.

- Yes.

- Yeah.

- I fully support this decision.

- Especially, well, I think probably, I think eight would probably be the best one.

It's about a baby, you know?

- That's true.

- I think that would probably be the best one.

- Yes.

I tried playing that in VR while my child was sleeping.

That did not go well when she woke up.

- How?

- Well, she was asleep in the other room and it started the game in VR.

I was trying to punch the baby.

I didn't want to let you punch a baby.

- I wish I would have let you punch a baby.

That would have been great.

Also joining us is the only man I know who has ever read Resident Evil novels is Ricky Frank.

- Hello.

- Hello.

He's got the max energy.

My goodness gracious, you know We had to keep the tie going Couldn't let one of you take Michael will are we allowed to say what the next season is?

Cuz Michael will probably beat me cuz Pokemon no offense kind of sucks Mike I think we've talked about before you should do it.

It's really good.

It's the best Pokemon game secretly Castlevania with us.

I've heard it's got some banger I don't know about that the tracks because I was on a ski trip when I played that game and my dad yelled at me and Told me I need to turn the sound off.

So Did you play it with like a Yeah, worm white thing Did you okay everyone played with the worm white it's Pokemon sleep Game playthrough Actually want to download this I have my my Pokemon go plus plus charging.

I'm gonna make sure I'm just and I know this is Very off topic, but it works.

So mad that it's called Pokemon go plus plus What a dumb name.

It's so irritating So are you asking how sleep works or how the the little tracker device?

Yeah, maybe we shouldn't get into this side tangent in a Highly specific subject, but I can give me a 20 second elevator pitch on this on On the app or the thing?

- The app, not the bonus accessory.

- All it is is they've gamified sleep tracking.

Sleep tracking just listens or senses motion in the bed so you put the phone on the bed or sound on the table beside you.

And it just tracks the quality of your sleep.

It listens for snoring, you're tossing and turning.

- Hold on, hold on, I have to stop.

You won't download TikTok, but you'll let a gold duck listen to you sleep all night?

(laughing) - Yes, I know that other goal.

So that's sleep tracking just baseline.

And I've been sleep tracking for, I think, over a decade.

Like the alarm that I use has been tracking my sleep.

I have a decade of sleep data.

What am I gonna do with that data?

I have no idea.

- Put it in a box.

- Probably, a big box.

So the thing though with this little dongle doohickey, the plus plus, is this is what does the tracking and then syncs it back to the phone.

So it's not my phone doing it necessarily.

Not that that's like a privacy thing, it's still getting the exact same data.

It's just.

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Because apparently for Pokemon Sleep you have to leave your phone on, like the app up front and running all night, is how it works.

Without this plus plus thing.

Anyway.

I'm gonna track my sleep with some Pikachu.

What if you absolutely hate it and you immediately return to your old sleep app within like two days?

That's fine.

I just think it's really funny.

I think it's so funny, this Pokemon sleep thing, and the Go++ will be worth \$200 in 10 years.

That's true.

It'll retain its value.

Okay, let's actually talk about Resident Evil 9.

So we've played all of these videos, I mean, Ricky and Mike haven't.

But Max, you and I played every single Resident Evil game over the course of the past.

Every single mainline game.

Every mainline game, I should say.

I still need to play Revelations.

I also know Ricky's been telling me to do.

I think that I have probably played more Resident Evil in the past year than the two of you. If I'd be well because I would play RE4 remake, but I played every game like as you guys were playing them. Pretty much.

Yeah, did you?

You've probably played more than us then because I know you just played the revelations games too, which I haven't.

Okay, that's okay. That's a good point.

I watched a playthrough of Code Veronica.

I did not play Code Veronica. Okay, I didn't think you did because I thought you mentioned that you hadn't. So Mike's the only one that hasn't really played a bunch of them, but Mike can also still speak to what he wants to see next. Where do we want to start with this and actually you know what I'm gonna start with Max and myself here. I mean you are the stars.

Sorry guests. I was gonna say we have played all of these Max.

We've obviously had a lot of ideas. I think we've even talked about these things over the course of our Full season 5 of like what they could do in the future.

Can I tell you first and foremost here?

I just want to. I thought long and hard about this.

I want to put this out there first about Above all else what I know Resident Evil 9 needs. And it is the voice. We need the Resident Evil.

We need the voice back.

Yeah, where's the voice been?

It's just totally gone.

There's no one saying Resident Evil Village, no one's saying Resident Evil 7, no one.

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They had it in the, I think the 2 remake there was, the man said the thing.

I think so, yeah.

I don't think in the 3 remake they even say it.

They don't say it in 4 remake.

They don't say it in 4.

They don't say it in a 4 remake.

Where's this voice?

This is the.

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What are we doing here, Capcom?

We're in the Resident Evil Renaissance, and they just got rid of the dude who's with the cool voice when you press the start button?

Do you know the history of the voice?

Not particularly.

They just paid a guy back in the first Resident Evil game to say Resident Evil one through like Six or seven I think I don't think he went all the way up to ten Maybe he did go up to ten But they just paid a guy a flat fee to say that and they've just been using that voice That's actually really cool.

That's like how I met your mother shooting the final scene in season one or whatever the heck they did and then not demeaning from it.

- Yeah, so I don't know, I don't know where the voice is, but they should bring it back, I agree with that.

- They should bring it back.

It doesn't have to be the same voice guy, just make it a voice.

When I press the start button, I want it to say the name of the game.

I mean, we've been saying that all season, I've been thinking about that, especially with the newer games, when it kind of fell off.

- There's good DLC opportunity for it too.

- Yeah, Chris Pratt used to say it.

- That's true.

- Snoop Dogg to say it.

- What if you could just, it's like a cameo thing.

- Please pay 99 cents to get the Axl Rose voice pack for Resident Evil 9.

- I would like Badlands Chugs to say Resident Evil 9.

- Through the power of AI, this will all be possible.

(laughing) In future video games.

I want Ronald Reagan to say it, yeah.

- That's like Call of Duty Black Ops.

Remember when they had you, I think, - Correct.

- Could you play as Ronald Reagan?

- No.

- I thought zombies you could.

- Good zombies.

- I don't know if it was Reagan.

I thought it was like, no, Reagan was like, Reagan's an '80s president.

Black Ops is all about like '60s stuff.

- I thought later they went forward.

- Ronald Reagan is a character featured in Call of Duty Black Ops Cold War.

- Yeah, he's in the story for Cold War, but I don't think he's one of the playable characters, is what I'm saying, like in the zombies.

- How, oh my gosh, there's a gun.

