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

- - -

Hello everybody and welcome to Chapter Select, a seasonal podcast where we bounce back and

forth between a series exploring its evolution, design, and legacy.

For season 5 we are covering the Resident Evil franchise.

My name is Max Roberts and I am joined, as always, by Logan Moore.

Hi Logan.

It's time for werewolves and vampires.

Mmm, it's time for magically putting your hand back on after it's been cut off.

It's time for tall vampire ladies and scary dolls.

we're talking about Resident Evil Village or 8. It's interesting. This game doesn't

have the number in it at all, which is the first for a mainline game. Well, it's visually

there, but the game is just called Resident Evil Village. At least 7 was called Resident

Evil 7 Biohazard. This one drops the number altogether. Hmm. Which makes me wonder what

they're gonna do with nine more than anything. Well we have to find a word

that they can draw the Roman numeral. An I and an X? What's a word with an I and an X in it?

Beatrix? I don't know. Sure, Resident Evil Beatrix. Yeah it's all about the Harry Potter lady.

They had a game called Code colon Veronica X. I think I think they can call it a game

whatever they want.

- Wait, the Harry Potter lady's not Beatrix, is it?

It's-- - Yeah, no, Bellatrix.

- Bellatrix, close enough.

- It's close, it's whatever.

Yeah, maybe we finally, we can just fuse

the wizarding world of Harry Potter with Resident Evil

just like they've always wanted to do.

- Just cast Helena Bonham Carter

in a Resident Evil video game.

That'll do the trick.

- That actually would be kinda cool.

That would be kinda cool.

Oh my goodness gracious.

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

- Yes, we do. - Our good buddy,

Michael Ruiz will be joining us in just a few minutes.

Until then, let's do the rundown real fast

for all things Resident Evil Village.

Once again, Resident Evil Village was developed

and published by Capcom.

It came out on PS5, PS4, PSVR2, which you've noted here,

which launched earlier this year.

Xbox One, Xbox Series X and S, Nintendo Switch,

which I forgot about, PC and then Mac.

They released an optimized version of this game for Mac.

This thing is on--

- Everything. - All platforms.

- It's crazy.

- The only thing they missed was Stadia.

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

- It was on Stadia actually.

It was on Stadia, it's just you can't play

that version anymore.

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

but it was on Stadia.

It might-- - Gotta respect Google.

- It could be on Amazon Luna.

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

I think it might be actually.

You can look that up.

Uh, it released on May 7th, 2021.

The game director was Morimasa Sato.

The producers were Tsuyoshi Kanda, Peter Fabiano, and Masachika Kawata.

And the music for this one was done by Shusaka Uchiyama.

The Metacritic score for Resident Evil Village was an 84 out of 100 on the

PlayStation five version of the game, which, Max, I'm just going to go ahead and say

I think is pretty low for this game, personally.

I don't know how you're going to feel about this one soon enough, but I like me some of

this video game here.

It's a pretty good game.

Is it on Amazon Luna?

I found Resident Evil 2, I found Resident Evil 3, I am not seeing 7 or 8.

Oh, Bezos has got to fork over the money.

This game is no longer available on Luna for Resident Evil 7, so I'm feeling like if it

was on it, it's not anymore.

I'm not seeing any listing, so...

Ethan Winters is just too much for Luna's technology.

Jeff can't handle it.

He can't.

He cannot.

Too many non-facial polygons to render.

One more thing, actually, another thing I forgot to pull up and look.

Resident Evil Village VR Metacritic score. 82. 82, but that is with 11 critic reviews.

So you know, a little bit different. That feels low based on how everybody's been talking

about that game. I would also agree with that. I'm actually shocked that this game has been

reviewed. I feel like if we reviewed it, if critics reviewed it today, I think it actually

would be higher. This game kills. What's strange is it was up for a lot of Game of the Year honors,

I feel like, at the end of 2021. And in fairness, 2021, I want to say, was a pretty weak year

overall. It was the first year following the next-gen consoles releasing, which is always

a pretty weak year on paper. But this one was up for a lot of accolades by the end of the year,

which is a bit bizarre to see it only reviewed, again, 84 on the PS5 version, but then the other

versions of the game range between 81, 82, and 83 it seems like for the most part.

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

like there's more positive word of mouth around this game than what the

aggregate scores say at the time. But let's bring in our guest Michael Ruiz to

see what he feels about this game. Michael, welcome to the show. Welcome back

to the show I should say yes is this my this is my third time here no I think so

I should check some bolts one with us nothing bones um Tokyo got of wars you

were on Tokyo drift yeah it's true and now village and then Ricky then I Ricky

was super and then furious seven and Resident Evil 2 okay so you guys are

like her two most frequent guests which is not a surprise I'm gonna echo what

Ricky said on his episode and say that you guys need to do a Yakuza one so then

you can have us on there for every single episode it's like you guys do the

Yakuza this season and we'll give you will be the placement on our feed yeah

it will be the guests on that one well let's roll in the feed to you I'm not

I'm not opposed to that idea actually. It's such a long series. It's a long commitment. That one's

like one we'd have to chip at over the years and like just record as we played and then and then

just play it out. The hardest part I think about that one would be is that dude RGG studio does not

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

this year it was really good.

- It is.

- But now we're gonna get the one that's like a bridge

between six and eight, I think,

in the back half of this year.

And then early next year will be eight.

- Two in one year?

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

- Holy cow, that is...

- And they're good. - They really just keep

cranking it out. - That's the thing.

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

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

They're all of a very high quality.

- All I'm saying is, is if we do the,

Yakuza season.

We have to play the zombie shooter on the PS3 in 360.

- Do you also have to play Judgment as well?

Does that count?

- I feel like we should, yes.

- Judgment. - Man, that's a lot of game.

- That's a lot of video game.

- Two Judgments, what, seven mainline,

no, eight mainline games.

Then Isshin, eight is coming up.

- You could probably skip the spinoff stuff

'cause Isshin isn't anything

-Oh, with the Yakuza games. -Ishin's good, though.

-Ishin's really good. -Like, that's the thing, is, like,

-Ishin's, like, one of the best ones I've played, so... -It is very good, yeah.

-I agree. -So, yeah, if you count zero,

-there's nine mainline games that go hard. -You have to count zero.

-And that's what I'm saying. -That is a mainline game at this point.

-Anyway, we're talking more about Yakuza. Michael, let's talk about another Japanese

-video game series, Resident Evil.

You played Village Forest on this one.

And I guess, so this is interesting

at the time we're recording this.

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

Michael, you've been getting really into Resident Evil

as we've been in the midst of recording this season,

which has kind of been fascinating.

So you are also a listener of this podcast.

So thank you for that.

- Yeah, no problem.

- But I guess I was not aware that you were not like,

I don't know, you and I have played

like Resident Evil 6 together

I just always assumed you like these games enough and you had played enough of them

But I guess I totally forgot that you were not too intimately familiar with this season until or with this series until recently

So why did you want to play village with us?

And then I guess what would what did you think going back to it this time around?

so

Village I believe

It's I oh, yeah, I we played village before we played regent evil 6 correct

Am I am I right? No, we played six first? We played six during COVID.

That was when we did it. Oh, that's right! We played six during COVID

alongside, I want to say maybe the Halo games was the other thing we did but we may have done that before COVID actually.

I can't remember. Yeah, that might have been before it and then maybe it went in during it.

Yeah, I'm pretty sure you like weren't working at the time when we're like, you're like, I have nothing to do

I guess I'll just play video games all day.

And I was like we could play Resident Evil 6 because sure why not?

But yeah, Resident Evil's village is

technically the first Resident Evil game

I finished unless you want to count that campaign that we finished in Resident Evil 6

So yeah, that is the first one that I have played and complete beforehand. I had played I've played like

pieces of the Resident Evil 1 remake pieces of you know

I played Resident Evil 2. I didn't finish it even though that game is so short, but I had played some of that remake

I had played like the older games before but I had never completed one

But I've always had that like appreciation for it. I the reason why I like

Resident Evil what it connects to me with is more the films if anything which is a weird thing. Yeah, that's even more weird

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

I love the movies. They're not good. I'm not going to say that they're good, but they are fun to

watch. I watch them every year. They're great. I love that. So that's kind of my connection with

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

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

still hold up? Do you like it a lot? I mean, and I guess has it compared to the other ones that you've

now played following wrapping village up.

It's funny cause you know, I played this and then I was like, you know what,

I'll listen to your guys' podcast.

So I just started with the first episode.

I don't, I think that was seven.

Right.

And then it was our second episode.

That was the second episode.

Okay.

Oh yeah.

The one was the first one.

Right.

So I think I listened to those two and I was like, you know what?

I should start playing these games.

Cause I think the next one might've been two or something like that.

So then I started playing two or I played it and finished it and I listened to your podcast and then I started playing three

And I listened to your podcast for it now playing five now and I haven't listened to that one yet

but I did listen to code Veronica one, but

right now I would say that this kind of Resident Evil village kind of cemented it as like

Still like one of my favorite games of all time. I love that game. I think it's an incredible game. I think

the design choices they have I

I've written down here that I think it's kind of a weird celebration of the Resident Evil

franchise as a whole because of how each section of the game plays out.