How to get Ronald Reagan.

- That's good.

- Oh my gosh, okay.

Well, for Resident Evil 9, yeah, bring the voice back.

- Yeah, okay, I'm sorry.

In Resident Evil, - No, you're fine.

- In, sorry, not Resident Evil, in Black Ops, the characters are John F.

Kennedy, Robert McNamara, the US Secretary of Defense, Fidel Castro and Richard Nixon.

Those are the characters you can play as.

I was gonna say, I knew it was all '60s stuff because that's when Black Ops is.

Anyway, sorry, bring back the voice.

What is the kind of the first thing jumping out to you?

Oh, Max, we'll just go around the table here if anybody wants to share something.

- I mean, just in general, I think, before maybe going through kind of the staples of the franchise, I want legacy characters to come back.

I want what Resident Evil 6 was going for.

I want that ensemble.

I knew we were going to have this conversation.

But that's like the main thing I want, right?

Chris is all set up, you know, Ethan's gone, Clearly we're not doing anything with his daughter.

Why can't I think of her name?

- Yeah, that's another, we'll have a deeper discussion about that too because they've said they're cutting that off even though that seemed like perfectly laid groundwork for future games, so it's weird, they're just kind of abandoning that.

- So I just, I want, the main thing is I want, you know, I want Chris, I want Jill, Leon.

- Yes, thank you.

have to be the one to say it get billy get get billy up and do the next one do the next tribal tattoos who's next who's a wanted criminal that's alive i'm trying to think close sherry birkin yeah further away carlos there he is jake claire come on oh yeah jake oh yeah you gotta get jake back the true ending of Resident Evil 6 where he reveals himself in a village with a little boy.

Fair's fair, baby.

For an apple.

Fair's fair.

Yeah, that's kind of the main thing I want, really.

But I mean, we can go into like ideas for world and monsters.

I think, yeah, there's a lot of stuff I want, but the main thing?

Give me that ensemble.

Let's actually just talk about this for a second before we get too deep into other things.

Because like I said, I knew we were going to talk about this and I'm not convinced, I'm both ways.

I don't know if they can do an ensemble game.

Like, I think part of the problem with six is that it doesn't feel like a Resident Evil game because it's so spread thin across the floor.

I don't campaign.

I don't want to play as everyone.

I just want them to be there.

I want them to show up.

I want Leon.

I mean, I would want to play as everybody, though, like that's what mercenaries is for.

I, you know, I want to just see them.

I want to interact with them.

I want to do stuff with them.

But doesn't like isn't the problem with 6 that you're replaying sections as separate characters?

So if you had a campaign where you were playing as multiple characters, but you weren't replaying them, like that's a tighter Resident Evil 6 basically, right?

So I think that does work.

I think they just wanted the game to be long because that was the era of if a game is not 30 hours it's not worth the money right so i think there's like room for it we're still sort of in that era yeah losers are i guess but but also now the game has to be free to play and have dance moves in it well there are some good dance moves in exo primal so they have that on lock because it is in the re engine they've got that in they've got that in the re engine the dance Are they really?

Of course they are.

I do the rockabilly dance all the time.

It says TAMU 404 is doing a mysterious dance.

Oh my gosh.

I think just one of the.

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the longer we played the games this season, Max, the more I think I realized that one of the core elements of the Resident Evil series is kind of jumping between characters and having these distinct games centered around specific characters.

There is this allure to have them all in one game and then when that happens with 6 it doesn't work out that well.

I think 6 has a lot of other problems so maybe it's not specifically the game's structure or the fact that it's an ensemble that makes it not work.

But I don't know.

I think I kind of like that each game you don't have a full view of everything that is going on with every single character at one single time.

I actually really like how Code Veronica approaches it where Claire and Chris are in it but then you've got Claire saying "I'm gonna shoot off an email to Leon" and then Chris shows up and he's like "I got in touch with Leon and he told me to come to this island."

Like I like knowing that they're all kind of interconnected and working with one another, but I don't know if I need them all to be in the same room necessarily.

That being said, I would like to see them do an ensemble game successfully.

I just don't know what that looks like while still being a tight, well paced experience because I don't think the multi-campaign thing works very well either unless it's to the like how the older games do it where it's like a multi-campaign and the same sort of space.

What about, and this is might be a little off the reservation, is that that might not be something you're allowed to say anymore.

It might be something, it might be a little crazy.

What about if you look at a game like Until Dawn or the Dark Pictures games where there are different characters and you're switching around and every chapter you switch to somebody so you're you know like you're getting that ensemble picture across 10 or 12 chapters and every chapter is a different character and maybe you have you maybe have like Leon, Chris, Jill and Claire I mean those are the big four right I guess is there anybody I'm missing I mean to me it's it's Barry and Rebecca of it.

You know, I know I'm in the minority there.

And then you're just kind of switching back and forth between them because that's kind of how.

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So the way Revelations does it, at least the first one, is that you're switching between Chris and Jill every chapter essentially and then you have like your backup character and there's also like a part with the side characters but that's not as important.

And it works really well there so I don't know if that is something they could do to like keep it tight and also have more people.

I also like Logan don't think they necessarily need more people.

Honestly not to get us completely off topic but I would prefer more than anything that it takes lessons from Code Veronica where the playthroughs because I'm assuming it's gonna have multiple playthroughs because most games do right and where the playthroughs actually you know mean something towards the next playthrough So that's kind of, you know, I think that's like the focus I would do if I were doing it.

I like that idea of switching every chapter, every maybe couple chapters.

I think of books.

Game of Thrones.

I do that where each chapter is a different, yeah, Game of Thrones or the Red Red.

Animorphs, Megamorphs, right.

Pretty popular way to do books.

Yeah, all that stuff.

Different chapters, different characters, different perspectives.

So I like that.

I don't You know, I just want It's a more in line with what Logan was saying like about Code Veronica.

I just want to know these people are in the same world together and I think seeing Like that scene in six where for two seconds Chris and Leon are fighting because they're chasing this Ada It's like I would like it if you know out of the shadows steps Leon in a like a really beat-up leather coat and he goes Krauser or something stupid Like it just shows up and you don't necessarily expect it or Rebecca You know Bring Jill back, you know throw her back in the mix.

It just feels like Because really if you want the ensemble Feels like you just gotta go watch Death Island because they're I think that is another problem with Resident Evil in general though Is that who is the main character right?

I mean, I guess it's you know, I guess you could argue It's the zombies are the main character but like to me I Think max and I I think max and I talked about this and I think we just I would disagree I think Jill should be the man I mean, maybe I'm wrong in saying should and maybe Chris is the main protagonist But I think like everyone has a different favorite right is what I mean So by not having them that's gonna be you know, we're gonna be disappointed Which is why Ethan made sense, right?

Can't make everyone have brand new but right But then Ethan Forward if I'm being honest, but then in seven who shows up in the at the end and in the DLC per Chris It's Chris.

It's this surprise reveal of Chris's here and then the same sort of thing happens in village right where at the end of the game you play as Chris With the machine guns you go full Call of Duty So this is oh, well, just sorry I know we talked about this on the main season too, but Chris is in one Chris is in he's not in two But he's mentioned a ton because his sisters and in her whole I'm looking for Chris.

I'm looking for Chris So he's like still very much the forefront He's not in four but then five is all Chris six.

Chris has a campaign seven Chris shows up eight Chris's I mean character like Everything kind of hinges around him to something so No, yeah, absolutely.

I would also not say he's my favorite either so Right.

I just, I think there's potential to bring some people back.

Now that Resident Evil is so popular and back on the upswing, it's like, now is the time to bring in these characters, I think.

I want to talk more about characters, but there is one other thing I wanted to add about the whole ensemble idea and the notion of switching chapters and switching characters somewhat, not quickly, but, um, it like regularity.

I think one of the things about the later games that stood out to me, Max, when we were playing through them.

And this was seen most notably, I feel like, when we were trying to make our art for these episodes, is that the later games became hard to make art for because we didn't know what the marquee locations were in these games.

And I think one of the key elements of the Resident Evil series as a whole is that the locations are every bit as important as the characters I feel like to me.

Like two is synonymous with the police station, one with the mansion, seven with the bayou, like four obviously with this, four has a bunch of different areas but you each you get some time to kind of stew in each of them.

I think it's really important for whatever they do next similar to village like village the Village itself and the surrounding areas you're going to is the shining star of that game I feel like for the most part is the village the shining part in present-even village I just think the interconnected nature of it and yeah how it how it feels self is I don't mean that to center point of it necessarily I I'm talking about everything the castle.

I'm just talking about that area is very extinct in my mind and so when I think of what I want them to do next it's to create a location that stands out Every bit as well as past entries and to that degree.

I don't know if the ensemble nature I don't know if they could do a game where there is one specific location that you become intimately familiar with and spend a lot of time in and kind of just become really aware of all its surroundings and things like that while switching characters at a steady rate and I mean, yeah, I guess just that like switching perspectives constantly.

I think that's one of the things that's really great about four I mean all of the games I mentioned before before So yeah, I I don't know I I that's one of the big that's one of the big problems to me with both five and six Is that there's no single?

Like area in that game in either of those games that really comes to mind yeah, but But the games where there are multiple protagonists and you are going through an area It does work resident evil 1 code Veronica, especially when you're coming back through with Chris and code Veronica You're going through the same place and it's changed dynamically in some way

based off the events previously sure, when I say ensemble though, I guess I'm specifying like That to me means like four characters or more is what kind of what I'm thinking so I Don't know yeah.

I don't know I could see it becoming familiar with an area and just like Ricky said those Until dawn or the quarry you know they all take place in one location a park or a winter Lodge But there's different elements to it.

You know and you explore and then there's key Landmarks and locations that tie it all together.

So I think You are right though that the world Wherever we're going it's got to be a rock solid really important I think because the places are Some of the best parts of Resident Evil, yeah, and I think like sticking with the supermassive stuff The games that they do the best and not even talking about the quarry and until dawn but even in the dark pictures and Michael can maybe speak to this too because I know he's a freak for those games just like I am but you talk about What was the latest one called?

where they're in the The devil the devil in me the devil in me when they're inside the hotel That hotel pretty well, right but then like I think about the one with the weird-looking kid from the What's that movie crap?

Which one the way that is like you're just in a town and I feel like you don't learn that location at all And not that that is the reason that game is weakest, but I don't think that helps So I think like what you're speaking to is you know I would say I don't even think that's the weakest one though.

Well that one stars Jake from Animorph So I can't agree with you there That one's awesome Wait, hold on, Ashley Tisdale is in a Dark Pictures game?

Yeah, you didn't know this?

It's so good.

That one's like.

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Wait, which one is that?

That's House of Ashes, isn't it?

That one's maybe better than Until Dawn.

It's up there.

It's like on par with How.

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It's so good.

Oh, guys, now I have to play these games.

Oh no.

Until Dawn stars Academy Award-winning actor Rami Malek right and Hayden Peltier And Wendigos Yeah, don't spoil Don till dawn That writing the guide for that game was the statue of limitations is up miserable.

It's been like eight or nine years It was really hard.

I wanted I mean so we were talking about characters here, and we've been talking about the structure of the game.

Broadly, I know your answer, Max.

I think I know kind of all of our default answer, but like if they were going to center Resident Evil 9 just around one specific character, a previous character from the series, which one is the one that we all want it to be?

I'm going to guess I'm with Max on this one, and I'm going to say Jill.

Yeah, yeah.

After playing because I after doing this, the Resident Evil Village episode with you guys.

I got the Resident Evil bug and I played through a lot of them.

I didn't play through all of them.

Five broke me because I was playing it alone.

Playing it alone.

I can't even imagine playing that game alone.

I got to the puzzle, like the puzzle room part, and I started getting motion.

You guys know this, but like I get motion sickness every so often, like with some video games and like I will barf.

I've done it before with Borderlands 3 at an event one time.

(laughing) - Shout out, Gearbox, Randy Pitchford.

- Shout out, Randy Pitchford.

- Dang it, I was gonna make it, Joe.

- On USB sticks.

But, Resident Evil 3 was one of my, is probably my weird favorite, because I think Jill is such a cool character, and with a lot of charisma and personality, I think she would be the most interesting, and also hasn't really gotten her spotlight in a long time.

I mean, really since three, I guess.

So, I guess five, but not in the same way.

Not in the same way, though.

I think if anyone, Chris has had his time.

There's been so many with him in it.

I think Jill needs to get a turn, for sure.

- Jill really doesn't have the spotlight in five ball.

- Yeah, but she's like in it, I guess, you know?

- She's just starting the DLC.

- You gotta play Revelations, I'm telling you.

- That's the thing, is like, that's her, like, they have put Jill at the forefront to some degree, but it was in a sub-series outside the main line.

- Well, it's available on PC now, Maxi.

There's no excuse.

- I'm aware.

I'm not making excuses, I own it.

I got it on PS4 and a tote over here, but is she in 2?