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

I just think it's a great game.

I guess broadly.

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

I think it's great.

Max, what about yourself?

I know this was one of your first exposure.

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

- Yeah, yeah, yeah, yeah.

Like I said before, my first Resident Evil game

was actually seven and bought it for PSVR

back when that launched and then dabbled in two.

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

It was just more first person Resident Evil.

And the only reason I snagged it around launch was

I had like 20 bucks at Best Buy that was going to expire.

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

'cause we like spooky things,

we watch scary stuff and whatnot.

And it sounded like fun with the werewolves

and vampires, a very different type of horror

for Resident Evil.

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

And that's actually how I realized.

I played it on casual back then too.

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

So, and I did that 'cause she was watching it

and didn't want a hard time.

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

But she dropped off and I kept playing.

And so I did beat it.

But it's funny, coming back,

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

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

well, about seven games of Resident Evil Knowledge now,

I was picking up stuff that just flew completely over my head last time. It really enhanced

my enjoyment this time around. But it was just a cool, fun, snappy game, right? Nothing

too imposing. Again, I was playing on Easy, which I totally had forgotten at the time.

And I just really kind of had a fun time with it. And so coming back to it, I once again

played on Easy. There's some other stuff there. I dabbled with VR for PSVR 2 now, and so it

was overall, this game has just got a solid pace to it, and I really enjoy the experimentation,

and it makes me very curious what they'll do in the future here. But this is definitely

one of the more diverse Resident Evil games for more reasons than one.

Yeah, this is one of my favorites, I think.

You think?

I played this...

I... I...

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

They're all my favorites in different ways.

Like, this is one of my favorite game series ever, if not my favorite.

But there's a lot about this one that I really, really love.

I think the horror elements being so different with the focus on gothic style horror works out really well.

Like, I remember when the leaks and rumors for this game first started,

it and I was like werewolves and vampires like what are we doing here Capcom this sounds like

way over the top and then it just it works I don't know it probably shouldn't work but

I guess at the end its core we've talked about this over the course of the season Resident Evil

is inherently campy and goofy so them diving in headfirst into werewolves and things is like very

much on brand for this series even though it doesn't we're we're pretty far gone from the

days of the t-virus and there's zombies and raccoon city like everything's but are we are we

far from it yeah because there's a whole lot of there's a whole lot of mold in this game a lot of

mold there is a whole lot of mold and i'm sure you're alluding to some of the stuff at the end

mega me site or something like i mean this game goes i think it's all still pretty much in the

same vein, it's just a different type of infection. Well, and then they try to connect all the

dots between, they have Mother Marietta being like an old associate of Spencer. It's really

funny. We'll talk about that stuff when we get more into the story and lore and stuff

that they pump in. But yeah, overall this game really is, kind of like what you were

saying, Mike, it hits all the same, it's kind of Resident Evil greatest hits, I think. It's

It's got the through-line gameplay that's very similar to 4, as well as kind of the

structure of 4.

But then it's got the spooky castle that's like Resident Evil 1, and it's got the horror

elements that kind of pack all into one single area with the dolls and stuff and the puzzle

solving.

They throw a lot of that into a single area.

The fish section, I don't really know, that's just kind of there.

I thought of that as like the puzzle-y section because you do a lot of more puzzle stuff

I feel like in that section more so than in the other section.

I mean I guess the core element of Resident Evil that's seen there is large animals.

Large animal monsters because as we've seen playing all of these games, like Max and I have even been playing, and we'll talk about this in our other episode, but we've been playing five and there's a couple instances in that game where it's like big animals show up and I'm like, "Oh, there we go, gotta get the large mutated animals in the picture here."

So that's kind of what I guess the fish guy is.

And yeah, it's so over the top.

Yeah, I don't know.

I think for myself, the one thing I should mention is that we all played this game in very different ways this time.

Michael played it from... you did the third person perspective that you get after the Winter's expansion came out, right?

I did, yes.

Okay.

You mentioned you played in VR and in third person.

- I did.

I wanted to play completely in VR,

but I realized that was not

tenable. - Having a child.

- With a six-month-old child.

When she wakes up in the morning or needs something,

it's just more cumbersome to pause

and take the whole thing off

and then tend to her when I could just hit pause.

So I did pivot.

And the saves aren't compatible.

you can't just play a game in VR

and then restart the save in a different--

- Which sucks so bad because,

that is stupid. - It's so,

it's the dumbest thing, 'cause also trophies don't--

- Seven was not like that.

- No, seven, completely interchangeable.

There's no trophy support in VR mode either,

so you can't earn trophies.

So it was just very, very strange.

- That really sucks, especially for some of those

multi-run trophies that you obviously have to get,

like beat the game, with only using three health items,

something like that you know. But I did play a few hours in VR and then I switched to the

third person. I'll talk about the VR stuff specifically because I think it is transformative

to the game overall but I did primarily play in third person this time and then obviously

the first time around first person. I played on the hardest difficulty possible. I played

first person mode because I wanted to have a... I wanted to have... there are only two

first person games in the series and I knew we were going to... I feel like it would...

I knew you guys were going to play in third person predominantly because they had released

that post-launch as DLC, so I wanted to still play in first person just because I feel like

that's core to what this game is to some degree. And I felt like it would behoove our discussion

if I played in that manner. The other thing that I did though was I played on the hardest

difficulty but I also had an unlimited ammo assault rifle and by the end of the

game I had unlimited ammo magnum and stuff like that so it was just like firing away

at everything so it was not really I was not really beating my head against the

wall that much it was pretty easy but it was fun. I think we all did we all buy

the unlock everything pass because it was on sale while we were playing this

game yeah it was like it was like three dollars i think so it was okay that that might be the first

unlock everything micro transaction i've ever purchased and i think it might be for me as well

same it was absolutely worth it it was amazing light light sabers unlimited ammo it just was

an absolute blast i completely agree yep totally worth every penny they got me they finally got me

the system works. I think I only used the... I used... I was playing on New Game Plus,

so I had my stuff carry over from my last save, but uh, so I didn't really get into many issues.

I played on normal difficulty, I believe, the entire time, but I had bought that pack during

the Heisenberg section, which is when I started losing ammo and stuff. I'm like, "I'm gonna turn

on the unlimited ammo thing and then that section became very easy and fast.

So that part of the game can be stressful for sure if you do not because I remember

playing through that the first time.

Yeah anyway yeah all of our playthroughs are a little bit warped to some degree because

of how we chose to play but I mean we can obviously still speak to it.

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

I want to talk about the world with this game and I feel like that's kind of the thing we've

naturally done. The title of this game is Village. I feel like the village is the

main character because I will say Ethan's definitely more front and center in

this game which I like and we'll talk about Ethan too. How do you guys feel

about just how this game is laid out, the different areas? Max, you mentioned

that there's a good flow and pace to it and I agree this is a really like

replay. This is a very brisk game. I feel like I'd beat this in like four and a

half or five hours this time through compared to like the eight to nine that

was my first playthrough I don't even know how I lasted eight to nine the

first time to be honest I guess I was just taking everything in but yeah you

can really fly through this and it feels quite condensed but in a not like it's

not like everything's tiny or necessarily I don't know there's just

there's a good scale to this game that I really appreciate and enjoy and you

become intimately familiar with all the different avenues of this village and all the different

three or four main areas that are within it. What did you guys think about kind of the

central hub and its varying locations?

So I remember the pre-release discussion around this game being, "Is this open environment?

this open world, can I go to these bosses in any order? And I remember at the time being

a little disappointed that that wasn't the case, because this game actually is quite

linear in its, you go to this boss and then this boss and so on and so forth. But coming

back to it this time around I'm totally content with it being straightforward. I do, and I

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

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

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

of courses for each type of horror and environment that we explore here.

And so when you go through the castle and then she's gone, it felt kind of like too,

almost too quick, but I think they don't overstay their welcome and it works overall quite well.

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

for sure.

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

I think the swamp is overall, I could, I don't need the swamp, at least the way that they

executed I feel pretty meh about the whole thing. The factory I think is probably, while

it is scary, I do think there is a couple of moments where it's like, alright, you're

just kicking me all the way back to the beginning. There's that part actually at the very end

where Heisenberg, you get to the top and then Heisenberg throws you down to the bottom and

I forgot that you would run into Chris down there but I was like, oh my gosh, they're

are gonna make me climb this whole thing again.

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

but I do think the castle and the dollhouse

are the strongest of the sections or environments.

- There's one more area that's,

I'm gonna bring up, there's one area as well

that's not really a fully fleshed area, which is like--

- The village?

- Oh, I was gonna say like, Werewolf Central,

which is the kind of like one offshoot area

you go to before the factory where you just

fight a horde of werewolves.

- Oh, the canes, yeah.

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

You just breeze through werewolf city, yeah.

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

- It's a cool world.

I just, I guess I wish there wasn't a swamp necessarily,

at least the way it's done.

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

I do think it would be cool

if the next game did have open environment

and you could choose the order a la Mega Man.