I think that's Claire, I believe it's Claire Claire and Moira in the very end Spoilers lady Spoilers lady Okay It uh, yeah, I would love Jill I think it's going to be Chris Just based off Village I don't think it will be I do, I think the way Village wrapped up being like I'm gonna go attack a blue umbrella oh yeah yeah yeah yeah yeah I feel like Chris is gonna be the guy in charge the bummer though but I'm with Mike if I could pick anyone I would love for Jill to be the star what if that's like the way he get he groups up this on some it's it's expendable expendable for - So he's getting the band back together.

It's Jill, it's Claire, it's Leon.

- It's Fast Five, you know?

- Yeah.

- We need two precision zombie killers.

- That would make sense for the, I guess looping back and also, I guess kind of putting a halt on the conversation for which character, I guess.

I guess the one thing about that that would kinda suck is that I feel like the thing that, For me, what Resident Evil is known for is the multiple way through things and always choosing between one character and another character.

So if you ended up having like an ensemble thing, then it would probably have to be a linear game.

But with how modern Resident Evil has been, it's been very open ended.

So you kind of lose all the design, like the thing that makes modern Resident Evil good is all the open endedness of it.

Yeah, that's kind of what I was saying, too, like with the exploring environment and becoming familiar with it and kind of playing at your own pace.

I feel like if you're funneled down a more linear path, you lose some of that.

So that's my concern.

- I don't see why that would be a problem if you take the village approach, it was essentially linear to begin with, you had to go to these four bosses and their regions in a particular order.

But why not just, when you go do X, this character happens and you go do Y, this character's thing happens.

I feel like it could be hot swappable and not necessarily die too.

- Yeah, I mean, 'cause there are very linear elements of like Village.

Like the dollhouse.

- Think of Sly Cooper 2, Band of Thieves.

- I never think about that.

- You go do this mission as Murray, go this mission as Bentley, and then you all come together at the end and you pull off a heist.

It'd be great.

- Why Band of Thieves?

They do that as well in honor among thieves.

- Yeah, but Band of Thieves is the better.

- You hate Sly 3?

Do you hate the monkey villain?

- I hate.

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Nothing about three, but two is the better game.

- I agree.

I wanted to also chime in and say Jill should be the character in Nine.

I agree.

I feel like you think I hate Jill.

I really like Jill.

- No, I don't, I don't think that, but it's nice to hear the Jill love.

- Chris has been in the spotlight a lot.

I think the other logical choice would be Leon.

However, we just got a 4 remake and a really, really good 4 remake.

And so I feel like Leon has kind of had his spotlight once again, but it has been through the lens of RE4 once again.

So it has been quite some time since I feel like Leon has gotten his own game.

Obviously he was in 6, but.

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So yeah, I feel like Leon would be, it's Leon or Jill to me, or the two.

Jill wasn't in 6, was she?

She was not, no.

So she's been on the sidelines for quite a long time.

I mean, even if you count Revelations, Revelations was, I want to say like 2000.

I believe it is set pre-6 as well.

I think it's set in between 5 and 6.

Although it could be between 4 and 5, I might have them mixed up.

Yeah, so timeline wise and even real time wise, like she has not been in a Resident Evil game even counting spinoffs for a decade or more.

Yeah, Revelations was 2012.

I mean, again, the three remake, she's technically in that.

I mean, this is where it gets all confusing because we have technically had a game with Jill being the main central protagonist within the past five years, but it's a remake.

So I think Jill makes the most sense.

I think if Chris is going to take down whatever the latest big biohazard is in the world, it would make sense for him to tap his old partner.

I think this is the other thing too that I want to see from Resident Evil 9.

And this is the this was the first thing I this is an obvious thing as well to some degree just given where the timeline is at but I want to see old people versions of these characters.

I want to see like 50 year old Jill killing zombies and stuff like that.

I like I don't know where this game is going to be in the timeline but these characters are getting up there in age now.

I think Max and I did flesh out Chris's age though in one episode and we're like, oh, he's actually not that old, because I think he's like very early 20s in the original Resident Evil or something like that.

He's 23 during the events of Resident Evil 1.

Okay, so he's not actually that old.

Yeah, but then I don't know what they do with the timeline stuff with Rose, because I know she's like a teen in the DLC, but also I don't know if she ages faster or something like that because of like how she's like part mold person or something like i don't know so yeah and then village takes place in 2021 which makes chris redfield about 48 years old in that if if rose ages at an age of normal humans or what but then i guess the thing is they could always say that shadows of rose dlc takes place way further in the future or something like that and like that's just an end cap for the Ethan Winters storyline but not necessarily be the point where Nine picks up from if that makes any sense and this is what's confusing too I mean we can maybe talk about this now how do you guys feel about them choosing because when Nine or when Village ends it seems obvious like okay Rose is the new main protagonist this is where they're going and then the dlc came out and they're like no this is the end all done we're finished goodbye Goodbye Rose, goodbye Ethan.

And the chief people in charge of the series has already said that they're done with the whole winner's family and that this is finished now, which is bizarre and was not what I was expecting.

I guess how do you guys just feel about that?

Like would you have liked to see a game with Rose be the main protagonist rather than this kind of nibbling DLC that we I mean seeing how she was characterized in the DLC I guess I'm glad we're not getting a whole game centered around her I'm being bullied because I have superpowers I don't want them anymore yeah Michael I don't I wish oh yeah Michael if yeah I wish her character were like made me want to play more as her I guess.

Yeah.

Like I guess I'm just kind of happy that the winter stuff is all in just seven and eight.

I mean I think we said it on the episode before but I like how those games are intrinsically just like they are the first-person Resident Evil games and I kind of want them to stay that way which I guess goes into like what I would want is that I kinda would want it to go back to third person.

Maybe even get crazy, go back to-- - Tank controls?

- Like the pre-rendered backgrounds and stuff like that.

- Yeah, top down.

- Like that tank controls, but like the top down thing, I think that would be like, I don't know, a cool modern version, like a big triple A budget version of that kind of thing would be absolutely crazy.

- There are moments like that in the Resident Evil 5 DLC.

- I was just gonna say, we got so close to that.

There's even a part, there's like an Easter egg, If you try to leave the mansion, I think like three times, the camera goes up to that original perspective.

Like the closest we've ever gotten is that five DLC where they recreated the mansion and you got modern controls.

It was really, really cool.

But it's, you know, the RE engine is capable, clearly Resident Evil is just, it's first person, third person, and VR is basically any game now at this point, essentially.