Like, not that you're getting power-ups

to defeat the other bosses, but choosing the order

I think would be interesting balance-wise,

but it works not having it here.

- Sounds like Max wants to play Resident Evil 6

choosing the order of where you go and when.

- I mean, we will get there, so maybe I'm wrong

about this whole desire.

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

- Well, I mean, I guess I kinda said it before,

I feel like, I guess this goes into with the setting itself,

but I feel like this game is like a celebration

of Resident Evil and really just modern horror video games,

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

Like the village itself, having played

the Resident Evil 4 remake right now,

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

if you had played it too.

They basically start out almost exactly the same.

Like I felt like almost exactly the same, except one has werewolves and one has the

Las Plagas people or whatever they're called.

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

But yeah, oh, ganado.

Yeah, you can just call them zombies.

It's okay.

The zombies, the zombies, technical terms.

But they start that whole section like start out exactly the same, but then going into

the castle that's more traditional like Resident Evil 1, Resident Evil 2 kind of feeling thing

there.

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

Like if you play something like Amnesia or if you play something like, I played, I like

that game Observer quite a bit, I feel like it feels more like that kind of modern horror

video game.

I got PT vibes.

Big time.

Yeah.

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

Again, that one's the weird one the weird outlier and I'm kind of with you max on that where I don't really like how they executed

It but I like Moreau's character a lot. Yes, so goofy. Yeah, I I

think there was like potential with Moreau where like that him is this like

kind of shunned member of the family that no one likes but like the way that they

Use him is not great. Like even when he explodes into a giant monster. He's just kind of like oh, I can't control it

Help me help me. I think it would be better if he would have like

done that out of like anger rather than like

Apprehension and like oh no

I'm turning into a giant monster like like morose

Interaction with you that like with Ethan I think is like one of the most interesting

If anything in any of the Resident Evils because he's actually afraid of you when you come by and I feel like nobody else was

Ever like that in any of the Resident Evil games, which I thought was like super interesting when I saw that but yeah

- Yeah, the swamp area is like, I guess like the puzzle-y

aspects, 'cause I feel like you do more puzzles in there

than anything, other than the ending part.

- It's kinda all puzzle until the very end.

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

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

because it's pretty straightforward.

Just like, go here and zip line across.

So it is what you do. - Yeah.

- You just gotta dodge his little swim-by attacks

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

those things where they had the colored sections,

where you had to press the button so then the,

there's that part, which wasn't necessary,

it's not hard puzzle solving, but neither is Resident Evil.

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

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

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

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

- Sorry, sorry guys, I wrote swamp down.

- Because those two come back to back,

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

to Werewolf City afterwards.

They're like, oh, we haven't made you shoot anything in a while.

And this game is, that's kind of the point of this game.

So here go fight a bunch of werewolves for the next half an hour.

And I mean, that section is very much more akin to like a resident

evil five or six, where you just blowing people's brains out.

It's stuff like just, which is kind of sad.

It's kind of satisfying though, because it is, they give you a lot of tools in

this game and a lot of different weapons.

It is like a beefier, more action focused version of.

Seven in that regard.

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

Yeah. There are a couple like, smaller instances when you do, like I think of the...

I can't remember what the four-legged werewolf, the Lycan beasts or whatever they're called.

The big ones? The four-legged ones? Yeah, the ones that Max-- Oh no, the all fours that wander the village, yeah.

Mm-hmm. Yeah. The ones that Max says he just ran away from, or whatever, I believe, right?

- You said you never bought this?

- I couldn't, at the time that we spoke

and I hadn't killed any of them,

then I got unlimited ammo.

- And then you went and killed us.

- Ah yes, yeah then I killed them and got the trophy.

Turns out I was only like a bullet away

from killing the one by the house.

Like 'cause I had done so much damage to it previously,

I just--

- 'Cause that's when they give you

the grenade launcher I believe.

- It is.

- It's closest.

So I had shot at a bunch,

apparently I was only like a bullet or two away

from it falling over, so.

So yeah, they intermingle combat there

and then they don't really,

the factory, that's the one thing I'll say about it,

is it feels like a good mix of the horror

and the combat at the same time.

- Exactly, I feel like the factory brings

all of the different elements from every single part

of the game into one area.

And although I think that area overstays its welcome

just slightly, it's a little long,

having it close out with the tank is amazing.

Like that, like every setting is awesome

and I like how diverse it is.

And then also just going back to the village

and going back to somewhere familiar,

I think is really neat and like a good design decision

to be like, okay, you're gonna come back here,

you're familiar with it, you feel safe here.

It's like basically your save room

but for an entire village, I guess.

Or at least that like main hub section for sure,

which is nice to have.

Like a good reliable place you know for sure

you are going to be fine at.

- Yeah, once you get through that opening

sort of intro to the village with all the werewolves

and it reminds me of the opening of Planet of the Apes

when they're like riding around on the horses

and stuff like that.

- Yeah.

- And they're all wrangling you up.

Same sort of vibes.

I feel like they definitely took inspiration

from the OG Planet of the Apes.

But yeah, after you finish that,

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

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

- Duke. - The Duke.

- The Duke, you got him sitting up in the central sort

of area that connects to all the different smaller locations

within the village.

You've got the church.

You've got a lot of areas that you can kind of explore

and go flying stuff in.

- You've become so familiar with a lot of those spaces

that you kind of know, or at least you feel like you know

what to expect until they kind of throw some unexpected

things in there sometimes, but I feel like even then

it's like you know how to manage that stuff by that time.

Yeah, and I like how it feels so inter,

like I don't know, it feels,

obviously it's connected and everything,

but I feel like you get kind of those really cool

aha moments when you're like, oh, this is going over here.

I can't really think of one specific example,

but I like how that world is all connected too.

- Yeah, I agree.

While we're talking about the,

There's a lot of story stuff I would like to dive into, but I feel like we should table

that for the moment because I feel like there might be more to discuss there.

Let's chat about gameplay for a bit because I really feel like a lot of this is obviously

built off of the back of Resident Evil 7.

There's a lot of similarities.

They've upped the action here.

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

And really, 7 was pretty.

Once you got out of the main first home there with Jack, I feel like it was a lot more of

a shooter in some senses.

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

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

like that?

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

specifically.

that was more of an action-focused Resident Evil game

that obviously still put a heavy emphasis

on puzzles and things like that.

How do you feel like it was handled

with Village for the most part?

- I think

it's almost difficult to

speak to that from a

initial perspective

because I felt,

I wrote this down,

feel snappier and less scary having played this game before. Like the castle I knew,

I gotta go up here, I gotta go this way, the daughters are gonna be like this, I gotta

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

on. So I didn't feel, it didn't feel as puzzle-y to me. There were two puzzles, and I didn't

write them down actually, which I should've, that I actually had to look up a solution

for again. Oh, one was that initial chase with Heisenberg and he's dropping the saw

blades on you in the very beginning of the game and you have to find the one tiny corner

to like tuck in and that was just, Ike was like, I don't know where to go. And so I had

to look that up and there was another one that I'm not quite sure of. I had to look

that one up too. Yeah, that felt a little unfair. But the rest of it I didn't struggle

with and so it was more how am I going to engage in this space and navigate my way through

it with this knowledge. And there was a confidence with that this time around. And I enjoyed

that. That actually made the game feel more fun. It's that loop that hooked me in Resident

3 and that I see in other games in the series of I can do this faster, I can do this better,

I can use less ammo, I can get a higher score so to speak. And in a trophy sense, you know,

I can do these more difficult challenges. If we weren't turning through these games

at the pace that we are for this show and you know, playing other things and like Resident

Evil 4 remake just came out like Mike said, like I probably could see myself going through

and chipping away at the trophies on this like I did with 3. There is that gameplay

hook that comes with replaying the game that feels satisfying and I get it for Resident

Evil.

I mean just to jump off that real quick, Mike, before you jump in here.

Sure.

Yeah, I felt the same way because when we did 7, I talked openly about how I replayed

that game 2 or 3 times, I think, ended up getting to Platinum. And I felt the same way

after I played this one. I really was like, "I want to do another couple runs here. I want to

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

And I only stopped myself from doing that because, one, the trophy list requires you to do mercenary

stuff to get to Platinum, and I didn't like that. Two, though, obviously we just have other games

to play and it was time to move on. But yeah, there is this sort of... I don't know, these games

Games are constructed in such a way whether they're more survival horror focused or action

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

always go faster through this and these games are very much like I said that first playthrough

I did on this was 8-9 hours and the second one was closer to 4.5-5 and I just feel like

I could get it down to 2 or 3 or I could move through the game even faster especially if

I have unlimited ammo on my weapons and things like that. Like there's a lot of optimization

here which I really like. As far as puzzles, I really didn't feel like there was anything

too inventive in this game on that front, which is fine. There aren't many puzzles throughout the

whole Resident Evil series that I can think of that are like, "That's a fantastic puzzle that

really challenged me in this sort of way." I mean they're all of the same sort of variety, you know,

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

Like it's all very pretty straightforward most of the time. Examine the items that you get and

things like that. So nothing too out of the ordinary in that front, but there's just,

I don't know, there's something about how the puzzles are always styled in Resident Evil games

that I generally like. So it's not that I want to say they were bad in this game, it's just they were

what I would expect from Resident Evil at this point. So yeah I mean it's that like Metroidvania

kind of thing. I mean even though it's not that kind of game obviously but it's like you see a

door you know you can open it at some point but you just need to find the piece and then when you

finally find the piece you're like "ah I could finally go through this thing that I've been

staring at this entire time" yeah and I feel like it scratches that kind of itch I suppose.

For me like I thought that I mean I think the game controls great I mean it gives you enough mobility

to get away from things, but kind of still constricts your movement enough to not get

too comfortable in certain situations, especially when you're in tighter spaces.

But generally, I mean, I think I echo the same sentiment you guys say.

I think, you know, the first time around, I definitely, I mean, I had talked about it

before, scary games scare me a whole bunch.

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

So that first playthrough took me quite a lot of sessions, 30 minute sessions of playing the game to get through it.

This time around I again just had more confidence.

I've seen everything that this game has to offer.

Also if you play in third person you kind of know when the scary stuff is going to happen because it transitions back into first person for some of the cutscenes, or most of the cutscenes.

So you kind of knew when something was going to happen anyway.

But yeah, I think generally it still plays great.

I didn't really have too many issues with it.

Like technically it's still sound, it's a beautiful game.

But yeah.

- I did, I think this is a good spot to talk about it.

It seems to me, so it's the VR mode.

Which between the three of us,

I'm the only one that's played it.

I think Logan technically has access to it through work,

but hasn't played yet.

- I could play it, yeah.

I have access to PSVR too, I just have not tried it yet.

I will at some point.

- Yeah, you definitely should, because it is

bonkers. It changes the game and once I have a more dedicated space to play in VR here in a few months, I plan on probably dabbling with it, especially when this Resident Evil 4 remake VR thing, whatever that may be, comes out. I think that would be a really good time to dive back in because it is...

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

That is my expectation for that.

That is what I've been saying because they have not said it's the full game.

But having played about half, you know, two thirds of Resident Evil 7 in VR back when that came out playing Resident Evil 4 on Quest 2 and now dabbling in Village. It's my favorite way to play a Resident Evil game and I know on PC there are mods for 2 and 3 which sound and have looked really really cool from what I've seen. You want to go look at Mr. X in person in Nemesis? Yeah, it's wild man. I don't. That sounds scary. You, I mean you

You actually load the pistol, you know, drop the magazine, put in a new one, slide the rail back, all that stuff, which sounds tedious in some sense, but it just feels so natural in VR.

The aiming down the sights or just reaching and grabbing things on your person is by far the most accurate I've had in a VR game when I reach for a, you know, a pistol magazine clip, that's what I come back with, or the knife. And it does lead to some cool gameplay moments because they don't want you to, they don't want to break the game in a way of, well if you drop this knife, like you're gonna have to like walk over there, bend over and pick it up. So like you have unlimited throwing knives essentially where you can just take this, Ethan has this knife sheath on his arm, and so you just pull the knife out and you just throw it and a new one will spawn and so you have unlimited throwing knives. It's just, you know, holding the flashlight where you can hold it like with your, you know, your hand down or your hand up, you know, over underhand totally just feels, it just feels so natural and great. And I highly encourage people who do have PSVR too or have access

to it to play that way. It is... I wish I could have played the whole thing for this show that way. I just... the space and the time of life just didn't work out. But it is by far, I think, the best way to play the game.

Well, you're talking about one alternative method of play. I wanted to ask you guys what

you thought of the third-person mode. Because obviously this game was designed with first

person in mind but then they totally recreated it for third person which I

dabbled with and I thought it was pretty solid I don't I mean again there's been

a lot of other third-person Resident Evil games I guess that would be my

question is you guys played the whole game do you feel like the third person

mode that they tacked on here is as good as the games that are natively in third

person which you know are you two three four remake most recently I think it

It works, yes, it's good.

I think you should play it in first person

if you're going to play it though.

I think it, I personally like,

if you're playing the game for the first time,

you should definitely play it in first person

because like I said before, like those cut scenes,

like you're in third person,

it'll just zoom back into first person

and so any scary moment or like cool moment,

you won't really get the same kind of surprise

because like for example, when your hand gets cut off

when you're about to pull the handle for like door,

if you're playing in third person,

you'll like start to pull it

and then it'll just zoom in to first person again

and then your hand gets caught off.

Like that kind of unexpected stuff

is what made some of those moments,

a lot of those cool moments like really great

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

entirely when you play in third person.

So I would say for like a second play through

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

But yeah, definitely prefer third person or first person.

- Yeah, it shows that the game was obviously designed

first person, the first time around,

but it is impressive that the game structurally,

not from a narrative perspective,

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

you know, the scene in the beginning of the game

where Ethan is being dragged out of the house,

you're just standing in your living room

and Ethan is laying on the floor,

and so like your head is supposed to,

It just doesn't feel right at all.

But it is impressive from a game design angle

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

I think that is really cool.

And I would love to see Capcom take a game

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

whether that's cut scenes, you know,

work in either mode in a natural way

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

because clearly their technology is capable of all of this,

and I've talked about that extensively,

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

This is any type of Resident Evil experience you want,

you can get it in Village, whether you want the,

I guess the only one you can't get is tank controls

and predetermined camera angles,

But it is, from Resident Evil 4 onward,

if you want that type of experience in any of them,

play Village, you'll get a type of gameplay experience

that you could have gotten in any of the games.

- I wonder if part of the reason why

maybe they didn't redo cut scenes,

other than obviously it probably costs money

and a lot more work, a lot more time, all that stuff.

I wonder if part of it has to do with

the faceless nature of Ethan and not--

- Oh my gosh. - Ever show,

'Cause they would have to go through tons of different angles

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

and stuff, which I guess we'll probably talk about

when we talk about the DLC, which is--

- Oh my gosh.

- That's all the stuff that happens there.

- Can we just quickly just touch on the fact

that we can't see Ethan's face

and I think it's the greatest kind of just running joke

of the whole game.

there are so many times where if you turn your camera,

like his body just turns away from it,

like he's shy, cut scenes,

especially in the Shadows of Rose DLC,

like you just, the strategic placement of objects

to hide this man's face, I find hysterical.

It is, it's the greatest, I think it's so fun.

It's so goofy, there's almost a Japanese humor to it

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

It's the silent protagonist but faceless and not silent. Yeah, not silent, but you get

what I mean. Like it's just there's like a joke. Yeah. It's like everyone else can see

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

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

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

leaning into it so much so that like you're not supposed to see him like that's the point yeah

oh i love it i don't want them i don't want to know what ethan looks like i think it's so funny

that especially how close how close we get sometimes yeah there's moments where they're like

oh you're gonna show it nope never mind never mind i wanna i want to speak to i mean just speaking to

the first person stuff for a moment. I do think that this game, some of the moments,

this is an exceptional first person game is what I was going to say. And I think we talked

a lot about that with Se7en, about how they really proved that first person was a place

that this series could go when a lot of people were questioning it at the time, whether or

not the series could make the jump to that style of play. And they really have shown

with both 7 and Village here that Resident Evil and First Person is excellent.

And I think the thing that I should mention here, and I am like 90% certain about this,

but I'm pretty sure Capcom has said they are moving away from First Person now with future

games and they're going back to Third Person like with Resident Evil 9 and beyond or whatever

9 ends up becoming.

And they talked about how that, in regard to the Shadow of Rose DLC, I think specifically,

the first person stuff was tied to Ethan.

And so with Ethan being written out now, they're going to go back to third person and stuff

moving forward.

That kind of bums me out because I think they've done such a good job with both of these games.

There's a different sense of horror in these games that I think comes about through the

first-person perspective compared to Remake, with Mr. X chasing you. There's just a different

vibe. And I think they've been able to really... Like some of those moments we talk about in

The Dollhouse that are much creepier and do lean into more modern... Riff off of more

modern horror games like Amnesia or PT and stuff like that. That's only, I think... That's

not possible. It's not impossible. But I would imagine you guys have played through this

game both in first person and third person, was the dollhouse section creepier in first

person I would imagine compared to third?

Absolutely.

Yeah.

Well.

I thought so at least.

Probably but again I knew what was happening in there.

Yeah.

And so it was less scary and we'll talk about the DLC later but what they do in that space

in third person I think was scarier than the baby stuff in the base game.

So.

Yes.

It depends I think it depends on the type of horror that was going on both to wildly

not wildly different but two different types of scenario that leveraged the

original cameras perspective of each I

Mean it is in both of those moments. I know what you're talking about in the dlc

It's a it's very vital that style of camera third person. I think is very is vital to that why that moment works exactly

So the baby stuff I think

It was probably scarier like overall and I dreaded coming back to it. Don't get me wrong

I did I actually remember getting to that part early in the morning. I was like, I don't really want to play this right now

I don't want the screaming creepy

baby, but you know, I think it just depends like

Having knowing what was gonna go on I think makes it difficult for me to

properly judge though my

response to it.