So I don't see why, I would honestly, I would expect Resident Evil 9, whatever it is, will be first and third person at launch.

You just choose which one you want.

And I suspect VR will come to it as well.

I don't know if that'd be a launch thing, but I do expect Resident Evil 9 to also support VR in some capacity.

- I think we may have even talked about this, Max.

I feel like Capcom hinted that they're not doing first person anymore, period.

Like moving forward.

And that the end, - We didn't talk about this.

- It was like heavily implied that because the winter stuff was always coinciding with the first person perspective, because they were leaving behind the winter stuff, like they were gonna

move forward and just do third person, like pretty much predominantly, or maybe not winter specifically, because I know Rose's DLCs in third person, but it was tied solely to Ethan.

So because Ethan is now out of the picture and his whole inclusion is very meta because they never show his face and they want him to be a conduit for the player but also his own character and stuff, which is very funny.

It's basically, they've sort of implied that they're not doing first person anymore, to my knowledge.

I mean, maybe they could do a switch between the two as they later added with the Village DLC.

I know the option to kind of swap between third and first person on the fly, but I don't know how that would play.

I don't know if that's the way forward.

- That seems like a thing you would add, not at launch, but later down the line.

- Yeah, they've already charged people for it once, so apparently they probably know they can do that again.

- Sure, I mean it was bundled with other stuff, but yes.

It's just interesting 'cause they've given away VR Village and now Resident Evil 4 Village for free.

So it's just crazy that they, 'cause I feel like you should pay for that, but yes.

- Let's talk about the horror aspects of Nine and what we would wanna see, because obviously they've started dipping into different varieties of things.

We had zombies for the longest time, and then now we've started dipping into gothic stuff.

- Mold monsters, vampires.

- Mold boys.

- Metal transformers.

- Giant tank juggernauts that chase you across a city.

We wanna talk about the horror and maybe like the types of monsters you may run across in Resident Evil 9, like what you would wanna see into, I think this is maybe a point where we can talk about some of the rumors for the next game.

Who knows if any of these are legitimate or not, Max has got it down here that there have been rumors floating around on the internet that the next game could feature wendigos or dog-like monsters of some sort.

Yeah, there were wendigos, there was supposed to be a big old dog.

There's supposed to be a woman who wears a green and gold dress who's a big baddie of some sort and seeing the response to Lady Demetrijsk, I would not be shocked if they do another woman villain of some sort to get the internet all riled up over.

Is there any specific types of horror that you guys can see?

You wanna see them fight mummies?

How about we get some mummies?

(laughing) - Mummies, Jesus, Lord.

- It would be fun.

- Oh my gosh.

- And I guess they kind of have already done this to some degree with 8, but it would be fun to do some more classic horror monsters.

I'm reading a book series right now where it's like all the old book series, all the old horror stories, so like Frankenstein, The Island of Dr.

Moreau, they all have all those books if you read them have like female characters that are not fully developed and so this woman has made them into like stars of their little brigade of women that run around the world and fight bad guys.

And I'm not saying that, but what I am saying is using those same type of properties that, you know, are very much like public domain type of stuff like Frankenstein, the island of Dr.

Moreau with the animal people, vampires.

You could kind of say the Heisenberg stuff was like Frankenstein-esque.

I mean, they did werewolves.

Yeah, the propeller head guy.

- Yeah, they've done vampires, zombies.

They've kind of covered a lot of the classic-- - Village had an amalgamation of a lot of stuff.

I mean, werewolves, vampires, terminator, frankensteins.

- I know we joked about it, but like, mummies are the thing I don't think they have done.

(laughing) - Well, originally they were gonna do it in four, but they had like, ghosts and specters and stuff in the new world four originally.

- Bring back the hook man.

- Hook man, I think that would be so dope to have, but that kind of a callback would be pretty cool.

I am-- - A tech demo lost a time.

- Yeah, it'd be fun, 'cause everyone, it's called the hook man demo, you know, it's just kind of gained that notoriety.

- I think ghosts might be a step too far.

- Yeah, how do you do that with a virus?

- Just jump in there with that one?

- Yeah, that's my thing.

Then we're deviating away from the virus.

Like everything comes back to like mold and the virus.

- I get it.

- Like body horror, I think specifically is the thing and like mutations.

Like I don't know how ghosts work with that.

- I don't see why there couldn't be some sort of spectral power.

Someone has something 'cause everything's been tied to-- - Would that just be-- - Things get supernatural in a way but-- - Somebody ingests a certain mushroom and that gives them ghostly powers to control.

- Sure, would they just be like turning invisible?

'Cause they've done that, right?

Or that might be a Revelations thing.

- The crickets in Resident Evil 4 turn invisible.

They're invisible.

So it's just, they could, you know, I wouldn't scoff at it.

I do think, you know, if they were to go that route, Hookman has to be part of that.

My big thing though, for a monster and enemy, I don't really care, I guess I would want it to be more humanoid than an animal.

But I want that Mr.

X, that nemesis, that Lady D threat of pursuit, but I want it during the whole game to some degree.

- Michael.

- Yes.

Mike, you're shaking your head.

You know, Lady D is only 90 minutes.

Mr.

X is the front half of the, of Resident Evil 2 and the police station.

Nemesis is the only one that actually pursues you the entire game, but it's more specific set pieces and boss fights.

- If they do it like that, I wouldn't mind it.

- But I like the-- - Those set pieces are awesome.

- A constant known enemy that gets stronger or just is in constant pursuit of you.

But I really like the dread that it creates to hear the footsteps or know the enemy is close.

Alien isolation, I think, is notorious for having difficult and intelligent AI.

I want that kind of, maybe not that difficult, but I like it when there is something chasing me and there's a threat to deal with all the time that I have to constantly think about.

- Especially when it's a nine-foot-tall mommy.

- Yeah, with the vampire claws and stuff.

So I would love to see that come back in a real strong way.

I was just going to say like, nine or village really did touch on a lot like they've got vampires, they've got werewolves, I forgot the daughters are referred to specifically as witches rather than vampires, which is kind of wild.

It's got even like, like monster stuff like creature from the Black Lagoon with with moreau like they've got a lot there - They described it as a sample platter of horror.

- It really is.

So it's kind of hard to know one specific thing they could lean into in the future.

Ghosts are really one, like ghosts and demons.

- Ghosts and mummies.

- Mummies?

I'm serious, mummies are one of the ones they have not done.

(laughing) - You could kind of say like, were the Baker, was the, what are they called?

- Yeah, the Bakers.

- They're the Bakers, right?