- I'm kind of of two minds of it, whereas,

I feel like when Resident Evil 7 was coming out,

it almost, I think probably fans were upset with it,

'cause maybe it felt like they were chasing

what other horror games have been doing,

because there was so much success with first person horror.

I mean, it's an incredible way to do horror.

I mean, you are experiencing it firsthand,

like it feels that way.

Well, PT had even come out, I think by that time that seven had released.

Yeah.

So like, like a lot, everything, a lot of horror was transitioning to

first person at that time for sure.

Yeah.

And so like having it all tied to Ethan, I'm kind of cool with that.

Like it makes his story like completely unique from the rest of resident evil.

Like his character is in first person.

Like you cannot.

I mean, yes, you can, but like, it is

meant to be played in first person it is that is the experience that you're

having with that and I'm kind of cool with that being tied to that so I mean

but then also they kind of showed that they could do that horror still like

obviously you guys already talked about that dollhouse part like for the shadow

of rose DLC like they could still do that kind of horror in third person like

there are still effective ways to do that so I'm not really like too bummed

because I feel like if they are going to stick with like that actual like real

scary horror stuff. I mean, they've even done that with Resident Evil 2 Remake. I feel like

that game is incredibly scary, and that's mostly just because of sound design. I mean, if they just

stick with that kind of stuff, I think they'll have something just as scary or whatever in that

case. More than anything moving forward, I kind of wish they wouldn't have shot down the potential

of doing first person again. I guess I just would have liked to not know what they're going to do

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

of like, huh, well that doesn't make me sad necessarily, but it just kind of like pigeonholes

them to one type of game that we have seen a lot. I mean, most Resident Evil games have

been third person, at least for the better part of the last 20 years.

So I've been looking around for that quote or that source on that, and it, I haven't

found something definitive quite yet. It seems to stem from an interview with IGN from the

the Tokyo Game Show back in last year of 2022. And it sounds like I guess the Shadows of

Rose DLC concludes the Winter's Family saga, as the terminology used. So those characters

are all done apparently according to Capcom at least at this point. And so that's taken

on the meaning of we would leave first person behind, so far at least in the Googling I've

of done that we would just return to third person and a new cast of characters or old

favorites. So that seems to be where it's stemming from, but I haven't found anything definitive yet.

Yeah, I just looked it up here myself. And so, yeah, maybe they could do first person, but it does. I mean, even the end of this game says the father's story is now complete or something like that, I believe. Yeah. So they make it clear that Ethan's done. He's not getting a trilogy, he's getting a duology.

Capcom's language says "The Winter's Family" as in Rose 2, which feels very strange. Which is weird, and we'll talk about that in the DLC here in a minute.

So we've been talking about Ethan here a lot throughout this episode, but we have not talked about much of the story of this game, at least not outside of some brief references to certain things and I think that the story of this game is, it's one of the reasons why I like it a lot but it is very much all over the dang place.

So much so that I almost don't know where to start because obviously coming off of the end of 7 there's a lot going on here with Mia and then Mia gets offed in the opening five minutes of this game and then there's a baby with superpowers and then the baby gets torn apart and put in little bottles. There's just all, like this game is, like I think you mentioned, you mentioned I believe in Code Veronica, or Code Veronica Episode Max that one of the writers on that game talked about how he wrote the entire script while he was drinking. The, specifically just the Wesker report which explains why Wesker is alive. That's not Code Veronica itself, just this DVD bonus video.

Well, they may have taken a page out of that playbook when they wrote this game because it feels like... but it's great at the same time, I think. Like, it is, again, Resident Evil to me is inherently campy and this game is psycho stuff. I don't know, where do you guys even what do you guys want to even tap in here with what happens um I guess like for me you know I I have not played seven okay I've played like the beginning of it you know I kill so you witness the key moment of seven I guess which yes I died yes it's the key moment I got up to the lady that's in the house

The greenhouse. That's made of flies or something. Marguerite. Or spiders or something. Yeah, I got to her and I'm like this is too scary guys. I can't

Too much

So yeah, I got to that part and I stopped playing the game. I'll probably revisit it though at some point

I probably I will I will revisit that game soon, but so coming into this I guess like honestly

It's it's less about the actual story itself and more about like all the things that are like all the lore bits and stuff that

make it so complicated but the story itself is like really simple I guess at

the end yeah it's like you know you're your wife gets sniped by Chris Redfield

you know it's not in the face ten times point blank in your eyes you're like

what the heck and then your baby and they take you but then you get kidnapped

or your baby gets kidnapped and you find out that she's been separated and you

basically you're trying to put her back together is like what the story is at

at the end of the day and try to save her,

which is crazy that you could think you could save her

when her body parts are all in different cubicle thingies

and you have to put them in a machine.

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

but the basis of the story is super simple.

Like there's nothing really, they kind of tell you

and everything you kind of need to know from Seven,

and then from then on, you're just experiencing

what they have here in front of you,

which then gets it to crazy stuff

that I personally would not understand at the end

with all the stuff, how it connects

in the deeper lore of Resident Evil.

I know they mention the Arklay Mountains,

which I know is from the first thing,

and with Miranda and stuff.

That kind of stuff kind of flows,

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

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

- You would.

(laughing)

Even at the moment of when I played it the second time,

I was like, oh, this is interesting.

Obviously, it is tying back to,

'cause I knew the settings of each one,

obviously this stuff is tying back to old Resident Evil games

which is really cool fan servicey stuff that is awesome

that they could tie it in that way

and in such an interesting way, I guess.

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

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

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

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

That's the element of it.

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

Revelations, Resident Evil reference.

- Yeah.

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

This stuff's the best.

- I like how they make it interconnected,

but it feels like every couple games,

they did a similar thing in Code Veronica,

where it's like, Resident Evil 1, it's like,

oh, Spencer, he's kind of the guy behind Umbrella,

and he's the one doing all this,

and then you get to Code Veronica,

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

that were one of the key people responsible for Umbrella.

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

Ashfords were there.

- Yeah, and they were-- - And now we know

Miranda was there.

And I think that's super cool

because that's hundreds of years and she's there

and this fungus has taken over her brain

and all she wants is her kid back.

I think, and maybe this is just because

I'm so new to Resident Evil on the whole for this season,

and we've just played all of this so close together,

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

and when we got to that lab this time around

and I was reading everything, my mind was like,

oh my gosh, she was there.

They were finding the progenitor virus

and she's out here dealing with this fungus thing,

and I just thought it was so cool.

I really, really enjoyed that lore revelation

in the part that we've talked about,

there's always a lab.

I like that there's still a lab,

and this lab's been here for hundreds of years,

and there's more things.

There's also some interesting stuff with the BSAA

being bioweapon soldiers this time,

invading the space,

so that has some future implications, I imagine.

- I was gonna say, they don't really touch on that

too much until, it's kinda like one of the final kickers

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

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

because they've been infected with the cow-new, cow-new or whatever. Yeah, this live fungus,

hive mind kind of thing. And so it interacts with the megamycete I think. Yeah, the megamycete's

like this big brain. But you know, it explains why Lady D is a tall vampire lady. It's because

she has a rare blood disease that combined with wild growth or whatever means she has

to like eat humans to stay stable or you know with Heisenberg being able to control metal

or the doll lady controlling her dolls she was taking it out of her and putting it in

her dolls. I like the way that they try to ground this scientifically the same sort of

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

because the man's made of mold! Which I just, is the silliest thing ever written in Resident

Evil, at least as far as I've played. The man is just filled with fungus. He's just

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

actually the more... I remember the first time I played this game I just thought, "poor

Ethan's hands. They just really like stab him, rip him, chop him off. His hands just

get brutalized in this game. Well Lady D drinks his blood at one point and she says something

like "ahh" like "eh". You get ready to go bad or something. Yeah, yeah, yeah. Yes, I

think it's something along those lines. And so they do drop a bunch of hints throughout

the game with it. And they even do going back to 7. Like I know we keep alluding to the

chopped off hand but we talked in our seven episode he gets his leg chopped off in that

game in an optional cutscene. He just reattaches it willy-nilly. So they've been dropping hints

to it. I don't know if this was a grand plan they had. Maybe in seven its inclusion was

just meant to be a goofy thing but now it's come full circle and they've given a reason

for it. But yeah, Ethan is a character that is so bewildering. I still have so many questions,

I guess. So his wife, what's his wife's name? Mia. So she procreated with a mold man. So

She's the product of a mold-loving relationship.

- Roses?

- Rose is the product, I should say.

Mia, I guess, had sex with a mold boy

and then had a mold child.

- Essentially, they had superpowers.

But Mia would've known this.

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

And also, Miranda can shape-shift into Mia,

which is why she gets blown away at the start, which I kind of like.

I mean, I don't think anybody, even before this game came out,

I don't think anybody thought like, "Oh, Chris is going to be evil."

And like that was kind of what they tried to do with the marketing for this game,

and it was clear that that was never going to be the case.

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

But I do agree with you, Michael.

At the same time, I think what works about this game is that,

And in typical Resinual fashion, I think this is one of the stronger aspects of the series as a whole,

is it is so character focused.

Like, the characters are central to everything.

And then there's lore and world building and backstory and stuff like that,

which Max was talking about here at the end of the game.

But for the most part, it is just these characters,

or whether it be Chris, Jill, Leon, like, there's central characters,

and then the villains and stuff as well.

and sometimes they don't hit or sometimes the side characters don't hit. I think of

Steve from Code Veronica. In this game I think the cast is pretty top notch across the board,

whether it be between Lady D, Heisenberg. I don't think Miranda gets as much time honestly to feel

like a compelling villain. That would be kind of my one problem with this game because you, Max,

talked about how you like that she does have roots going that far back and I wish they would have

done a little bit more with that. Her motivations aren't explained until the 11th hour essentially.

That's kind of my problem with what happens at the end of the game. It is just so

dumped on you as the player in these text logs and fleshing out her motivations and fleshing out why

she's like this. In all those various text logs it establishes she has a child, her child died,

how she found the Megamicy, that she knew Spencer, how Spencer got the inspiration for Umbrella.

There is a lot of stuff that is just thrown at you very, very quickly. And that stuff's all fine,

but they could have done more with it in the game itself. And I think that's my one issue with it,

is her children are so front and center throughout the rest of the game that she just kind of falls

falls into the background. But I like Heisenberg and Lady D as characters and stuff like that

too. So it's...

I do think there is a bit more fleshing out about Mother Miranda's motivations, or at

least her objective of a daughter, you know, doing something with Rose and her power to

resurrect something. Heisenberg hints at it, you know, especially when you're in the factory,

he's talking about how they're just pawns and they were used. Heisenberg's factory has

notes and documents talking about how he's building up an army and more do talks about

experimenting with the fungus, the code do or I don't know. There's a lot of funky things

here. You know, that's how the werewolves come about. So I do think there's some world

building of just Miranda and her forces in general throughout the world and kind of her

objective and those things. But yeah, it is the same trope of here's all the plot twist,

right? The narrative plot twist and it's always in the lab at the end and a bunch of documents.

The twist never really comes in a cutscene, I guess besides the fact that you died and you're

made of fungus. Well the other thing too that I wanted to mention is like, and this is where my

disappointment with Miranda comes through more, is like she's also responsible for Evelyn in
the

previous game and Evelyn has ties to her as well. And so to make Miranda kind of the core
villain of

both of these games and then to just not do a whole lot with her other than just, "I want your

daughter to recreate my daughter." Like, there was more to explore there with her, I think.

And if they would have made her more, obviously she's name dropped constantly throughout
the game

that a lot of people around the village are, I guess the old lady is her. But she's name dropped

quite a bit throughout the game and you know she is the central figure that you are kind of
going

to have to deal with because Heisenberg and Lady D and all the others, Moreau, they're

all mentioning her but she does not directly appear outside of there's the one cutscene

at the start of the game where they're all together before you get chased and then you

don't see her again until I believe the variant of the game after you deal with Heisenberg.

And so that's again where I just feel like there was more, like they could have sprinkled

her in more over the course of this game, I think, and she could have served a bigger

purpose.

Yeah, I think they could have done, maybe not show her more, but do more things like

how she was the old lady right in the beginning.

Maybe make her, because she has the ability to shape-shift, maybe she was a crow that

was hanging out that you keep on seeing throughout the entire game or something like that.

Or she's the Duke. Or she is the Duke or something like that in that sort of way. That way it

kind of connects it like, "Oh, she has been watching you this entire time. She has been

there the entire time." If not actually present with her normal self, I guess.

I did... I don't know if there's more character/story stuff you guys wanted to talk about in particular,

But I did want to say, at least before we left that section, a fun fact that I picked

up on in the game and then had to double check.

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

So Carlos and Chris are one and the same.

That tracks now that I think about it.

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

There was some delivery at the lake.

I was like, "That sounds like Carlos."

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

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

Well I did want to actually bring up Chris and how he's handled in this game.

I feel like he's one of the characters that we haven't touched on and obviously you play

as him for a chunk of the game.

In the very Call of Duty set piece.

Chris of Duty.

Yes, which is great.

I like that part quite a bit actually.

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

could have been. I don't know. It's a weird thing to balance because I get that they want

to make this an Ethan game through and through and they don't want to have Chris take over

the spotlight. But Chris is in the opening and then he doesn't appear again until the

lake I believe is the first time you see him. And you just see him. Otherwise. And then

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

Other than that I think one of my big questions with this game, and it feels like something

where they just kind of wrote themselves into a corner and they're like, "Well, this is

what we want to do.

We want to pitch it as Chris is maybe the bad guy, so we're going to have him off Mia,

who's not really Mia at the start of the game."

Because you even get...

Basically, I guess what I'm trying to say is, "Why didn't Chris just tell Ethan this?"

And that's even a question that one of Chris's companions broaches to him late in the game.

If you are listening over the...

As he's talking via the comms during the Chris of Duty section that Michael said, one of

I was like, "Why didn't you just tell Ethan? You could have just looped him in." And he's like,

"Yeah, I think he says, 'Yeah, maybe I should,' but I was afraid how he'd handle it." I don't know,

something to that effect. And I think that is a little bit of a maybe plot hole, like, "Hey,

why wouldn't they just tell Chris that this woman is after his child, and his child is unique,

and these things are happening?" And I guess the other questions, and this isn't really touched on

a ton, but it's kind of a subtle thing that I like with Ethan is that they establish

in the early portion of this game that he's been like training with Chris a ton and that's how he's

more proficient with weapons now. It's implied that like he's not just this scrub anymore. He

has been trained by Chris. He has a lot of military expertise now and that's how he can

kind of handle himself in this situation. So like why wouldn't Chris then fill him in on what's

happening? Instead he just offs Mia in front of him. He's like, "You don't know what you're

talking about Ethan it's like what like it just again it feels like one of those

things where it's like Capcom wanted to intentionally play with fan expectations

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

I correct me if I'm wrong but didn't wasn't it said or implied that Mia was

the one make like making Chris not tell Ethan like everyone was trying to keep

the secret that Ethan was dead away from Ethan.

So I think that's like if you're--

- Well you could've not told Chris or Ethan that he's dead

and could've still told them that like,

"Hey, some crazy woman's after your family,

"you should be in the know how we're gonna perform

"a sting operation and kill the person

"that looks like your wife in front of you."

- Yeah, I guess, I don't know.

Why is my daughter so important?

She has superpowers, how does she have superpowers?

'Cause you're made of fungus.

I'm not saying it's great writing or it's great defense.

- He's made of mold, not fungus.

Last of Us boy.

- Mold is fungus.

- I don't know.

- Pretty sure mold is a fungus.

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

I do think there was just like a write off excuse

of why they aren't explaining it,

'cause it's pretty silly.

It's pretty silly to go this long.

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

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

like why did they do this?

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

- You gotta keep the player interested somehow, right?

You need to have some sort of mystery there

in order for you to wanna keep on going,

'cause if you know all that stuff,

then how do they keep you going

and trying to figure out what's going on?

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

I mean, what other surprises other than

Ethan putting his hand on and stuff like that,

do you really get those moments don't even are aren't even as good then at that point.

Yeah. Yeah. Last question about story and character stuff before we move on is I did

just want to ask how do you guys feel about Ethan's death and then the time jump at the

end of the game with Rose obviously and we'll talk more about that with Shadows of Rose

here which we're going to touch on more fully but I guess just how do you feel about the

ending of the game and then choosing to kill him off, I guess for good because he was technically

already dead. But yeah.

It's silly. Like it's very goofy the way he goes about it. Like, "I'm not gonna give up."

You know that. We haven't, I should say I haven't. Who knows what happens in Resident

Evil 5 or 6 at this time. But we haven't really seen a main character in these games like

bite the dust. And it's interesting to see them introduce a new character in the previous

game and then kill them, kill them. And the second one, it's interesting. Just from a

reboot perspective, which 7 essentially was, to a degree. And it makes me wonder about

the future of the series in that sense, but him, you know, basically blowing everything

up and being like this limpy little mold man and Mia's actually alive and, you know, take

care of her, promise I'll always be there, I'll protect you or whatever, you know, typical

stuff. But it's, Ethan's sacrifice is pretty goofy in hindsight.

I'm not against it, I guess.

(laughs)

I don't think it's, I mean,

I guess at the end of the day,

if I question what would I have done differently, I guess,

would it be more compelling if he had stayed alive?

And then also, what purpose does he have

after this story ends, I guess?

I mean, then he's just around.

What is he gonna do afterwards?

Granted, with the time jump, like you mentioned, Logan,

would Ethan even still be around at that point then too?

Like would he just be dead anyway?

So I mean, I don't know.

And then the time jump too is really weird,

especially with the DLC stuff because,

I mean, I don't know, we don't have to talk

about the DLC right now, but I think that time jump

and how the DLC goes about, like,

it kinda makes the DLC kinda,

you don't need to play it at the end of the day.

- Yeah. - You know,

because of how they position the timing of it.

So.

- They share the same ending cut scene

at the end of the DLC as they do

at the end of the base game.

- Yeah, and I'm like extremely bizarre.