- Yeah, yeah, yeah.
- The Baker family.
- Are they like kind of mummies?
- No, they're fungus boys and girls.
- Oh, true, yeah, they're all fungus people.
- It's all mold.
- It's true.
- Do you know what they could do?
- Classic horror monster that you wouldn't think of, but it's for a specific type of horror.
- Aliens.
- Yes.

(laughing) - Where did the virus originate?

Space.

- Yeah, you can't get out of space.
- So can I really quickly delve into of the best books and tell you why this should be the next monsters and thing that happens and why i think it actually fits in with what they ended Resident Evil 8 on because remember in Village right Chris says they're gonna go take down Blue Umbrella.

I think it's Blue Umbrella.

It might be maybe he's a new thing.

The U.

S.

I thought it was the USMC that was like they're using bio.

Whatever they're doing it's a different it's some different government thing.

So in Resident Evil Underworld, which is a phenomenal book, they go to a secret lab underneath some place in Colorado and in that lab there are like basically they get put inside this building that has four gigantic rooms and in each room there are different like experiments so there are like zombie scorpions which we've seen in what was that wasn't that in that was in one of them right zero i think yeah zero i think there were zombie goats there were zombie pterodactyls right and so and so heck yeah dude i'm so primal resident so i'm not saying like those specifically but i am saying what could be cool is if you go to that place that chris is going and there is a bunch of different experiments and it could be all kinds of different stuff

and you could even have the mr x type person following you around something like that i think like they have set themselves up to go do some wild stuff if they want to in a place where literally the possibilities are endless because they have in the book they have actual dinosaurs that you're fighting against and so I don't know that's like my dream and also Rebecca is the star so okay but hear me out Abominable still man.

I mean you could do that too why not?

I mean you're basically coming up with Until Dawn at this point you throw a little Wendigo in there and you've got a snowy mountaintop.

- In all seriousness, I do think I would like for them to stray away from the monster or animal-like foes, especially as like a primary antagonist.

Like I think Lady D worked really well.

She's a monster, but she's also humanoid and you can interact with her and stuff like that.

I think Wendigo's, I mean, and again, that doesn't mean they're the main villains or whatever, it could be like the werewolves are in-- - And I will-- - Village or whatever.

- The rumor at least is this particular breed of Wendigo.

Like, shape-shifts into humans and mimics friendly NPCs apparently, and-- - That's just called Prey.

I've played that video game, except for the Wendigo part.

- Apparently mimic, mirroring the skinwalker moment.

- The Skinwalker Ranch?

- For Channing Gamer.

I guess, so there's a very, like the rumors are of a ghost town with forest and rivers and all that stuff.

That sounds cool to me, sounds a little Scooby Doo.

Like, eh, we're going to this ghost town.

So, you know, I like that idea on paper, but I take this all with a big chunk of salt.

- What if we, I mean, this is a legitimate idea.

I was gonna say Chupacabra, but real idea here.

here rather than just naming random monsters I can think of.

Yes.

Mummies remains a good idea.

But no, seriously, what if they tried to lean into more, and I don't know how this would work in a world that is sort of rooted in realism, because I know this is very much like a fantasy horror type genre, but what if they got into like some Lovecraftian stuff in terms of like style and imagery and stuff and throw a splash of Bloodborne into Resident Evil.

You don't think Village did that?

No, I think Village is more gothic.

I guess to me Lovecraftian stuff is more abstract.

Tentacles, yes.

- Again, you don't think Village did that?

Lady D turns into a giant tentacle flying bat, the big swamp monster?

- Not really, I just chalk that up to every Resident Evil baddie eventually blowing up into a mass blob of something.

I'm talking more like the common enemies being like this.

- Okay.

- I think there's some sort of that Lovecraftian style I think could play well to some degree.

And obviously, yeah, there are crossovers between all this stuff.

I mean, I mentioned Bloodborne.

Bloodborne's got like werewolves and things like that in it that are similar to like what's seen in Village.

But.

I don't know, like I think that's one thing they haven't really touched on too much.

Yes, lots of tentacles, I suppose, would be the play there.

I don't know, this series has been around for 20, 30 years.

So there is a lot that it has touched on already to some degree.

I don't know how wholly original they are going to be unless they do mummies.

- Have they ever done a shape shifter?

- Not in the way I think you're thinking of.

Honestly, what you're saying sounds a lot like what the rumor is saying.

You know, the Wendigo thing turns into other humans that you would know and would fool you and try to hurt you and stuff.

- That'd be kind of rad.

- Yeah.

- I think that would be, that would definitely bring to like, how you said like, "Oh, have like a creature or something, like chase you the entire time.

" What if that creature was like a shape shifting person?

- That would make an ensemble cool.

- Maybe there's story moments.

- Yeah, you couldn't trust anyone.

- It's like secret invasion, but.

- If that happened though, I would just need a scene where Chris or whoever the main protagonist is, we'll just say Chris for this, turns dramatically and looks directly at the camera says there's an imposter among us and then Leon says something about Jill being sussy or something and then we go from there thank you kind of that'd be kind of wild to do like a like a like the movie the thing like do a situation like that that.

That'd be cool.

Maybe one of somebody gets infected with the virus.

Well that's.

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And then.

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You invoke the thing and that was something I was going to bring up and I know they've done this with Code Veronica obviously but I don't feel like they did it to great effect and there's.

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Four kind of feels in that way like at least at how they sprout like the growths all over and stuff like that I feel like four and five like did that kind of.

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Well with the thing specifically I was gonna point to like the environment something that's really isolated and I like that I like a snowy backdrop too which is again what they did in code Veronica but I think there's more in revelation or with that see we just got a plate revelations this is what we keep I do like that I do like the idea of there's something isolated about like being in the middle of I like where and it's snowy and village there's like a little bit of snow there in the opening.

It's in 6-2.

They're in the snow.

The worst part of the game.

Oh yeah, that's like the worst one.

Worst one in the game.

It's funny you say that.

I'm partial to the haunted forest I think of like Slender Man or Blair Witch.

Like a truly creepy, you know, every branch snapping.

Not Resinval for creepy woods, I'm talking like truly haunted scary wood kind of stuff and I know that's kind of what the rumors are saying but I'm thinking of what if they go back?

I mean, I guess you can't right isn't reckons.

He's like off the map completely, right?

Yeah, they knew Fake and they went back I mean You're trying to think of like a Metal Gear Solid 4 like return to rack or return to shadow Moses I just want Max to realize that the Spencer mansion is memorable and one of the greatest locations in video game history.

Oh, shut up.

I think the level layout isn't the most memorable thing.