- The mystery is still there and who that shadowy figure is

and how that plays out with the rest of like,

what's gonna happen in the next part

of the Resident Evil series and stuff.

And if Rose isn't part of that,

according to that interview or whatever,

if the Winter's family story,

like what's hap- like it it's really weird I do not know what is gonna go on

with with whatever the ninth entry will end up being especially with how that

ends in it with that kind of information I suppose I mean let's just talk about

shadows of rose oh we'll get back to I know we've got we're gonna talk about

music touch on the music but I mean we're talking about shadows of rose

naturally so let's do it we don't we don't play the DLC here which is

obviously a first time for all of us none of us have done before I guess just

general takeaways I don't I don't want to spend not trying to rush through this

section but I don't think there's all as much to talk about I think largely it's

fine like I didn't hate anything here I don't know I honestly my big takeaway is

this I you really felt like Rose was poised to be like the new character

moving forward in IX and I thought that they were gonna do that and then

this DLC made me not really care about Rose much at all and

revisiting all these old locations didn't really do a lot for me. I think

some of the mechanics are cool with some of her abilities and things like that.

I don't know, largely I just thought this expansion was okay. Yeah, I mean I kind

feel the same way. I kind of said it before already, like I don't, I agree that I thought

it was fine. I think it had really cool moments. Obviously the dollhouse moment is a standout

moment not just in the DLC but like that entire game is absolutely terrifying. The puzzles

are really good too. I like I like the ones with all the dolls and figuring them out figuring

out where they go and like I thought that was enjoyable as well. I did not like the

stealth section although I think the environment was kind of neat and

different. Where everything was big. Like yeah little nightmares vibes for

sure like I don't know guys have played those games. Yeah it kind of had that

vibe for sure and like I like that they did play around with some of the

environments but for the most part I think you had said it while we were

playing it but like it feels small like even though we've been in these like

we've been at all these settings in different environments before but like

for some reason it all feels smaller and more like tighter and I don't know it

doesn't feel as as sprawling as like the castle for example doesn't feel as

sprawling as it was when you play it in the original game when you play here it

feels all like super tight and like you're getting forced into sections

whereas like you're not really exploring like how you had that like the freedom to

explore in the in the original game or whatever so but generally I thought it

was good again I how it ends up panning out like you don't need to play it you

see the ending of this DLC in the end of the game like the base game then also

like why did they even have like why did they even introduce Rose like in the

first place what is her bigger what's the bigger picture here with her is is

she in fact going to be part of Resident Evil 9 I mean I feel like she kind of

has to in some capacity, even if you don't play as her,

I guess, maybe some sort of supporting role or something.

It's just interesting, it's really, really weird,

but kinda good, it's kind of interesting.

I liked it.

- It's the, is it the first?

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

I believe so far.

And I know we'll be playing some for five,

and possibly six, but this is my first exposure

to some expansion content in the game,

the series on the whole.

I did kind of enjoy the reuse of characters and assets.

It was like, for example, the Duke is evil, right?

He represents the kind of villain in the first area,

which is the castle. I thought that was kind of neat. But about the castle feeling smaller,

I think it's because more of it's cut off and there's a lot of black goo everywhere,

just limits where you can physically go. So you know there's other places, but they've

even shrunk it and just tightened it up by changing the environment design. I did get

some Bioshock-y vibes from this DLC a little bit, particularly in the castle because there

is a use of little CRT monitors everywhere and Rose has powers with her hand, you know,

a la Plasmids, and then there's a bunch of rabbit imagery in the beginning as well. So

that gave me a lot of Bioshock-y kind of vibes. Not in the "this is as great as Bioshock,"

a lot of design cues from that, just visually speaking,

which was interesting, I thought.

I wrote this down, not a fan of basically rehashing

the dollhouse gimmick, which was at that particular moment

of the note, just essentially an escape room

of finding these pieces, putting them back together,

and then they reveal the mannequin,

weeping angel bit, you know, Doctor Who kind of vibe,

and immediately it became terrifying again.

I think actually Mike, you and I got got

by the same jump scare where, like at one point,

you know, the mannequin shows up in the hallway

and you're like, okay, there it is,

and you come back to that hallway later

and it's not there and you're like, ah, it's fine.

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

And then you open the door, the next door,

and it's right there and totally, it got me for sure.

- That got me too, for sure.

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

I'm like, dude, I don't know.

I don't know if I can play this.

This is way too much for me right now.

- I think it was definitely the scariest part actually

of Olive Village in general was these dolls chasing you

and I'm very concerned about

what they'll come up with later.

Overall, the whole DLC really is kind of

more psychological horror based.

the imagery of Rose dying a bunch of different ways,

these dolls all trying to kill her.

I think the ending kind of fall, not kinda,

the ending falls really hard flat

because it's essentially the same ending

that Mother Miranda is still trying

to get her daughter back and--

- Well not only that, but like,

it was telegraphed from moment one

that Michael was gonna be Ethan.

Like the second it was-- - Oh yeah.

- It was like, okay, well it's clear

this is gonna be him finally interacting with his daughter and not only that I'm sorry I wanted to

mention this real quick because it was fresh in my mind but the whole like the whole thrust of

her like wanting to get rid of her powers because people bully me at school because I have powers

it's like what is this plot device here for her to get rid of want to get rid of her powers like you

they could have gone with literally any other thing like I just want to be normal I just want

want to live a normal life. She could have gone with I don't want mold inside my body.

Yeah. Instead it's just like I've been bullied and I want friends. Well, I think, I think it is,

I think it is that like, Oh, I do just want to be like, I want to have a normal life, but

because of her age, it's like, it's also because she's getting bullied. I guess I think the main

thrust is she just wants to be normal, but how they, how they depict it is like, yes, it's very

stereotypical teenage drama.

Yeah, I mean, yeah, the way they chose to depict that is very strange, 'cause it could've

just been like, "These powers have been nothing but bad news for my family, I don't want this

to haunt the winner's family name moving forward, I don't wanna have this hanging over me the

same way it did my father," blah blah blah blah blah, like stuff like that.

It would've been like, "Okay, sure, that makes sense, I get picked on at school, wah, I don't

want to have telekinesis or whatever the heck. It's like, I don't know, very silly stuff.

Like, what are... if I had superpowers and somebody's like, "Oh, you nerd, you got powers!"

I'd be like, "Uh, okay?" Like, I don't know, it's just a very strange, odd way in which it was

explained that she wanted to go through this whole situation. And the cutscenes at the start

or a little, like, they feel rushed too.

Like, doesn't it just open, she's on a park bench

and some random dude shows up and he's like,

"Hey, I figured out how you can get rid of your powers,

"blah, blah, blah, blah, blah."

So it's like, oh, we're just going here, we're running.

Like, it's just--

- Yeah, it's implied that he like works with Chris

or something, but turns out that was all Mother Miranda

anyway, so. - Yes, yeah.

And then, yeah, I don't know.

The final boss and stuff, I mean, it is just a rehash fighting Miranda again.

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

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

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

I actually did want to say, I feel like at least currently I'm the only one that could really speak to this out of the three of us, but...

I will say that the kind of endish midish point where you're back in the house and you're exploring

and Rose is like, "Was this where I grew up? Is this like my home?" And there's all this very

heavy like, "Ethan, I'm going to be a dad that's always there and protect my daughter." Like that

actually kind of in the tiny baby stuff, like that actually kind of made me a bit sad and did hit.

And that's purely just where I am at my time in life.

- That's 'cause I hear six months removed

from having a kid, yeah.

- Yeah, so Rose in the game is six-ish months or so.

So it's like exactly where I am with Eloise.

So that did actually hit me, which I found cool

because in general, this is just like, of course,

she's gonna figure out it's her dad and stuff.

But that did actually hit a little bit home for me.

I don't know if it will always hit home for me going forward,

but it was cool to be at the exact same spot as Ethan,

you know, in that relationship.

And I will say in VR, Rose is accurately sized.

It's quite impressive.

Rose is an accurate six month baby.

- I have a question for you guys.

Were you guys disappointed that the Michael

wasn't the Michael the helicopter pilot from Resident Evil 4 or he was Mike I

think Mike beers on like yep poor the true guardian angel I forgot that that

was his name completely I haven't gotten to that point in the remake yet so

isn't it his name in in the original four I don't know I can't remember we

We played that game so long ago.

No, I think it is.

I see Leon shouting Mike.

I do think it is Mike though, as well.

And I will say regarding the whole Michael thing, I think it's kind of funny that Rose

is like, "Oh, are you like my guardian angel?"

And Rita's just like, "Uh, yeah, Michael the angel."

Sure.

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

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

I thought that was kind of like fun.

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

So I kind of liked that and I don't like dislike Rose as a character.

Like I wouldn't be mad if they had her be, you know, in future

resident evil games for sure.

Um, well, yeah, I don't know that, like you said, DLC pretty good.

Wouldn't play again though.