They reinvoked the Spencer mansion like four different times throughout the series and every other time they did Max was like, "Oh, this is really cool.

" It's like, yeah, cuz it's iconic.

Yeah, the name.

No, the whole style of it.

I can we don't have to get into this again I would say the in terms of like monsters.

I think one of the coolest I mean I think this is something they should bring back But I think one of the coolest monsters that I've seen so far in all of Resident Evil was in the rose DLC when you go back into the Oh my god house.

Yeah, that part was Legitimately scary and if they're going with a scare.

Yeah with the mannequins Oh, yeah straight up the scariest thing.

I think I played that whole scene I was like I can't I can't that part took me like three sit-downs because I'm like I can't the animations on that are real good Yeah, they and that's kind of what I'm When I think I guess I'm really thinking of slender man.

It's been I haven't played that since high school, but like that Something like hunting you in the woods and like you everywhere you look it's someone like and that would be that would definitely have to be a You know a segment like gosh because you couldn't have that the whole game that would actually be unbelievably stressful But yeah, it just it just hit me what they need to do Like I don't they have never done this.

Oh my gosh Animatronics that used to be in a pizza parlor Those are the main villains they were trying that they work from umbrella - Well, Brella would have owned a pizza animatronic chain.

Like that would have been a sub business that they would have owned.

So it's totally possible.

Imagine they're all inspired by-- - There's a lab underneath the pizza parlor because of course there is.

- That'd be pretty cool.

That would be really neat.

- Yeah.

- Now I'm imagining like a Five Nights at Freddy's and Resident Evil crossover.

Like imagine a, this could actually work.

This is actually like a billion dollar idea.

A Five Nights at Freddy's game where the animatronics chase you around, but it's laid out in the style of like the original three Resident Evil games would actually be kind of fire, if I'm being honest.

(laughing) That would be really cool.

And there's a lab under the parlor.

- Always.

- There has to be.

- Always has to be.

- Do it, free idea.

- There you go.

- Where you have to read 20 sheets of paper.

- Well, a \$20 idea.

It's a \$20 idea.

- \$20 idea.

I feel like we've kind of talked through everything here.

I don't know if there's anything else we wanted to bring up.

The last thing I guess I was going to mention here is just when we think it's gonna release and stuff like that.

Rumors are saying 2025.

I think that makes the most sense.

I don't know, what do you guys think?

- I really hope it's next year.

I hope it is too.

Me and Ricky are the same, but I really want 24.

That means we won't have a Resident Evil game at all next year, right?

Because there's no way they're gonna do.

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Yeah, and that'll be the first one.

Well, it would be the four remake VR.

Okay, no one counts that.

Which, I mean.

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We're talking about good games here.

I count it.

Well, that's probably the only good way to play that game, so.

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Because there's no way they're doing like a Code Veronica remake or anything, right?

I mean, maybe they're doing it but not doing it next year is what I mean Right it would have had to yeah, I mean they could I guess we've almost we've essentially almost had a Resident Evil game per year every year since 2000 or 2017 there were seven and then they took a break in 18 and then since then it's been two remake three remake village and then remake About reverse.

Oh, sorry reverse.

I'm sorry.

There was a gap here of two years.

I'm that's who that's why I want to star By the way, I never got to say But we're real sandwich.

That's why I want to star He's a great all-timer I Forgot.

Okay, so there's been more gaps than I guess I'm living on it They're at their recent pace in the past couple years 2025 seems most likely I I really wish it would be next year too.

Just how long has it been since Village?

Was it last year?

I feel like it's only.

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It was 2021.

2021.

So I feel like this game is going to take a little bit longer for them to reveal and for it to come out.

Because one, they're going back to the drawing board with the story.

They're obviously not following up on the events of Village directly.

You know, it's not another Ethan game at least in that sense.

Two, it's gonna be the first fully next-gen Resident Evil game, I suppose, because Well, four remake and village were both Last-gen games that got ported forward or whatever So there's gonna be some work that they're gonna have to do on whatever 9 ends up becoming so 2025 seems most likely yes I really wish it would be next year.

That would be just Amazing.

It does seem though that they love that like early part in the year to release these games.

So early 2025 seems Like a shoe.

Yeah, honestly as long as everything continues going Well this point supposedly for remake had a lot of development truck struggles and they still got that game out in a really timely fashion I feel like I Feel like if it was to come out next year, it would have already gotten revealed by now.

Yeah, but I don't think I'm reading here that village was announced at the PlayStation 5 reveal event in June 2020 Yeah, and then it was released in May next the next year for remake I believe was revealed in May of last year I think May or June of last year So it feels like they kind of have like a little bit less than a year of like time to advertise it after reveal We'll see, but I'm hopeful.

I do want something Resident Evil next year something I could I I wouldn't mind a break no I like to be on Silent Hill's time to show ya I mean who knows like a woman might have other things Silent Hill - wait did they ever reveal when uh what's that game that everybody likes that I think is bad dragons dogma right J and dogma - yeah yeah did they did they say when that's coming out?

I don't think so yet.

Probably next year?

Because like there's like a couple things that are either slated to come out at one point or things that are rumored to like a monster hunter or something.

Oh yeah.

Pragmata.

If you're doing Pragmata like you know.

But that keeps getting delayed so.

Yeah that's real.

Dragon's Dogma does not have a release window officially so.

You know what if there's a new devil wait do they do that yeah there is no I don't think so I think like I'm pretty sure the guy who does it dragons dogma does devil may cry no he does Final Fantasy 16 I just said that I think so you're talking about the way is that I thought that was all devil may cry was as people I mean I guess the story is ridiculous but now yeah Hideaki at Suno that's exactly yeah Hideaki at Suno is like the creator of the Devil May Cry series but he also makes Dragon's Dogma so he's helming Dragon's Dogma right now so I doubt there's a difference.

I would be fine if they don't I mean obviously I'm not gonna worry I mean you know take your time make it good all that so I'm not it's just because I am a Resident Evil 4 hater it's gonna feel a lot longer for me because it's not a Resident Evil game I want to play.

I'm still I still am of the opinion and Mike maybe you agree that he'll play this game and he'll like it.

And I know he has a lot of complaints about 4 but I really just think 4 remains so freaking good.

Are there any mods that let me change Leon out as the protagonist?

Because.

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Probably a lot.

You're such a Leon hater.

It's uh.

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Ricky, I think you'll be okay.

If you've played the original, you know.

Hold on, one more quick question before we go did you see the welcome to rack I haven't yet I need to so bad ah yes we all saw it together invite guys no I have not seen it yet someday we were in Chicago we saw that we were I think I just land your switch OLED - he bought it like right then yeah yeah and then we went saw that movie Aren't they making a second one?

Ricky needs to watch the.

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Yeah, I don't know if they've officially announced, but I think it's like reported that they are.

I hope so.

Or like a trademark.

I know people don't like it, but like that the Wesker show was good.

I mean, I know you can't make that now because Wesker has unfortunately passed away, but that show was good.

Yeah, Lance Riddick.

No, I mean, it wasn't good.

It was bad, but it was fun.

it was that was the thing I told people about welcome to Raccoon City I was like oh I saw it and some people we work with Ricky were like oh it's like one of the worst movies I've ever seen I'm like yeah that's why it was really good they're like no I'm like what do you want like a Resident Evil movie is not if Mila Djokovic could make 37 of those things and I think we can have a couple more I mean, you're not wrong.

They're bad, but they're good.

I don't know what you're talking about.

Yeah, Max and I, I'll say this, Max, this can be our endpoint here before we move forward, because in time I'll say this and you can do a more proper wrap up in a minute.

But whenever Resident Evil nine or whatever it's going to be called is released, we will come back and do an episode four and we will put it in the feed here.

So the season five feet of Chapter Select will not be dead forever.

In the interim though, Max, you and I, and I'm sure Mike and Ricky will agree, we should watch all the Resident Evil films.

I watch them once, I watch them every year.

Before 9 comes out we should do this.

I'm not saying we need to make content for it, but just for ourselves we should do this.

Well I did watch the first one.

That's good.

A couple months ago.

Can I tell you my story about that movie?

And then I started the second.

This doesn't have to be in the podcast.

Absolutely.

So I was at my cousin's house in Texas when that movie came out to VHS or no DVD it wasn't VHS back then.

And his stepdad, no his dad let us rent it but my brother and my two younger cousins were not allowed to watch it.

So my oldest cousin and I sat in the room and watched it and told them everything that happened as it happened on the screen.

And that's how my brother has seen the Resident Evil movie.

(laughing) - That's awesome.

That's so, so good.

Yeah, I'm down.

I mean, I just watched the first one, I started the second one and then shut it off.

And then I tried to watch one of the animated-- - Infinite Darkness.

- And shut that off, 'cause I.

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It opened with the military coming in on helicopters in the Middle East.

- I think it's all of them, right?

- Yeah, yeah.

(laughing) - So some anime Netflix, I think they categorized it as anime and I would not have.

- Yeah, I think I watched, 'cause it was like an episodic, right?

I think-- - Perhaps.

- Yeah, I watched like two episodes and I'm like-- - 'Cause it stars Leon.

- I don't like this.

- Ricky would know, well Ricky would know, what's the one, 'cause I showed Max one of those-- - Oh my God.

- One of those movies and I said, oh, they should probably-- Yeah, I said this is yeah, this should be the gun fu fight that Chris has with some dude I'm like this I said we should probably watch these movies because of this scene and he was like I don't remember which one it's from but yeah, there's a trilogy of movies and Rebecca's involved.

So, you know, I've seen them Have you seen yeah Right Mike yes.

Oh, yes.

Okay.

I definitely know.

Okay.

Yeah.

We I think we're all in the same the same page I'll vouch for the Be like actual live-action films.

They are very bad very bad good Like I watch him.

I watch him every year.

I quit like for the past I think Four or five years.

I've been watching them every year like during Halloween during spooky seasons Ironically, they're not very spooky.

I watch them Yeah I'll put it on the list next to Mission Impossible of things I need to watch.

You need to watch FastX before you watch anything else.

That, I was gonna talk to you about that once we end this episode.

Okay, alright.

Well, I think that does it then for our Resident Evil 9 hopes, dreams, aspirations.

So thank you members for listening and we really appreciate it if you'd like to, you know, if you're not a member, you're listening to us, you're not a member.

you know, we've released it to the public.

Go to [listeningwithsuperpower.com](#)

to find out more about Super Chapter Select.

We would really appreciate your support if you'd like.

You can follow the show on Twitter @ChapterSelect.

You can find Logan on Twitter @moremen12 and his writing over at [comicbook.com](#).

You can find myself over at [maxfrequency.net](#)

and my other podcast, The Max Frequency Podcast.

Check that out.

I think all three of these fine gentlemen have been on that show as well so you can check out our chats over there.

You can follow Michael on Instagram @TheMichaelJRuiz.

He's about to become a dad, a skateboarding dad.

So you can go check him out for skateboarding and baby content.

And then Ricky you can follow on Twitter @RickyFreck and his writing over at [comicbook.com](#).

See look, it all comes together.

So thank you all for listening and until next time, adios.

Mummies!

Mummies!

So there's a, I used to be really big in energy drinks.

Like we had, in my dorm room we had a collection of 400 different brands.

And cocaine is like super strong.

I think it's that and spike shooter are like the two strongest ones.

it was like kids were going to the hospital drinking cocaine so then they made it like less powerful and like took the label off so it never it was like unlabeled there's just a red can then but i found some real cocaine in a gas station like two weeks ago i should have bought it but i didn't i mean okay hold on you said real cocaine Because when I used to work at Kmart, there was a bag of cocaine we found in the shoe aisle, so.

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It happens.

That sounds wildly.

.

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Just.

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Dangerous is too strong, but just very stupid to name your drink cocaine.

There was a time where we would like get energy drinks and it was, you know, there was five or six of us and basically what would happen is we would all get some, bring them home after the weekend or bring them back to the dorm after the weekend home and we'd all try them and then it would end up where everyone else didn't like it so I drank all of them and one time we had a big haul and I had like 10 or 11 and this is gross you can you can leave it in the members thing if you want but my poop legitimately fizzed in the toilet it was bubbling That's great.

That's actually amazing.

How did it.

.

.

Busy poop.

How did it keep the carbonation?

I have no idea.

How did it keep the carbonation?

But it's a true story.

Oh my gosh.

How?

How are you not dead?

I don't know.

So that must have just gone.

.

.

I don't feel like carbonation moving through your intestines is healthy.

Really good immune system, I guess.

I was gonna say that must have just like gone in and out.

Oh yeah, it went through fast, Michael.

It had to.

It was not in there long.

There's no way it could have kept.

.

.

For it to keep carbonation has to be insane.

Was it solid?

No, what do you mean was it solid?

I don't know That was fully liquid poo.

Hmm.

Okay, that makes more sense That's crazy.

I didn't know if it was one of those ones where it was like the cork pops off and then the rest All just fills out