And then the, yeah, and then the, we mentioned this before, but I just, to go back to it,

the way it ends with how the ending of Village was also, like, you find out that this was, like,

didn't happen after the events of Village. It's very, it's kind of odd how they did that, but

I guess that stays true with the whole Winter's Family storyline has now completed or whatever

it says at the end of the game. So yeah, Shadows of Rose. Okay. I will never play it again,

probably. Let's talk about music. Do any of you guys have things to say about the soundtrack for

this one? I do think... Actually, Max, let's start with you this time.

I have a ton of notes this time on the soundtrack. One of my notes was bluntly,

I'm not noticing the songs or anything standing out per se. I think it's one of those soundtracks

that blends in with what you're doing fairly well and emotionally amps you up. Like if

you're in a firefight, themes are there, but nothing in particular. I did notice there's

not really a save theme to necessarily speak of. I mean, when you are in a safe space shopping,

particularly when the Duke is there with the save typewriter, you know, there's a theme,

But it's not the same, which I was a little slightly bummed about actually, not having

that kind of old faithful tune in the background, however it's been remixed.

The one particular song that I did note was that the factory has kind of a techno synth

is what I wrote, just kind of under the score, which was additive I thought thematically

with you know there's a factory it's we're building machines and monsters and

the Heisenberg is this electricity magnetic kind of character so I think

this soundtrack in this game is just thematic and not so much in your face as

something like Code Veronica or even Resident Evil 4 is a bit more in your

So that was kind of what I noticed for villages sound design. I

Mean, I really don't have a whole lot more to say other than that you kind of

Copied me bar for bar word for word. Like I just I swear teacher. We didn't look at each other's notes

Yeah, there was just not a whole lot that stood out to me in this one Mike

I know you listen to this soundtrack today though to some degree. Was there anything that really?

stood out to you with that or I guess like really the only like

Unique track I feel like is like the stuff that they play like while they're doing like the storybook section in the beginning

It's I feel like that's a pretty different than what I've played from Resident Evil games because it's so like kind of like more

whimsical and story book II fairy tale kind of yeah, it gives off that kind of feeling rather than like dread and

Things are going to kill me vibes. So I would say like I guess that's like a unique track in it

It's not one that I particularly care for though

There was one when I was I agree with you guys

About everything about the music. It feels more like it's an additive thing

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

like oh

There are a lot of quiet moments in this game and it's more about the sound design of like oh you hear something creeping around

and a werewolf's gonna jump out at you and then the music swells and then you feel all this like anxiety and like

You know frantic whatever like then you get into combat and all that stuff and I feel like it's more about those kind of moments

Rather than like actually playing music the entire time

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

But yeah

Yeah, I forgot what the track was it was like one of the last one

Oh, it was called like the final movement and I was listening to that

I was like, this is crazy sounding like it's like

Super like it's like a like a banger. I was like what's going on with this song?

Reminds me of the hunk like a mission in re2 that just has an absolute

Bonkers track that just feels so out of place but epic at the same time

I just like what we didn't need to go this hard Capcom. We did not need to go

I don't even know what part of the game it's in. Like I just I was like this was in the game

I don't remember this at all and I'm guessing it's the final boss fight or something

I don't know could be in the mercenaries mode, which I don't think any of us played it could be in that actually did play mercenaries. Oh

This guy dabbled a dabbler and I have nothing really to say about it. It's

mercenaries with a

Resident Evil Village style combat so that's about it. Sounds like the thing. Let's wrap up on this one

Then this is obviously a harder question to answer here

I

Mean to some degree. I mean, what is this game's legacy?

I think the legacy at this moment is just this is the end of the Ethan winners

this is the final Ethan game in my mind this is

Caps off the potential first-person run they've had here if they do opt to go back to third person

Which is what it seems like they're going to do with whatever

Resident Evil 9 becomes

But yeah, I mean more than anything. I think taking it back to full circle to what Mike said this feels like

Resident Evil greatest hits like if I was going to tell

anybody to play a Resident Evil game like

To potentially hook them this might be the one

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

I don't know.

Yeah, it just, it hits a lot of the core elements that I think the series does so well.

And that's kind of its legacy for me.

But again, legacy is hard to discuss when this game is, we're coming up on its two year

anniversary at the time of this recording, but it has not even been out for two years

just yet.

So.

I feel like

this is me personally and I'm

maybe I'm in the minority here on it and

Maybe I just have my information wrong

But I feel like this is the game that really cemented that like Resident Evil is like really back

Like especially in like for modern games, you know, like we had seven and seven proved that you know

You know, there are good Resident Evil games like there will be some maybe potentially then there is the remake which is obviously like, you know

Resident Evil 2 is such a beloved game. I think I don't know if people expected it to be as good as it was

But it was a good game and it's like, okay

well

then now they have this new one here or new at the time and I feel like maybe people

Could have seen it going both ways

Like it could be bad or it could be good and it ended up being good and I feel like this is the one that

Really cemented it both on like the actual game and the franchise itself, but also like on a technical level

I feel like this is also like one of the ones that like along with like Resident Evil 2 remake

But really this especially with new gen consoles or I guess like the PlayStation 5 and an Xbox series consoles

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

Yeah, it's still such a beautiful game to play like even now so we didn't even talk about that

But yeah visually I think this game looks great like the re engine is still top-notch like I think this game looks really really good

Yeah, I think it's like the perfect showcase for it and even like using I think I played it all with ray traced visuals and

For the most part. It was pretty solid 60 throughout the entire time

I I think there's probably dips here and there but it was never anything like wow, this is not great

I think I was playing Resident Evil 4 remake and I noticed more dips in that game than in this one, but

Yeah, it's it's it's a great game

I think it'll go down as like one of the best Resident Evil games, at least in like a top five for sure.

From, I think it would.

Yeah, I...

Resident Evil Villages, I wrote it as a sample platter of horror

which is

fun and refreshing in that way. You know, you've got things where

There's no gunplay at all or there's a bunch of puzzles like we talked about or there's a giant

11 foot tall

Lady chasing you around. There's just different types and it gives you all these different hits of horror

That you can experience in one game. Um, that's pretty great. I

Think it gives it gameplay wise a not gameplay

I suppose because you're still shooting and solving things and whatnot, but it does give it a bit of a lack of focus of

there's some

You know, well, we want to try this so we'll create this area and do that and maybe it hits maybe it doesn't

And so it doesn't lead to it being all thriller and no filler. There's like slight and this game is snappy

but you know the

Lake so not almost at swamp but the lake or like the werewolf cave like those feel a bit

necessary or imbalanced that way. And so I think if Capcom were to pursue this type of

design in the future, maybe truly open where you get to choose where you're going or a

bit more cohesive design there instead of just trying what they thought would work.

And some of it works, some of it doesn't. So I think that's part of it. But outside

of that this is the first game in the series in one game, Resident Evil 4 I suppose technically

got there first, or no, because there's still not a first person version of Resident Evil

4. But it's the first game in the series to have three different ways to play it visually

speaking which is rather impressive and obviously I think this game has pushed the RE engine

to at least its current limit in a Resident Evil sense with it being on every possible

platform essentially from cloud to even Apple Silicon on the Mac. They're very adoptive

of putting their game on the platform and it's cool to see Capcom doing that. I don't

think they will necessarily do that with every Resident Evil game but it's at least cool

to see it done here with Village which I do think is a great entry point into Resident

you don't need to have played one through seven to really enjoy this game.

This game is fun, period, and I think that's the most important thing to take away from it.

You might be a little confused later on when you find out that your main character was dead

the whole time somehow, and you get your heart ripped out and things like that.

We didn't even touch on that. This game is very gory.

Awesome.

She busts her heart out and then like squeezes the blood on her face and is just like

It's awesome. It's pretty crazy. If you just play the first like literal 10

minutes of Resident Evil 7 you'll need you'll see what you need to see.

And with that I think that'll do it for Resident Evil Village. Thank you so

much for listening. If you'd like to check out more of Chapter Select you can

to chapterselect.com and check out all of our other seasons.

You know, if your fungus is your thing,

we got some stuff on The Last of Us.

Or maybe, first person, have we done any first person games?

No, we have not.

But that may change someday, I don't know.

We'll see.

And then, you know, Fast and Furious season

was our previous one.

Fast 10 coming out super soon, Logan.

We'll have a new episode.

- It is coming out really soon.

I didn't even think about that.

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

- Mm-hmm, super soon.

So it'll be exciting, we'll have an episode up on that.

Michael was also in that season

talking Tokyo Drift with us.

So definitely go check that out.

If you'd like to find Logan on Twitter,

you can do so over at mormon12

and his writing over at comicbook.com.

Michael you can find on Twitter @themichaeljruiz.

Same thing for Instagram where you can check out

all his skateboarding videos and whatever else

he posts there, I'm not quite sure.

Skateboarding and beer probably are the main things

probably there and then his podcast Bantam Banner which he does with Ricky

Frack another chapter select alum the two of them just fight over who can be

on the show more so definitely go check that out if you like to check out my

work you can go to max frequency dot net where I do the max frequency podcast and

do all my writing so you can head there but until next time thank you all so

much for listening and adios chapter select is a max frequency production

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

Season 5 is hosted by Logan Moore and myself.

Season 5 is all about Resident Evil.

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

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